

IMPERIUM

Adeptus Astartes - Deathwatch

PROTEUS KILL TEAM - Kill Team Landachici

347 Pts

5



































6"

2+

2+

4

4

3

3

4

6+

2

3+







Unit Aptitudes

Proteus Doctrines	Each time a model in this unit makes an attack that targets a unit that is not Below Half-strength, add 1 to the Hit roll.
Special Issue Ammunition	In addition to the normal profile for their boltgun (including boltguns that are part of a Combi-weapon), models with special issue ammunition can choose, in each of their Shooting phases, to instead use one of the profiles until the beginning of their next Shooting phase.
Atonement Through Honour	A model with this special rule doubles its Attacks in the assault phase if it is locked in combat with an Independent Character, a Monstrous Creature or a Vehicle, or if the combat it is in contains more enemy models than friendly ones (count all models locked in the combat, not just the ones engaged with this model).

Unit Special Rules

Frag & Krak Grenades / And They Shall Know No Fear

Psychic Domains

Weapons							Pts
Frag cannon - Frag-round	18"	2	6	0	1	Assault - Heavy - Rapid Fire D3 - Blast	10
Frag cannon - Solid-shell	24"	2	7	-3	D6	Assault - Heavy - Impact	11
Grav-pistol	12"	1	4	-1	1	Pistol - Concussive - Graviton - Anti-Vehicle	4
Infernus heavy bolter - Heavy-bolter	36"	3	5	-1	2	Assault - Heavy - Sustained Hit 1	11
Infernus heavy bolter - Heavy-flamer	Template	1	5	-1	1	Assault - Heavy - Ignores Cover	10
Infernus heavy bolter - Hellfire-shell	24"	1	1	0	D3	Heavy - Blast - Poisoned (2+)	7
Power maul	Melee	User	+3	-1	1	Melee - Concussive	10
Power sword	Melee	User	+1	-3	1	Melee	10
Relic blade	Melee	+1	+1	-2	2	Melee - Devastating Wounds - Two Handed	12
Close combat weapon	Melee	User	User	0	1	Melee	0
Stalker pattern boltgun	30"	2	4	-1	1	Heavy - Sniper	12
Ammunition Dragonfire Bolt	=	=	=	=	=	Ignores Cover	0
Ammunition Hellfire Round	=	=	-3	-1	=	Poisoned (2+)	0
Ammunition Kraken Bolt	+25%	=	=	-1	=	Concussive	0
Ammunition Vengeance Round	-25%	=	=	-3	=	Gets Hot	0
Faction Aptitudes							Unit type
Oath of the Moment	Kill Team	Mission Tactics					Infantry