

KILL TEAM SERGEANT

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

| RANGED WEAPONS                                                      |       |      |    |    |    |      |
|---------------------------------------------------------------------|-------|------|----|----|----|------|
| WEAPON                                                              | RANGE | A    | BS | S  | AP | D    |
| Deathwatch bolt rifle<br>ASSAULT<br>HEAVY<br>LETHAL HITS            | 24"   | 2    | 3+ | 5  | -2 | 1    |
| Heavy bolt pistol<br>PISTOL                                         | 12"   | 1    | 3+ | 4  | -1 | 1    |
| Superfrag missile launcher<br>BLAST<br>HEAVY                        | 48"   | D6+1 | 4+ | 5  | 0  | 1    |
| Superkrak missile launcher<br>HEAVY                                 | 48"   | 1    | 4+ | 10 | -2 | D6+1 |
| ➤ Plasma incinerator - Standard<br>ASSAULT<br>HEAVY                 | 24"   | 2    | 3+ | 7  | -2 | 1    |
| ➤ Plasma incinerator - Supercharge<br>ASSAULT<br>HAZARDOUS<br>HEAVY | 24"   | 2    | 3+ | 8  | -3 | 2    |
| ➤ Plasma pistol - Standard<br>PISTOL                                | 12"   | 1    | 3+ | 7  | -2 | 1    |
| ➤ Plasma pistol - Supercharge<br>HAZARDOUS<br>PISTOL                | 12"   | 1    | 3+ | 8  | -3 | 2    |

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

ABILITIES

**Attached Unit**  
If a CHARACTER from your army with the Leader ability can be attached to an INTERCESSOR SQUAD, 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 its Starting Strength, add 1 to the Hit roll. If that attack targets a unit that is Below Half-strength, add 1 to the Hit roll and add 1 to the Wound roll instead.

WEAPON ABILITIES

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

AUFSTELLUNG

1x Kill Team Sergeant -  
Equipped with: Deathwatch bolt rifle

9x Kill Team Intercessor oder Kill Team Intercessor w/ grenade launcher oder Kill Team Intercessor w/ heavy bolt pistol oder Kill Team Intercessor w/ pyreblaster

**Wargear Options:**

- Each Kill Team Sergeant can be equipped with 1x Astartes grenade launcher.
- Each Kill Team Sergeant can replace its Deathwatch bolt rifle with Astartes Grenade Launcher, Power Fist, Power Weapon, or Power Sword.

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

FACTION KEYWORDS: Adeptus Astartes, Deathwatch

**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).*

**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.

**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.

**KEYWORDS:** Infantry,  
Grenades, Imperium, Fortis  
Kill Team, Tacticus, Kill Team

**FACTION KEYWORDS:**  
Adeptus Astartes,  
Deathwatch