ADEPTUS ASTARTES

The datasheets included in this section replace those in previous publications, and have been updated with any additional equipment and options available to these units. We have also included the rules for Reserves in Kill Team, which several units available to the Adeptus Astartes can make use of.

RESERVES

The rules found here can be used in any games of Kill Team, with the exception of missions that use the Ultra-close Confines rules.

SETTING UP IN RESERVE

During deployment, instead of setting up a model on the battlefield as described by the mission, you can set that model up in Reserve. You can do this with up to half of the models in your kill team, but if you are using a Battle-forged kill team, the total points cost of any models you set up in Reserve can be no greater than half of your kill team's Force.

SETTING UP FROM RESERVE

A model that is set up in Reserve can be set up on the battlefield at the end of any Movement phase. At the end of the phase, if a player has any models in Reserve, they can decide to set up one or more of them on the battlefield. If more than one player has any models in Reserve, the players take it in turn to set up all of the models they wish to (including using any Reserve Tactics they wish to use, as described below), in the order determined in the Initiative phase.

Players do not have to set up any models from Reserve if they do not wish to, but if any models are still in Reserve at the end of the third battle round, they are considered to be out of action. When a model is set up from Reserve, it must be set up on the battlefield more than 5" from any enemy models and within 1" of the edge of the battlefield. It must also be wholly within your deployment zone, where the mission provides a deployment zone. Note that the restrictions described in Reinforcements in the *Kill Team Core Manual* apply to models set up in this way.

RESERVE TACTICS

Some Tactics alter how models arrive from Reserve. When players use these Tactics as part of their models arriving from Reserve, they do so in the sequence described above and by following the instructions on the Tactic. Note that the restrictions described in Reinforcements in the *Kill Team Core Manual* apply to models set up in this way, unless stated otherwise.

The following Tactic can be used by any player with at least one model in Reserve.

OUTFLANK

Tactic

Use this Tactic at the end of the Movement phase. Choose a model from your kill team that was set up in Reserve and set them up within 1" of the edge of the battlefield, and more than 5" away from any enemy models.

1 COMMAND POINT

INCURSOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Incursor	6"	3+	3+	4	4	2	2	7	3+	-
Incursor Sergeant	6"	3+	3+	4	4	2	3	8	3+	1

This model is armed with an occulus bolt carbine, bolt pistol, paired combat blades, frag grenades and krak grenades.
One Incursor in your kill team can be an Incursor Sergeant.

WARGEAR OPTIONS	• One Incursor in your kill team may take a haywire mine.

ABILITIES	**And They Shall Know No Fear:** You can re-roll failed Nerve tests for this model. **Transhuman Physiology:** Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.	**Haywire Mine:** In your turn in the Movement phase, a model from your kill team with a haywire mine that has not been primed can prime it. If they do, at any point during that model's move, place the Primed Haywire Mine within 1" of it, and more than 3" away from any enemy models. If an enemy model moves within 2" of that Primed Haywire Mine, roll one D6; on a 4+ each model within 2" of the Primed Haywire Mine suffer 1 mortal wound. That Primed Haywire Mine is then removed from play. The Primed Haywire Mine is represented by the Primed Haywire Mine model, but does not count as a model for any rules purposes.

SPECIALISTS	**Leader** (Sergeant only), **Comms**, **Demolitions**, **Scout**, **Veteran**
FACTION KEYWORD	**ADEPTUS ASTARTES**
KEYWORDS	**IMPERIUM, INFANTRY, PHOBOS, PRIMARIS, INCURSOR**

ELIMINATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Eliminator	6"	3+	3+	4	4	2	2	7	3+	-
Eliminator Sergeant	6"	3+	3+	4	4	2	3	8	3+	1

This model is armed with a bolt sniper rifle, bolt pistol, frag grenades and krak grenades.
One Eliminator in your kill team can be an Eliminator Sergeant.

