

IMPERIUM - AGENTS OF THE IMPERIUM

PROTEUS KILL TEAM

[LEGENDS]

160–320 PTS



M	T	SV	W	LD	OC
12"	5	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	3+	6	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Frag Cannon BLAST HEAVY RAPID FIRE D3	18"	D3	4+	7	-1	2
Heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
Long Vigil ranged weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
► Cyclone missile launcher - frag BLAST	36"	2D6	3+	4	0	1
► Cyclone missile launcher - krak	36"	2	3+	9	-2	D6
► Infernus heavy bolter - heavy bolter HEAVY SUSTAINED HITS 1	36"	3	4+	5	-1	2
► Infernus heavy bolter - heavy flamer IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1
► Plasma cannon - standard BLAST HEAVY	36"	D3	4+	7	-2	1
► Plasma cannon - supercharge BLAST HAZARDOUS HEAVY	36"	D3	4+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainfist ANTI-VEHICLE 3+	Melee	3	4+	8	-2	2
Close combat weapon	Melee	3	3+	4	0	1
Deathwatch thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Long Vigil melee weapon	Melee	3	3+	5	-2	1
Power Fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Power weapon	Melee	4	3+	5	-2	1
Power weapon	Melee	3	3+	5	-2	1
Thunder hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	2
Twin lightning claws TWIN-LINKED	Melee	5	3+	5	-2	1



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

Equipped with: 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

Wargear Options:

- 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.

ABILITIES

Astartes shield

The bearer has a 4+ invulnerable save.

Attached Unit

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.

Invulnerable Save

4+

Jump Pack

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

Proteus Doctrines

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.

Storm shield

The bearer has a Wounds characteristic of 4.



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+.*

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.*

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).*

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.

CORE RULES

◆ 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.*

