
























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