WARGEAR OPTIONS	• An Eliminator may replace their bolt sniper rifle with a las fusil. • An Eliminator Sergeant may replace their bolt sniper rifle with a las fusil or instigator bolt carbine.

ABILITIES	**And They Shall Know No Fear:** You can re-roll failed Nerve tests for this model. **Transhuman Physiology:** Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.	**Camo Cloak:** When an opponent makes a hit roll for a shooting attack that targets this model, and this model is obscured, that hit roll suffers an additional -1 modifier. **Concealed Position:** When you set this model up during deployment, it can be set up anywhere on the battlefield that is more than 9" from any enemy deployment zone.

SPECIALISTS	**Leader** (Sergeant only), **Comms**, **Scout**, **Sniper**, **Veteran**
FACTION KEYWORD	**ADEPTUS ASTARTES**
KEYWORDS	**IMPERIUM, INFANTRY, PHOBOS, PRIMARIS, ELIMINATOR**

INFILTRATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Infiltrator	6"	3+	3+	4	4	2	2	7	3+	-
Infiltrator Helix Adept	6"	3+	3+	4	4	2	2	7	3+	1
Infiltrator Sergeant	6"	3+	3+	4	4	2	3	8	3+	1

This model is armed with a marksman bolt carbine, bolt pistol, frag grenades and krak grenades.
One Infiltrator in your kill team can be an Infiltrator Helix Adept, and one Infiltrator in your kill team can be an Infiltrator Sergeant.

WARGEAR OPTIONS	• One Infiltrator in your kill team can be equipped with an Infiltrator Comms Array.
ABILITIES	**And They Shall Know No Fear:** You can re-roll failed Nerve tests for this model. **Transhuman Physiology:** Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. **Infiltrator Comms Array:** Add 1 to the Leadership characteristic of models within 6" of any friendly models equipped with an Infiltrator Comms Array.	**Concealed Position:** When you set this model up during deployment, it can be set up anywhere on the battlefield that is more than 9" from any enemy deployment zone. **Omni-scrambler:** Enemy models that are set up on the battlefield from Reserve cannot be set up within 7" of this model.
SPECIALISTS	**Leader** (Sergeant only), **Medic** (Helix Adept only), **Comms** (Infiltrator with Infiltrator Comms Array only), **Demolitions**, **Scout**, **Veteran**
FACTION KEYWORD	ADEPTUS ASTARTES
KEYWORDS	IMPERIUM, INFANTRY, PHOBOS, PRIMARIS, INFILTRATOR

REIVER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Reiver	6"	3+	3+	4	4	2	2	7	3+	-
Reiver Sergeant	6"	3+	3+	4	4	2	3	8	3+	1

This model is armed with a bolt carbine, heavy bolt pistol, frag grenades and krak grenades and shock grenades.
One Reiver in your kill team can be a Reiver Sergeant.

WARGEAR OPTIONS	• A Reiver may replace their bolt carbine with a combat knife. • A Reiver Sergeant may replace their bolt carbine or heavy bolt pistol with a combat knife. • This model may take a grav-chute. • This model may take a grapnel launcher.
ABILITIES	**And They Shall Know No Fear:** You can re-roll failed Nerve tests for this model. **Transhuman Physiology:** Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. **Grapnel Launcher:** A model with a grapnel launcher can climb any distance vertically (up or down) when it makes a normal move – do not measure the distance moved in this way.	**Grav-chute:** A model with a grav-chute never suffers falling damage and never falls on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model. **Terror Troops:** Enemy models must subtract 1 from their Leadership if they are within 3" of any REIVER models.
SPECIALISTS	**Leader** (Sergeant only), **Combat**, **Comms**, **Demolitions**, **Scout**, **Veteran**
FACTION KEYWORD	ADEPTUS ASTARTES
KEYWORDS	IMPERIUM, INFANTRY, PHOBOS, PRIMARIS, REIVER

INTERCESSOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Intercessor	6"	3+	3+	4	4	2	2	7	3+	-
Intercessor Gunner	6"	3+	3+	4	4	2	2	7	3+	2
Intercessor Sergeant	6"	3+	3+	4	4	2	3	8	3+	1

This model is armed with a bolt rifle, bolt pistol, frag grenades and krak grenades.
Up to two Intercessors in your kill team can be Intercessor Gunners, and one Intercessor in your kill team can be an Intercessor Sergeant.

