

AQUILA KILL TEAM

Close-quarters

M

6"

T

5

SV

3+

W

2

LD

6+

OC

2

110–210 PTS

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



3

BESCHUSS

Bolt pistol

CLOSE-QUARTERS

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

Deathwatch marksman bolt carbine

HEAVY

LETHAL HITS

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

Frag cannon

BLAST 1

HEAVY

LETHAL HITS

RAPID FIRE 1

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

Hellstorm bolt rifle

ASSAULT

HEAVY

LETHAL HITS

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

Special-issue bolt pistol

CLOSE-QUARTERS

LETHAL HITS

PRECISION

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

Stalker bolt rifle

HEAVY

LETHAL HITS

PRECISION

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

Grenade Launcher (Frag)

BLAST 1

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

Grenade Launcher (Krak)

RAPID FIRE 1

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

Infernus heavy bolter (Bolt)

HEAVY

RAPID FIRE 2

SUSTAINED HITS 1

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

Infernus heavy bolter (Infernus)

BLAST 1

TORRENT

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

Plasma incinerator - Standard

ASSAULT

RAPID FIRE 1

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

Plasma incinerator - Supercharge

ASSAULT

HAZARDOUS

RAPID FIRE 1

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

Plasma pistol - Standard

CLOSE-QUARTERS

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

Plasma pistol - Supercharge

CLOSE-QUARTERS

HAZARDOUS

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

5

NAHKAMPF

Heavy thunder hammer

DEVASTATING WOUNDS

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

Knives and Fists

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

Power weapon

SUSTAINED HITS 1

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

Xenophase blade

DEVASTATING WOUNDS

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

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 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -

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

1
KOMMANDO

—

2
BEWEGUNG

—

4
ANGRIFF

—

◆
VERTEIDIGUNG

—

∞ 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.

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.