

DEATHWATCH KILL TEAM

M6"

T5

SV3+

W2

LD6+

OC2

115–220 PTS

Base 32mm



3

BESCHUSS

Boltgun

RAPID FIRE 1

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

VERWUNDET

2+ T1–2

3+ T3–4

4+ T5

5+ T6–9

6+ T10+

Deathwatch shotgun

ASSAULT

R	A	BS	S	AP	D
18"	2	3+	4	-1	2

VERWUNDET

2+ T1–2

3+ T3

4+ T4

5+ T5–7

6+ T8+

Frag cannon

BLAST 1

HEAVY

LETHAL HITS

RAPID FIRE 1

R	A	BS	S	AP	D
18"	2	4+	7	-1	2

VERWUNDET

2+ T1–3

3+ T4–6

4+ T7

5+ T8–13

6+ T14+

Stalker-pattern boltgun

HEAVY

PRECISION

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

VERWUNDET

2+ T1–2

3+ T3–4

4+ T5

5+ T6–9

6+ T10+

Combi-weapon (Damnatius)

MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-3	D3+2

VERWUNDET

2+ T1–4

3+ T5–8

4+ T9

5+ T10–17

6+ T18+

Combi-weapon (Infernus)

BLAST 1

TORRENT

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

VERWUNDET

2+ T1–2

3+ T3

4+ T4

5+ T5–7

6+ T8+

Combi-weapon (Purgatus)

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

VERWUNDET

2+ T1–3

3+ T4–6

4+ T7

5+ T8–13

6+ T14+

Infernus heavy bolter (Bolt)

SUSTAINED HITS 1

HEAVY

RAPID FIRE 2

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+ T1–2

3+ T3–4

4+ T5

5+ T6–9

6+ T10+

Infernus heavy bolter (Infernus)

BLAST 1

TORRENT

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

VERWUNDET

2+ T1–2

3+ T3–4

4+ T5

5+ T6–9

6+ T10+

5

NAHKAMPF

Black Shield blades

TWIN-LINKED

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

VERWUNDET

2+ T1–2

3+ T3–4

4+ T5

5+ T6–9

6+ T10+

Heavy thunder hammer

DEVASTATING WOUNDS

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

VERWUNDET

2+ T1–5

3+ T6–9

4+ T10

5+ T11–19

6+ T20+

Knives and Fists

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

VERWUNDET

2+ T1–2

3+ T3–4

4+ T5

5+ T6–9

6+ T10+

Power weapon

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

VERWUNDET

2+ T1–2

3+ T3–4

4+ T5

5+ T6–9

6+ T10+

Xenophase blade

DEVASTATING WOUNDS

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

VERWUNDET

2+ T1–2

3+ T3–4

4+ T5

5+ T6–9

6+ T10+

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

3+ S10+

DS 0 3+

3+ S6–9

DS –1 4+

4+ S5

DS –2 5+

5+ S3–4

DS –3 6+

6+ S1–2

DS –4 –

1

KOMMANDO

—

2

BEWEGUNG

—

4

ANGRIFF

—

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VERTEIDIGUNG

—

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IMMER / EINMALIG

Death to the Alien
Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the IMPERIUM or CHAOS keywords, you can re-roll the Hit roll instead.

Storm Shield
This model has a 4+ InSv.

REGELN & KEYWORDS KURZ

- 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...
- 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.
- MELTA** This ability always takes the form [MELTA X].
- 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.
- TWIN-LINKED** Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

- 4-9x Veteran w/ boltgun and power weapon oder Veteran w/ Deathwatch thunder hammer oder Veteran w/ frag cannon oder Veteran w/ infernus heavy bolter oder Veteran w/ stalker-pattern boltgun oder Veteran w/ Deathwatch shotgun oder Veteran w/ Black Shield blades
1x Watch Sergeant
- Ausrüstung:** Boltgun, Deathwatch shotgun, Frag cannon, Stalker-pattern boltgun, ➤ Combi-weapon (Damnatus), ➤ Combi-weapon (Infernus), ➤ Combi-weapon (Purgatus), ➤ Infernus heavy bolter (Bolt), ➤ Infernus heavy bolter (Infernus), Black Shield blades, Heavy thunder hammer, Knives and Fists, Power weapon, Xenophase blade
- Each Watch Sergeant can replace its Boltgun with Combi-weapon.
 - Each Watch Sergeant can replace its Power weapon with Xenophase blade.