WARGEAR OPTIONS	· This model may replace its bolt rifle with an auto bolt rifle or stalker bolt rifle. · An Intercessor Gunner may take an auxiliary grenade launcher. · An Intercessor Sergeant may replace their bolt rifle with a hand flamer or chainsword. · If an Intercessor Sergeant is not equipped with a chainsword he can be equipped with a power fist, power sword, thunder hammer or chainsword.
ABILITIES	**And They Shall Know No Fear:** You can re-roll failed Nerve tests for this model. **Transhuman Physiology:** Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.	**Auxiliary Grenade Launcher:** If a model is armed with an auxiliary grenade launcher, increase the range of any Grenade weapons they have to 30".
SPECIALISTS	**Leader** (Sergeant only), **Demolitions** (Gunner only), **Combat**, **Comms**, **Sniper**, **Veteran**
FACTION KEYWORD	**ADEPTUS ASTARTES**
KEYWORDS	**IMPERIUM, INFANTRY, PRIMARIS, INTERCESSOR**

LIEUTENANT IN PHOBOS ARMOUR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Lieutenant in Phobos Armour	6"	2+	3+	4	4	5	4	8	3+	1

This model is armed with a master-crafted occulus bolt carbine, bolt pistol, paired combat blades, frag grenades and krak grenades and a grav-chute.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Master-crafted occulus bolt carbine	24"	Rapid Fire 1	4	0	2	Add 1 to hit rolls for this weapon when targeting a model that is obscured.

WARGEAR OPTIONS	· This model can be equipped with a heavy bolt pistol and combat knife instead of its master-crafted occulus bolt carbine, paired combat blades, bolt pistol and grav-chute. If it is, it gains the REIVER keyword.
ABILITIES	**And They Shall Know No Fear:** You can re-roll failed Nerve tests for this model. **Transhuman Physiology:** Ignore the penalty to this model's hit rolls from one flesh wound it has suffered. **Terror Troops:** Enemy models must subtract 1 from their Leadership characteristic if they are within 3" of any REIVER models. **Grav-chute:** A model with a grav-chute never suffers falling damage and never falls on another model. If it would, instead place this model as close as possible to the point where it would have landed. This can bring it within 1" of an enemy model.
SPECIALISTS	**Ferocity**, **Fortitude**, **Leadership**, **Logistics**, **Melee**, **Shooting**, **Stealth**, **Strategist**, **Strength**
FACTION KEYWORD	**ADEPTUS ASTARTES**
KEYWORDS	**IMPERIUM, COMMANDER, INFANTRY, PHOBOS, PRIMARIS, GRAV-CHUTE, LIEUTENANT**

RANGED WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Bolt carbine	24"	Assault 2	4	0	1	-
Bolt pistol	12"	Pistol 1	4	0	1	-
Bolt sniper rifle		A model firing a bolt sniper rifle does not suffer the penalty to hit rolls for the target being at long range. In addition, when attacking with this weapon, choose one of the profiles below.				
- Executioner round	36"	Heavy 1	5	-1	1	Add 2 to hit rolls made for this weapon. In addition, this weapon can target models that are not visible to the bearer. If the target is not visible to the bearer, a 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.
- Mortis round	36"	Heavy 1	5	-2	D3	If you make a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to its normal damage.
- Hyperfrag round	36"	Heavy D3	5	0	1	-
Frag grenade	6"	Grenade D6	3	0	1	-
Hand flamer	6"	Pistol D3	3	0	1	This weapon automatically hits its target.
Heavy bolt pistol	12"	Pistol 1	4	-1	1	-
Instigator bolt carbine	24"	Assault 1	4	-1	2	-
Krak grenade	6"	Grenade 1	6	-1	D3	-
Marksman bolt carbine	24"	Rapid Fire 1	4	0	1	Each unmodified hit roll of 6 made for this weapon's attacks automatically results in a wound (do not make a wound roll for that attack).
Las fusil	36"	Heavy 1	8	-3	3	-
Occulus bolt carbine	24"	Rapid Fire 1	4	0	1	Add 1 to hit rolls for this weapon when targeting a model that is obscured.
Shock grenade	6"	Grenade D3	*	*	*	This weapon does not inflict any damage. If an enemy INFANTRY model is hit by any shock grenades, it is stunned; until the end of the next battle round, that model cannot fire Overwatch or be Readied, and your opponent must subtract 1 from hit rolls made for this model.

