

KILL TEAM SERGEANT

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

FORTIS KILL TEAM

⚡ 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

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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Close combat weapon	Melee	3	3+	4	0	1
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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).*

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.

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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 Castellán Launcher and 1x Vengor launcher, 1x Castellán Launcher or 1x Castellán Launcher.

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].

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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.

RULES

Mission Tactics

Refer to the Detachment Rule for more information.