

# KILL TEAM SERGEANT

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

## AUFSTELLUNG

1x Kill Team Sergeant

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

## ⚔ RANGED WEAPONS

| WEAPON                                             | RANGE | A | BS | S | AP | D |
|----------------------------------------------------|-------|---|----|---|----|---|
| ► Plasma pistol - Standard<br>PISTOL               | 12"   | 1 | 3+ | 7 | -2 | 1 |
| ► Plasma pistol - Supercharge<br>HAZARDOUS, PISTOL | 12"   | 1 | 3+ | 8 | -3 | 2 |

## ⚔ MELEE WEAPONS

| WEAPON                           | RANGE | A | WS | S | AP | D |
|----------------------------------|-------|---|----|---|----|---|
| Power weapon<br>SUSTAINED HITS 1 | Melee | 4 | 3+ | 5 | -2 | 2 |

## 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.



### 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).*