

Close-quarters

M	T	SV	W	LD	OC
6"	5	3+	2	6+	2

110–210 PTS

Base Kill Team Sergeant and Deathwatch Veterans: 32mm, Gravis Veterans: 40mm



1KOMMANDO

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2BEWEGUNG

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3BESCHUSS

Bolt pistolCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Deathwatch marksman bolt carbineHEAVY

LETHAL HITS

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Frag cannonBLAST 1HEAVYLETHAL HITS

RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	3+	7	-2	2

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

Hellstorm bolt rifleASSAULTHEAVYLETHAL HITS

R	A	BS	S	AP	D
30"	2	3+	5	-2	2

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Special-issue bolt pistolCLOSE-QUARTERS

LETHAL HITSPRECISION

R	A	BS	S	AP	D
18"	1	3+	5	-1	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Stalker bolt rifleHEAVYLETHAL HITSPRECISION

R	A	BS	S	AP	D
30"	2	3+	5	-2	2

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Grenade Launcher (Frag)BLAST 1

R	A	BS	S	AP	D
24"	4	3+	4	-1	1

VERWUNDET

2+3+4+5+6+

T1-2T3T4T5-7T8+

Grenade Launcher (Krak)RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	10	-2	3

VERWUNDET

2+3+4+5+6+

T1-5T6-9T10T11-19T20+

Infernus heavy bolter (Bolt)HEAVY

RAPID FIRE 2SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Infernus heavy bolter (Infernus)BLAST 1

TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Plasma incinerator - StandardASSAULT

RAPID FIRE 1

R	A	BS	S	AP	D
24"	2	3+	7	-2	2

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

Plasma incinerator - SuperchargeASSAULT

HAZARDOUSRAPID FIRE 1

R	A	BS	S	AP	D
24"	2	3+	8	-3	2

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

Plasma pistol - StandardCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

Plasma pistol - SuperchargeCLOSE-QUARTERS

HAZARDOUS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

4ANGRIFF

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5NAHKAMPF

Heavy thunder hammerDEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	3	4+	10	-2	3

VERWUNDET

2+3+4+5+6+

T1-5T6-9T10T11-19T20+

Knives and Fists

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Power weaponSUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Xenophase bladeDEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

VERTEIDIGUNG

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IMMER / EINMALIG

Death to the Alien

This unit's attacks can:

- Re-roll hit rolls of 1.

- Or: If the target of those attacks does not have IMPERIUM/CHAOS, re-roll hit rolls.

Storm shield

This model has a 4+ InSv.

GEGEN DIESE EINHEIT					
W5 · RW 3+ · 2 LP je Modell					
WIRD VERWUNDET MIT					
2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2	
RETTUNGSWURF JE DS					
DS 0	DS -1	DS -2	DS -3	DS -4	
3+	4+	5+	6+	-	

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Aquila Kill Team

Ausrüstung: Bolt pistol, Deathwatch marksman bolt carbine, Frag cannon, Hellstorm bolt rifle, Special-issue bolt pistol, Stalker bolt rifle, ► Grenade Launcher (Frag), ► Grenade Launcher (Krak), ► Infernus heavy bolter (Bolt), ► Infernus heavy bolter (Infernus), ► Plasma incinerator - Standard, ► Plasma incinerator - Supercharge, ► Plasma pistol - Standard, ► Plasma pistol - Supercharge, Heavy thunder hammer, Knives and Fists, Power weapon, Xenophase blade

- This model can replace its 5 models with 10 models.
- This model can replace its Stalker bolt rifle with Plasma incinerator.
- This model can replace its Heavy thunder hammer with Power weapon and Storm shield.
- This model can replace its Infernus heavy bolter with Frag cannon or Hellstorm bolt rifle and grenade launcher.

KEYWORDS Infantry, Battleline, Imperium, Aquila Kill Team, Retinue, Ordo Xenos, Explosives, Gravis, Tacticus, Kill Team · FRAKTION Agents of the Imperium