IMPERIUM - AGENTS OF THE IMPERIUM

FORTIS KILL TEAM [LEGENDS]

Kill Team

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1

100–200 PTS
Base —

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Bolt Rifle — ASSAULT · HEAVY

R	A	BS	S	AP	D
24"	2	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Bolt pistol — PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Hand Flamer — IGNORES COVER · PISTOL · TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Heavy bolt pistol — PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Long Vigil ranged weapon — ANTI-INFANTRY 4+ · DEVASTATING WOUNDS · RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Twin Bolt Rifle — TWIN-LINKED

R	A	BS	S	AP	D
24"	2	3+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Plasma incinerator - Standard — ASSAULT · HEAVY

R	A	BS	S	AP	D
24"	2	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma incinerator - Supercharge — ASSAULT · HAZARDOUS · HEAVY

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

➤ Plasma pistol - Standard — PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma pistol - Supercharge — HAZARDOUS · PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

4 ANGRIFF

—

5 NAHKAMPF

Astartes chainsword

R	A	WS	S	AP	D
Melee	4	4+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Long Vigil melee weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

Fortis Doctrines
Each time a model in this unit makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

∞ IMMER / EINMALIG

Attached Unit
If a CHARACTER from your army with the Leader ability can be attached to an DEATHWATCH KILL TEAM, it can be attached to this unit instead.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Kill Team Each time an attack targets this unit, if it contains models with different Toughness characteristics, until the attacking unit has finished making its attacks, use the…

ANTI This ability always takes the form [ANTI-X Y+].

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

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…

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod…

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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

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

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

5-10x Kill Team Intercessor oder Kill Team Intercessor w/ Special Weapon oder Kill Team Intercessor w/ Melee Option oder Kill Team Intercessor w/ LV Ranged Weapon
4x Kill Team Intercessor w/ Heavy Bolt Pistol oder Kill Team Outrider

Ausrüstung: Bolt Rifle, Bolt pistol, Hand Flamer, Heavy bolt pistol, Long Vigil ranged weapon, Twin Bolt Rifle, ➤ Plasma incinerator - Standard, ➤ Plasma incinerator - Supercharge, ➤ Plasma pistol - Standard, ➤ Plasma pistol - Supercharge, Astartes chainsword, Close combat weapon, Long Vigil melee weapon

- This model can be equipped with 1x Long Vigil ranged weapon.
- Each Kill Team Intercessor w/ Special Weapon can replace its Hand Flamer with Bolt Rifle, Plasma pistol, Long Vigil melee weapon or Astartes chainsword.
- Each Kill Team Intercessor w/ Melee Option can replace its Close combat weapon with Astartes chainsword or Long Vigil melee weapon.

Transport
This unit cannot embark within an IMPERIAL RHINO.

KEYWORDS Infantry, Grenades, Imperium, Deathwatch, Fortis Kill Team · **FRAKTION** -