

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

KILL TEAM SERGEANT

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► 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
Power weapon SUSTAINED HITS 1	Melee	4	3+	5	-2	2

AUFSTELLUNG

1x Kill Team Sergeant

Equipped with: ► Plasma pistol - Standard, ► Plasma pistol - Supercharge, Power weapon

ABILITIES

WEAPON RULES

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.

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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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).