

SPECTRUS KILL TEAM - IMPERIUM -
DEATHWATCH

170 PTS

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

AUFSTELLUNG

5-10x Kill Team Infiltrator oder Kill Team Infiltrator w/ occulus bolt carbine oder Kill Team Infiltrator w/ wargear

Equipped with: Bolt sniper rifle, Deathwatch Bolt carbine, Deathwatch marksman bolt carbine, Deathwatch occulus bolt carbine, Instigator bolt carbine, Special-issue bolt pistol, Close combat weapon, Combat knife, Paired combat blades

Wargear Options:

- Each Kill Team Infiltrator w/ wargear can replace its Helix Gauntlet with Infiltrator Comms Array.
- Up to 3 models can be equipped with 1x Las fusil.

KEYWORDS: Infantry, Grenades, Imperium, Smoke, Spectrus Kill Team, Kill Team, Phobos

FACTION KEYWORDS: Adeptus Astartes, Deathwatch

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt sniper rifle HEAVY, PRECISION	36"	1	3+	5	-2	3
Deathwatch Bolt carbine LETHAL HITS, PRECISION	24"	2	3+	5	-1	1
Deathwatch marksman bolt carbine HEAVY, LETHAL HITS	24"	2	3+	5	-1	1
Deathwatch marksman bolt carbine HEAVY, LETHAL HITS	24"	2	3+	5	-1	1
Deathwatch occulus bolt carbine ASSAULT, IGNORES COVER, LETHAL HITS	24"	2	3+	5	-1	1
Instigator bolt carbine HEAVY	24"	1	3+	4	-2	2
Special-issue bolt pistol PISTOL, PRECISION	12"	1	3+	4	-1	1
Special-issue bolt pistol PISTOL, PRECISION	12"	1	3+	4	-1	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife PRECISION	Melee	4	3+	4	-1	1
Paired combat blades SUSTAINED HITS 1	Melee	3	3+	4	-1	1

ABILITIES

- Attached Unit**

If a CHARACTER from your army with the Leader ability can be attached to an INFILTRATOR SQUAD, it can be attached to this unit instead.

If this unit has a Leader unit attached to it during the Declare Battle Formations step, that Leader unit gains the Infiltrators and Scouts 6" abilities.
- Helix Gauntlet**

Models in the bearer's unit have the Feel No Pain 6+ ability.
- Infiltrator Comms Array**

Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.
- Instigator Bolt Carbine**

In your Shooting phase, after the bearer's unit has shot, the bearer's unit can make a Normal move. If it does, until the end of the turn, the bearer's unit is not eligible to declare a charge.

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Spectrus Doctrines

At the end of your opponent's turn, if this unit is more than 6" away from all enemy units, you can remove this unit from the battlefield and place it into Strategic Reserves.

WEAPON ABILITIES

Assault

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

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).

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.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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).

FACTION RULES

Mission Tactics

Refer to the Detachment Rule for more information.

CORE RULES

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Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.