

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

AQUILA KILL TEAM

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL, LETHAL HITS	12"	1	3+	4	0	1
Deathwatch marksman bolt carbine HEAVY, LETHAL HITS	24"	2	3+	5	-1	1
Frag cannon BLAST, HEAVY, LETHAL HITS, RAPID FIRE D3	18"	D3	3+	7	-2	2
Hellstorm bolt rifle ASSAULT, HEAVY, LETHAL HITS	30"	2	3+	5	-2	2
Special-issue bolt pistol PISTOL, PRECISION, LETHAL HITS	18"	1	3+	4	-1	1
Stalker bolt rifle HEAVY, LETHAL HITS, PRECISION	30"	2	3+	5	-2	2
➤ Astartes grenade launcher - frag BLAST	24"	D3	3+	4	0	1
➤ Astartes grenade launcher - krak	24"	1	3+	9	-2	D3
➤ Infernus heavy bolter - heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
➤ Infernus heavy bolter - heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1

ABILITIES

Astartes shield

The bearer has a 4+ invulnerable save.

Attached Unit

If a Character unit from your army can be attached to a Deathwatch Kill Team unit, it can be attached to this unit instead.

Death to the Alien

Each time a model in this unit makes an attack, re-roll a Hit roll of 1. If the target of that attack does not have the Imperium or Chaos keywords, you can re-roll the Hit roll instead.

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► 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
Combat knife PRECISION	Melee	4	3+	4	-1	1
Heavy thunder hammer DEVASTATING WOUNDS	Melee	3	4+	10	-2	3
Power weapon SUSTAINED HITS 1	Melee	4	3+	5	-2	2
Xenophase blade DEVASTATING WOUNDS	Melee	4	3+	5	-2	1

WEAPON RULES

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).*

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AQUILA KILL TEAM

AUFSTELLUNG

1x Aquila Kill Team

Equipped with: Bolt pistol, Deathwatch marksman bolt carbine, Frag cannon, Hellstorm bolt rifle, Special-issue bolt pistol, Stalker bolt rifle, ► Astartes grenade launcher - frag, ► Astartes grenade launcher - krak, ► Infernus heavy bolter - heavy bolter, ► Infernus heavy bolter - heavy flamer, ► Plasma incinerator - Standard, ► Plasma incinerator - Supercharge, ► Plasma pistol - Standard, ► Plasma pistol - Supercharge, Close combat weapon, Combat knife, Heavy thunder hammer, Power weapon, Xenophase blade

Wargear Options:

- This model can replace its 5 models with 10 models.
- This model can replace its Stalker bolt rifle with Plasma incinerator.
- This model can replace its Heavy thunder hammer with Power weapon and Astartes shield.
- This model can replace its Deathwatch marksman bolt carbine with Combat knife.
- This model can replace its Infernus heavy bolter with Frag cannon or Hellstorm bolt rifle and grenade launcher.

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.

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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.

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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.

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).*

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Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.