

FORTIS KILL TEAM - IMPERIUM -
DEATHWATCH

195 PTS

KILL TEAM SERGEANT

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

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 Chainsword, Power weapon, Hand flamer or Plasma pistol.
- Each Kill Team Sergeant can replace its Close combat weapon with Power weapon, Power fist, Thunder Hammer or Astartes Chainsword.
- This model can be equipped with 1x Astartes grenade launcher or 1x Pyreblaster.
- This model's Bolt pistol and Close combat weapon can be replaced with 1x Astartes Chainsword.
- Up to 4 models can have their Bolt pistol replaced with 1x Plasma pistol and 1x Plasma incinerator.
- Up to 4 models can be equipped with 1x Plasma incinerator.
- Up to 2 models can be equipped with 1x Castellan Launcher and 1x Vengor launcher, 1x Castellan Launcher or 1x Castellan Launcher.

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

FACTION KEYWORDS: Adeptus Astartes, Deathwatch

RANGED WEAPONS

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

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.

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WEAPON ABILITIES

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).

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.