

195 PTS

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

WEAPON	RANGE	A	BS	S	AP	D
Deathwatch bolt rifle ASSAULT HEAVY LETHAL HITS	24"	2	3+	5	-2	1
Heavy bolt pistol PISTOL	12"	1	3+	4	-1	1
Superfrag missile launcher BLAST HEAVY	48"	D6+1	4+	5	0	1
Superkrak missile launcher HEAVY	48"	1	4+	10	-2	D6+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

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

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.

Each Kill Team Sergeant can choose its Close combat weapon, Bow or spear.

KEYWORDS: Infantry, Grenades, Imperium, Fortis Kill Team, Tacticus, Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

KILL TEAM SERGEANT

M	T	Sv	W	LD	OC
6"	4	3+	2	6+	2

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].

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.

FACTION RULES

Mission Tactics

Refer to the Detachment Rule for more information.

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