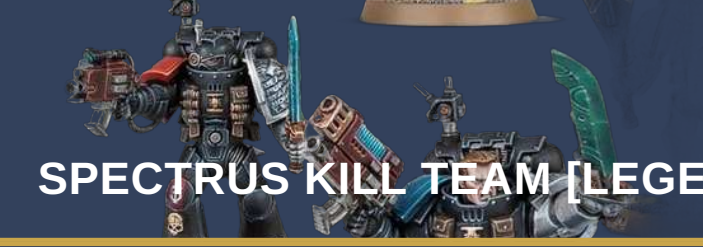

SPECTRUS KILL TEAM [LEGENDS]

90–180 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator autocannon HEAVY	48"	3	4+	8	-1	2
Bolt carbine PRECISION	24"	2	3+	4	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Bolt sniper rifle HEAVY, PRECISION	36"	1	3+	5	-2	3
Las fusil HEAVY	36"	1	3+	9	-3	D6
Marksman bolt carbine HEAVY	24"	2	3+	4	0	1
Occulus bolt carbine ASSAULT, IGNORES COVER	24"	2	3+	4	0	1
Special-issue bolt pistol PISTOL, PRECISION	12"	1	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D

ABILITIES

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

Helix Gauntlet
Models in the bearer's unit have the Feel No Pain 6+ ability.

Infiltrator Comms Array
Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Jump pack
The bearer has a Move characteristic of 12" and can move over models and terrain features as if they were not there.

Spectrus Doctrines
At the end of your opponent's turn, if this unit is more than 6" away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves. It will arrive back on the battlefield in the Reinforcements step of your next Movement phase.

Spectrus Kill Team (Transport)
Capacity: This unit cannot embark within an IMPERIAL RHINO.

KEYWORDS: Infantry, Grenades, Imperium, Smoke, Spectrus Kill Team, Deathwatch, Kill Team

FACTION: -

Close combat weapon	Melee	3	3+	4	0	1
Close combat weapon	Melee	3	3+	4	0	1
Combat knife PRECISION	Melee	4	3+	4	0	1
Paired combat blades SUSTAINED HITS 1	Melee	3	3+	4	0	1

AUFSTELLUNG

5-10x Kill Team Infiltrator oder Kill Team Infiltrator w/ jump pack oder Kill Team Infiltrator w/ occulus bolt carbine oder Kill Team Infiltrator w/ combat knife oder Kill Team Infiltrator w/ Bolt sniper rifle

Equipped with: Accelerator autocannon, Bolt carbine, Bolt pistol, Bolt sniper rifle, Las fusil, Marksman bolt carbine, Occulus bolt carbine, Special-issue bolt pistol, Close combat weapon, Combat knife, Paired combat blades

Wargear Options:

- Each Kill Team Infiltrator can be equipped with one of: Helix Gauntlet, Infiltrator Comms Array.
- Each Kill Team Infiltrator w/ combat knife can replace its Combat knife with Bolt carbine & CCW.
- Each Kill Team Infiltrator w/ Bolt sniper rifle can replace its Bolt sniper rifle with Las fusil or Bolt carbine.

WEAPON RULES

Assault

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

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 unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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 model or unit the benefit of cover (e.g. Stealth).

Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

KEYWORDS: Infantry, Grenades, Imperium, Smoke, Spectrus Kill Team, Deathwatch, Kill Team

FACTION: -

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

KEYWORDS: Infantry, Grenades, Imperium, Smoke, Spectrus Kill Team, Deathwatch, Kill Team

FACTION: -

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 Toughness characteristic of the majority of the models in that unit when determining what roll is required for that attack to successfully wound. If two or more Toughness characteristics are tied for majority, use the highest value.

For the purposes of determining which models in this unit can embark within a TRANSPORT, Kill Team Terminator models, Kill Team Outrider models, Kill Team Biker models and models equipped with a jump pack each take up the space of 2 models, but can otherwise embark within any TRANSPORT their unit can embark within, even though similar models in other units have the TERMINATOR, MOUNTED or JUMP PACK keywords.

For the purposes of interacting with terrain features, all models in units with this ability are considered Infantry models, even though similar models in other units may have the Mounted or Jump Pack keywords.

Designer's Note: *While the abstractions in the above rule cause some models to behave differently to similar models in other units, they are designed to minimise complicated movement, Transport and Benefit of Cover rules.*

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Infantry, Grenades, Imperium, Smoke, Spectrus Kill Team, Deathwatch, Kill Team

FACTION: -