DEATHWATCH KILL TEAM

M	T	SV	W	LD	OC
6"	5	3+	2	6+	2

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 (32mm)
1x Watch Sergeant (32mm)

Equipped with: 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

Wargear Options:

- Each Watch Sergeant can replace its Boltgun with Combi-weapon.
- Each Watch Sergeant can replace its Power weapon with Xenophase blade.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Boltgun RAPID FIRE 1	24"	2	3+	5	-1	1
Deathwatch shotgun ASSAULT	18"	2	3+	4	-1	2

ABILITIES

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.

Frag cannon BLAST 1, HEAVY, LETHAL HITS, RAPID FIRE 1	18"	2	4+	7	-1	2
Stalker-pattern boltgun HEAVY, PRECISION	24"	1	3+	5	-1	2
➤ Combi-weapon (Damnatus) MELTA 2	12"	1	3+	9	-3	D3+2
➤ Combi-weapon (Infernus) BLAST 1, TORRENT	12"	3	-	4	0	1
➤ Combi-weapon (Purgatus)	24"	2	3+	7	-2	2
➤ Infernus heavy bolter (Bolt) HEAVY, RAPID FIRE 2, SUSTAINED HITS 1	36"	3	4+	5	-1	2
➤ Infernus heavy bolter (Infernus) BLAST 1, TORRENT	12"	3	-	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Black Shield blades TWIN-LINKED	Melee	4	3+	5	-2	1
Heavy thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Knives and Fists	Melee	3	3+	5	0	1
Power weapon	Melee	3	3+	5	-2	1
Xenophase blade DEVASTATING WOUNDS	Melee	4	3+	5	-2	1

WEAPON RULES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.

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.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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).*

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.