MELEE WEAPONS

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Combat knife	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Paired combat blades	Melee	Melee	User	0	1	When resolving an attack made with this weapon, an unmodified hit roll of 6 scores 1 additional hit.
Power fist	Melee	Melee	x2	-3	D3	When attacking with this weapon, you must subtract 1 from the hit roll.
Power sword	Melee	Melee	User	-3	1	-
Thunder hammer	Melee	Melee	x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.

ADEPTUS ASTARTES POINTS VALUES

KILL TEAM COMMANDERS

MODEL	POINTS PER MODEL (Does not include wargear)
Captain in Terminator Armour (Level 1)	80
Captain in Terminator Armour (Level 2)	100
Captain in Terminator Armour (Level 3)	120
Captain in Terminator Armour (Level 4)	145
Captain in Phobos Armour (Level 1)	81
Captain in Phobos Armour (Level 2)	101
Captain in Phobos Armour (Level 3)	121
Captain in Phobos Armour (Level 4)	146
Chaplain in Terminator Armour (Level 1)	74
Chaplain in Terminator Armour (Level 2)	94
Chaplain in Terminator Armour (Level 3)	114
Chaplain in Terminator Armour (Level 4)	139
Inquisitor Eisenhorn (Level 1)	70
Inquisitor Eisenhorn (Level 2)	80
Inquisitor Eisenhorn (Level 3)	90
Inquisitor Eisenhorn (Level 4)	105
Librarian in Phobos Armour (Level 1)	91
Librarian in Phobos Armour (Level 2)	111
Librarian in Phobos Armour (Level 3)	131
Librarian in Phobos Armour (Level 4)	156
Librarian in Terminator Armour (Level 1)	88
Librarian in Terminator Armour (Level 2)	108
Librarian in Terminator Armour (Level 3)	128
Librarian in Terminator Armour (Level 4)	153
Lieutenant in Phobos Armour (Level 1)	51
Lieutenant in Phobos Armour (Level 2)	66
Lieutenant in Phobos Armour (Level 3)	81
Lieutenant in Phobos Armour (Level 4)	106
Primaris Captain (Level 1)	76
Primaris Captain (Level 2)	96
Primaris Captain (Level 3)	116
Primaris Captain (Level 4)	141
Primaris Chaplain (Level 1)	63
Primaris Chaplain (Level 2)	78
Primaris Chaplain (Level 3)	93
Primaris Chaplain (Level 4)	118
Primaris Librarian (Level 1)	81
Primaris Librarian (Level 2)	101
Primaris Librarian (Level 3)	121
Primaris Librarian (Level 4)	146
Primaris Lieutenant (Level 1)	46
Primaris Lieutenant (Level 2)	61
Primaris Lieutenant (Level 3)	76
Primaris Lieutenant (Level 4)	101

