

IMPERIUM				PROTEUS KILL TEAM - Kill Team Landachici												347 Pts			
Adeptus Astartes - Deathwatch																			
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																			
Weapons													Nb				Pts		
Frag cannon - Frag-round				18"	2	6	0	1	Assault - Heavy - Rapid Fire D3 - Blast				1				10		
Frag cannon - Solid-shell				24"	2	7	-3	D6	Assault - Heavy - Impact				1				11		
Grav-pistol				12"	1	4	-1	1	Pistol - Concussive - Graviton - Anti-Vehicle				1				4		
Infernus heavy bolter - Heavy-bolter				36"	3	5	-1	2	Assault - Heavy - Sustained Hit 1				1				11		
Infernus heavy bolter - Heavy-flamer				Template	1	5	-1	1	Assault - Heavy - Ignores Cover				1				10		
Infernus heavy bolter - Hellfire-shell				24"	1	1	0	D3	Heavy - Blast - Poisoned (2+)				1				7		
Power maul				Melee	User	+3	-1	1	Melee - Concussive				1				10		
Power sword				Melee	User	+1	-3	1	Melee				1				10		
Relic blade				Melee	+1	+1	-2	2	Melee - Devastating Wounds - Two Handed				1				12		
Close combat weapon				Melee	User	User	0	1	Melee				2						
Stalker pattern boltgun				30"	2	4	-1	1	Heavy - Sniper				2				12		
Ammunition Dragonfire Bolt				=	=	=	=	=	Ignores Cover				5						
Ammunition Hellfire Round				=	=	-3	-1	=	Poisoned (2+)				5						
Ammunition Kraken Bolt				+25%	=	=	-1	=	Concussive				5						
Ammunition Vengeance Round				-25%	=	=	-3	=	Gets Hot				5						
Faction Aptitudes																		Unit type	
Oath of the Moment		Kill Team		Mission Tactics														Infantry	