FORTIS KILL TEAM [LEGENDS]

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

AUFSTELLUNG

5-10x Kill Team Intercessor oder Kill Team Intercessor w/ Special Weapon oder Kill Team Intercessor w/ Melee Option oder Kill Team Intercessor w/ LV Ranged Weapon
4x Kill Team Intercessor w/ Heavy Bolt Pistol oder Kill Team Outrider

Equipped with: Bolt Rifle, Bolt pistol, Hand Flamer, Heavy bolt pistol, Long Vigil ranged weapon, Twin Bolt Rifle, ➤ Plasma incinerator - Standard, ➤ Plasma incinerator - Supercharge, ➤ Plasma pistol - Standard, ➤ Plasma pistol - Supercharge, Astartes chainsword, Close combat weapon, Long Vigil melee weapon

Wargear Options:

- This model can be equipped with 1x Long Vigil ranged weapon.
- Each Kill Team Intercessor w/ Special Weapon can replace its Hand Flamer with Bolt Rifle, Plasma pistol, Long Vigil melee weapon or Astartes chainsword.
- Each Kill Team Intercessor w/ Melee Option can replace its Close combat weapon with Astartes chainsword or Long Vigil melee weapon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Rifle ASSAULT, HEAVY	24"	2	3+	4	-1	1

ABILITIES

RULES - Kill Team

KEYWORDS: Infantry, Grenades, Imperium, Deathwatch, Fortis Kill Team

FACTION: - **100–200 PTS**

Bolt pistol PISTOL	12"	1	3+	4	0	1
Hand Flamer IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	3	0	1
Heavy bolt pistol PISTOL	12"	1	3+	4	-1	1
Long Vigil ranged weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	4+	4	0	1
Twin Bolt Rifle TWIN-LINKED	24"	2	3+	4	-1	1
➤ Plasma incinerator - Standard ASSAULT, HEAVY	24"	2	3+	7	-2	1
➤ Plasma incinerator - Supercharge ASSAULT, HAZARDOUS, HEAVY	24"	2	3+	8	-3	2
➤ Plasma pistol - Standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - Supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	4+	4	-1	1
Close combat weapon	Melee	3	3+	4	0	1
Long Vigil melee weapon	Melee	3	3+	5	-2	1

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

Fortis Doctrines
Each time a model in this unit makes an attack that targets a unit that is Below Half-strength, add 1 to the Hit roll.

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

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault

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

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.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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.

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).*

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.