

# OUT IN THE FIELD

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Before arriving at the Western Reaches, each of the diverse characters of Blackstone Fortress lived dangerous lives filled with vicious skirmishes, perilous missions and daring exploits – the kind of engagements that are perfect for games of Kill Team.

## USING YOUR BLACKSTONE FORTRESS MINIATURES IN KILL TEAM

The rules presented here are intended to allow players to use the miniatures contained within *Warhammer Quest Blackstone Fortress* in their games of Kill Team.

Each of the explorers has been presented as a new datasheet, allowing you to take these varied characters as part of your existing kill teams, either as unique specialists or as Commanders.

You will also find a complete set of rules for using Obsidius Mallex and his Servants of the Abyss, including datasheets for these miniatures and Tactics for this warband of the Black Legion.

## BETA RULES

The rules presented here are in a beta state. As such they might change over time, or be reprinted elsewhere with modifications. We would like to take this opportunity to allow players to give us feedback on these rules; you can send any comments or suggestions to us at our Kill Team FAQ email address, [killteam@gwplc.com](mailto:killteam@gwplc.com).

Whilst these rules have been written for use in all types of Kill Team games – including matched play games – if you intend to use them at organised events, it is ultimately up to the event organiser as to whether these rules will be allowed or not (as is the case with all of our beta rules).



## JANUS DRAIK ROGUE TRADER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Janus Draik	6"	3+	3+	3	3	4	3	9	4+	1
This model is armed with a monomolecular rapier, heirloom pistol and an archeotech grenade.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Heirloom pistol	12"	Pistol 1		4	-2	2	-			
Monomolecular rapier	Melee	Melee		User	-4	1	-			
Archeotech grenade	6"	Grenade D3		6	-1	D3	You can only use this weapon once per battle.			
ABILITIES	<b>Multi-Spectral Auspicator:</b> Re-roll hit rolls of 1 for attacks made by this model.						<b>Disruption Field Generator:</b> This model has a 4+ invulnerable save.			
	<b>Concealed Archeotech Weapon:</b> Once per battle, at the start of the Fight phase, pick one enemy model within 1" of this model and roll a dice; on a 4+ the target model suffers D3 mortal wounds.						<b>Rogue Trader:</b> This model cannot be affected by any Tactics or abilities that affect models with a particular Faction keyword.			
SPECIALISTS	Leadership									
FACTION KEYWORD	ADEPTUS ASTARTES, ASTRA MILITARUM, ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, ASTRA CARTOGRAPHICA, COMMANDER, INFANTRY, ROGUE TRADER, JANUS DRAIK									

## TADDEUS THE PURIFIER MINISTORUM PRIEST

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Taddeus the Purifier	6"	4+	4+	3	3	4	3	7	6+	1
This model is armed with a laspistol, servo-stubber and power maul.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Laspistol	12"	Pistol 1		3	0	1	-			
Servo-stubber	12"	Pistol 3		4	0	1	-			
Power maul	Melee	Melee		+2	-1	1	-			
ABILITIES	<b>Zealot:</b> You can re-roll failed hit rolls for attacks made by this model in a battle round in which it charged or was charged.						<b>War Hymns:</b> Add 1 to the Attacks characteristic of <b>ASTRA MILITARUM</b> models whilst they are within 6" of any friendly <b>MINISTORUM PRIESTS</b> .			
	<b>Rosarius:</b> This model has a 4+ invulnerable save.									
SPECIALISTS	Ferocity									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, COMMANDER, INFANTRY, MINISTORUM PRIEST, TADDEUS THE PURIFIER									

## PIOUS VORNE MISSIONARY ZEALOT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Pious Vorne	6"	3+	4+	3	3	3	3	7	7+	1
This model is armed with Vindicator.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Vindicator (shooting)	8"	Assault D6		5	-1	1	This weapon automatically hits its target. If the target is a <b>CHAOS</b> model, roll two D6 to determine the number of attacks made with this weapon and discard the lowest result.			
Vindicator (melee)	Melee	Melee		+1	-1	1	-			
ABILITIES	<b>Specialist Retainer:</b> This model is always a Zealot specialist, but this does not count towards the maximum number of specialists in your kill team.  <b>Maniacal Fervour:</b> Roll a D6 each time this model loses a wound; on a 5+ that wound is not lost.						<b>Zealot:</b> You can re-roll failed hit rolls for attacks made by this model in a battle round in which it charged or was charged.			
SPECIALISTS	Zealot									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM, INFANTRY, PIOUS VORNE									

