
























IMPERIUM				PROTEUS KILL TEAM - Kill Team Artemis												538 Pts	
Adeptus Astartes - Deathwatch																	
10																	
Squad Galatael	6"			2+	2+	4	4				3	3	4	6+	2	3+	
Squad Galatael with Storm Shield	6"			2+	2+	4	4				3	3	4	6+	2	3+	4++/4++
Squad Crull	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.													
Galatael Assault				Each time the Squad Galatael unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the Lethal hits special rule.													
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.													
Crull Focus				Each time a model in the Squad Crull unit makes an attack that targets your Oath of Moment target, re-roll a Wound roll of 1.													
Unit Special Rules																	
Frag & Krak Grenades / And They Shall Know No Fear / Deep Strike / Heroic Intervention / Bulky																	
Psychic Domains																	

Weapons							Pts
Combi-plasma - Bolt	24"	2	4	0	1	Rapid Fire 1	0
Combi-plasma - Standard	24"	1	7	-2	1	Rapid Fire 1	5
Combi-plasma - Supercharge	24"	1	8	-3	2	Rapid Fire 1 - Gets Hot	10
Heavy Thunder hammer	Melee	-1	x2	-4	3	Melee - Concussive - Specialist - Unwieldy - Devastating Wounds - Two Handed - Pulverise	22
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
Plasma pistol - Standard	12"	1	7	-2	1	Pistol	5
Plasma pistol - Supercharge	12"	1	8	-3	2	Pistol - Gets Hot	6
Power maul	Melee	User	+3	-1	1	Melee - Concussive	10
Stalker pattern boltgun	30"	2	4	-1	1	Heavy - Sniper	6
Xenophase blade	Melee	+1	+1	-3	3	Melee - Devastating Wounds - Molecular Realignment Field	16
Boltgun	24"	2	4	0	1	Rapid Fire 1	0
Close combat weapon	Melee	User	User	0	1	Melee	0
Power sword	Melee	User	+1	-3	1	Melee	30
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			Jump / Infantry	