

PROTEUS KILL TEAM
[LEGENDS]

Kill Team

M

12"

T

5

SV

3+

W

3

LD

6+

OC

2

160–320 PTS

Base —



3 BESCHUSS

Assault cannon **DEVASTATING WOUNDS**

R	A	BS	S	AP	D
24"	6	3+	6	0	1

Bolt pistol **PISTOL**

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

Boltgun

R	A	BS	S	AP	D
24"	2	3+	4	0	1

Frag Cannon **BLAST** **HEAVY** **RAPID FIRE D3**

R	A	BS	S	AP	D
18"	D3	4+	7	-1	2

Heavy flamer **IGNORES COVER** **TORRENT**

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

Long Vigil ranged weapon **ANTI-INFANTRY 4+**

DEVASTATING WOUNDS **RAPID FIRE 1**

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

Storm bolter **RAPID FIRE 2**

R	A	BS	S	AP	D
24"	2	3+	4	0	1

Twin boltgun **TWIN-LINKED**

R	A	BS	S	AP	D
24"	2	3+	4	0	1

► Cyclone missile launcher - frag **BLAST**

R	A	BS	S	AP	D
36"	2D6	3+	4	0	1

► Cyclone missile launcher - krak

R	A	BS	S	AP	D
36"	2	3+	9	-2	D6

► Infernus heavy bolter - heavy bolter

HEAVY **SUSTAINED HITS 1**

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

► Infernus heavy bolter - heavy flamer

IGNORES COVER **TORRENT**

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

► Plasma cannon - standard **BLAST** **HEAVY**

R	A	BS	S	AP	D
36"	D3	4+	7	-2	1

► Plasma cannon - supercharge **BLAST**

HAZARDOUS **HEAVY**

R	A	BS	S	AP	D
36"	D3	4+	8	-3	2

5 NAHKAMPF

Chainfist **ANTI-VEHICLE 3+**

R	A	WS	S	AP	D
Melee	3	4+	8	-2	2

Close combat weapon

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

Deathwatch thunder hammer

DEVASTATING WOUNDS

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

Long Vigil melee weapon

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

Power Fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

Power weapon

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

Power weapon

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

Power weapon

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

Thunder hammer **DEVASTATING WOUNDS**

R	A	WS	S	AP	D
Melee	3	4+	8	-2	2

Twin lightning claws **TWIN-LINKED**

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

GEGEN DIESE EINHEIT

W5 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+

S10+

RETTUNGSWURF JE DS

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

-

KEYWORDS Infantry, Grenades, Imperium, Proteus Kill Team, Deathwatch, Kill Team · FRAKTION ·

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2</div> <div>BEWEGUNG</div> <div>—</div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>◆ VERTEIDIGUNG</div> <div>Astartes shield</div> <div>The bearer has a 4+ invulnerable save.</div> <div>Proteus Doctrines</div> <div>Each time a model in this unit makes an attack that targets a unit that is not Below Half-strength, add 1 to the Hit roll.</div>	<div>∞ IMMER / EINMALIG</div> <div>Attached Unit</div> <div>If a CHARACTER from your army with the Leader ability can be attached to a DEATHWATCH KILL TEAM, it can be attached to this unit instead.</div> <div>Invulnerable Save</div> <div>4+</div> <div>Jump Pack</div> <div>The bearer has a Move characteristic of 12" and can move over models and terrain features as if they were not there.</div> <div>Storm shield</div> <div>The bearer has a Wounds characteristic of 4.</div>
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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+].

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...

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].

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

2x Kill Team Biker oder Kill Team Terminator oder Kill Team Terminator w/ Heavy Weapon oder Kill Team Veteran w/ Jump Pack
5-10x Kill Team Veteran oder Kill Team Veteran w/ Deathwatch Thunder Hammer oder Kill Team Veteran w/ Heavy Weapon

Ausrüstung: Assault cannon, Bolt pistol, Boltgun, Frag Cannon, Heavy flamer, Long Vigil ranged weapon, Storm bolter, Twin boltgun, ➤ Cyclone missile launcher - frag, ➤ Cyclone missile launcher - krak, ➤ Infernus heavy bolter - heavy bolter, ➤ Infernus heavy bolter - heavy flamer, ➤ Plasma cannon - standard, ➤ Plasma cannon - supercharge, Chainfist, Close combat weapon, Deathwatch thunder hammer, Long Vigil melee weapon, Power Fist, Power weapon, Thunder hammer, Twin lightning claws

- Each Kill Team Biker can be equipped with one of: Bolt pistol, Long Vigil melee weapon.
- Each Kill Team Terminator can replace its Power fist & storm bolter with Storm bolter & power weapon, Twin lightning claws, Thunder hammer & storm shield or Storm bolter & chainfist.
- Each Kill Team Terminator w/ Heavy Weapon can replace its Assault cannon & power fist with Heavy flamer & power fist, Plasma cannon & power fist, Cyclone missile launcher, storm bolter & power fist, Assault cannon & chainfist, Assault cannon & power weapon, Heavy flamer & chainfist, Heavy flamer & power weapon, Plasma cannon & power weapon, Plasma cannon & chainfist, Cyclone missile launcher, storm bolter & chainfist or Cyclone missile launcher, storm bolter & power weapon.
- Each Kill Team Veteran can replace its Boltgun & Long Vigil melee weapon with Long Vigil ranged weapon & close combat weapon, Astartes shield, Boltgun & close combat weapon or Astartes shield & Long Vigil melee weapon.
- Each Kill Team Veteran w/ Heavy Weapon can replace its Frag cannon & close combat weapon with Infernus heavy bolter & close combat weapon.