KILL TEAM

MODEL	POINTS PER MODEL (Does not include wargear)
Eliminator	18
- Eliminator Sergeant	19
Infiltrator	17
- Infiltrator Helix Adept	18
- Infiltrator Sergeant	18
Incursor	16
- Incursor Sergeant	17
Intercessor	15
- Intercessor Gunner	16
- Intercessor Sergeant	16
Reiver	16
- Reiver Sergeant	17
Scout	10
- Scout Gunner	11
- Scout Sergeant	11
Suppressor	29
- Suppressor Sergeant	30
Tactical Marine	12
- Tactical Marine Gunner	13
- Tactical Sergeant	13
Terminator	25
- Terminator Gunner	26
- Terminator Sergeant	27
Veteran	-
- Sternguard Veteran	13
- Vanguard Veteran	13
- Company Veteran	13
- Sternguard Gunner	14
- Sternguard Sergeant	14
- Vanguard Sergeant	14
- Veteran Sergeant	14

RANGED WEAPONS

WEAPON	POINTS PER WEAPON
Absolvor bolt pistol	0
Accelerator autocannon	0
Artificer bolt pistol	0
Assault cannon	5
Astartes shotgun	0
Auto bolt rifle	0
Bolt carbine	0
Bolt pistol	0
Bolt rifle	0
Bolt sniper rifle	0
Boltgun	0

RANGED WEAPONS

Combi-flamer	3
- Captain in Terminator Armour	2
- Chaplain in Terminator Armour	2
- Librarian in Terminator Armour	6
- Terminator	5
- Veteran	5
Combi-grav	2
- Veteran	4
Combi-melta	3
- Captain in Terminator Armour	8
- Chaplain in Terminator Armour	8
- Librarian in Terminator Armour	12
- Terminator	9
- Veteran	9
Combi-plasma	4
- Captain in Terminator Armour	5
- Chaplain in Terminator Armour	5
- Librarian in Terminator Armour	9
- Terminator	7
- Veteran	7
Cyclone missile launcher	6
Flamer	3
Frag grenade	0
Grav-cannon and grav-amp	5
Grav-gun	2
Grav-pistol	1
Hand flamer	0
Heavy bolt pistol	0
Heavy bolter	3
Heavy flamer	5
Inferno pistol	8
Instigator bolt carbine	0
Krak grenade	0
Lascannon	13
Las fusil	5
Master-crafted auto bolt rifle	0
Master-crafted instigator bolt carbine	0
Master-crafted occulus bolt carbine	0
Master-crafted stalker bolt rifle	0
Marksman bolt carbine	0
Melta bombs	5
Meltagun	3
- Veteran	7
Missile launcher	5
- Veteran	10
Multi-melta	10
Occulus bolt carbine	0
Plasma cannon	12
Plasma gun	3
- Veteran	5
Plasma pistol	1
- Veteran	2
Shock grenade	0

RANGED WEAPONS

Sniper rifle	1
Special issue boltgun	1
Stalker bolt rifle	0
Storm bolter	2
- Captain in Terminator Armour	0
- Chaplain in Terminator Armour	0
- Librarian in Terminator Armour	4
Wrist-mounted grenade launcher	2

MELEE WEAPONS

WEAPON	POINTS PER WEAPON
Barbarisater	0
Chainfist	6
- Captain in Terminator Armour	13
Chainsword	0
Combat knife	0
Crozius arcanum	0
Force axe	2
Force stave	0
Force sword	0
Lightning claw (single/pair)	1/3
- Captain in Terminator Armour	4/8
Paired combat blades	0
Power axe	2
Power fist	4
- Captain in Terminator Armour	12
Power maul	1
- Captain in Terminator Armour	0
Power sword	2
- Captain in Terminator Armour	0
- Primaris Captain	7
- Primaris Lieutenant	4
- Terminator	1
- Veteran	1
Relic blade	3
- Captain in Terminator Armour	14
Runestaff	0
Thunder hammer	8
- Captain in Terminator Armour	18

OTHER WARGEAR

WARGEAR	POINTS PER ITEM
Auspex	1
Auxiliary grenade launcher	0
Camo cloak	1
Combat shield	5
Grapnel launcher	1
Grav-chute	1
Haywire mine	5
Infiltrator comms array	5
Jump pack	6
Storm shield	5
- Captain in Terminator Armour	15