## REIN AND RAUS RATLING TWINS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Rein	6"	5+	2+	2	2	2	1	6	6+	1
Raus	6"	5+	2+	2	2	2	1	6	6+	1
If one of these models is included in your kill team, you must also include the other. Rein is armed with a sniper rifle and stub pistol. Raus is armed with a stub pistol and demolition charge.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Sniper rifle	36"	Heavy 1		4	0	1	A model firing a sniper rifle does not suffer the penalty to hit rolls for the target being at long range. If you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound on the target in addition to its normal damage.			
Stub pistol	9"	Pistol 1		4	0	1	-			
Demolition charge	6"	Grenade D6		8	-3	D3	This weapon can only be fired once per battle.			
ABILITIES	<b>Specialist Retainer:</b> Rein is always a Sniper specialist, but this does not count towards the maximum number of specialists in your kill team.  <b>Grappling Hook:</b> Raus can climb any distance vertically (up or down) when he makes a normal move – do not measure the distance moved in this way.  <b>The Ratling Twins:</b> You can re-roll failed hit and wound rolls when shooting with Rein's sniper rifle if the target is also visible to Raus.						<b>Naturally Stealthy:</b> When an opponent makes a hit roll for a shooting attack that targets Rein or Raus, and the target model is obscured, that hit roll suffers an additional -1 modifier.  <b>Shoot Sharp and Scarper:</b> Immediately after making a shooting attack with Rein or Raus (other than firing Overwatch), the firing model can move as if it were the Movement phase (though it cannot Advance as part of this move).			
SPECIALISTS	Sniper (Rein only)									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS (REIN)	IMPERIUM, MILITARUM AUXILLA, INFANTRY, RATLING, REIN									
KEYWORDS (RAUS)	IMPERIUM, MILITARUM AUXILLA, INFANTRY, RATLING, RAUS									

## ESPERN LOCARNO IMPERIAL NAVIGATOR

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Espern Locarno	6"	5+	5+	3	3	3	2	7	6+	1
This model is armed with a laspistol and force-orb cane.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Laspistol	12"	Pistol 1		3	0	1	-			
Force-orb cane	Melee	Melee		User	0	D3	-			
ABILITIES	<p><b>Psychic Barrier:</b> This model has a 4+ invulnerable save.</p> <p><b>The Third Eye:</b> When this model attempts to manifest the <i>Psybolt</i> psychic power, select an enemy model within 12" of and visible to it before making the Psychic test – if there are none, it cannot attempt to manifest <i>Psybolt</i> this phase. If the power is successfully manifested, the model you chose suffers the mortal wounds, even if another enemy model is closer to this model.</p>									
PSYKER	This model can attempt to manifest one psychic powers and deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> psychic power.									
SPECIALISTS	Psyker									
FACTION KEYWORD	ASTRA MILITARUM									
KEYWORDS	IMPERIUM, NAVIS NOBILITE, COMMANDER, INFANTRY, PSYKER, NAVIGATOR, ESPERN LOCARNO									

## UR-025 IMPERIAL ROBOT

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
UR-025	5"	3+	3+	5	5	4	2	8	3+	1
This model is armed with a Mk I assault cannon and a power claw.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Mk I assault cannon	24"	Heavy 4		5	-1	1	-			
Power claw	Melee	Melee		x2	-3	D3	When attacking with this weapon, subtract 1 from the hit roll.			
ABILITIES	<p><b>Specialist Retainer:</b> This model is always a Heavy specialist, but this does not count towards the maximum number of specialists in your kill team.</p> <p><b>Self-repair Systems:</b> At the start of each battle round, this model regains 1 lost wound.</p> <p><b>Something Isn't Quite Right...:</b> This model is not treated as a model in your kill team for the purposes of Canticles of the Omnissiah.</p>									
SPECIALISTS	Heavy									
FACTION KEYWORD	ADEPTUS MECHANICUS									
KEYWORDS	IMPERIUM, ROBOTICA IMPERIALIS, INFANTRY, IMPERIAL ROBOT, UR-025									

## DAHYAK GREKH KROOT TRACKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	M
Dahyak Grekh	7"	3+	3+	3	3	3	3	7	6+	1
This model is armed with a kroot rifle and kroot pistol.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Kroot pistol	12"	Pistol 1		4	0	1	-			
Kroot rifle (shooting)	24"	Rapid Fire 1		4	0	1	-			
Kroot rifle (melee)	Melee	Melee		+1	0	1	-			
ABILITIES	<p><b>Quarry Can't Hide:</b> This model does not suffer the penalty to hit rolls for the target being obscured.</p> <p><b>Concealed Booby Traps:</b> If you select the Plant Traps strategy during the Scouting phase, you can booby-trap up to D3+1 pieces of terrain instead of up to D3.</p>						<p><b>Fieldcraft:</b> 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.</p>			
SPECIALISTS	Stealth									
FACTION KEYWORD	T'AU EMPIRE, KROOT									
KEYWORDS	COMMANDER, INFANTRY, DAHYAK GREKH									

## AMALLYN SHADOWGUIDE ASURYANI RANGER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Amallyn Shadowguide	7"	3+	2+	3	3	3	2	7	5+	1
This model is armed with a ranger long rifle, power blade and plasma grenades.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Ranger long rifle	36"	Heavy 1		4	0	1	A model firing a Ranger long rifle does not suffer the penalty to hit rolls for the target being at long range. Each time you roll a wound roll of 6+ for this weapon, it inflicts a mortal wound in addition to any other damage.			
Power blade	Melee	Melee		User	-2	1	-			
Plasma grenade	6"	Grenade D6		4	-1	1	-			
ABILITIES	<p><b>Ancient Doom:</b> You can re-roll failed hit rolls in the Fight phase for this model in a battle round in which it charges or is charged by a <b>SLAANESH</b> model. However, you must add 1 to Nerve tests for this model if it is within 3" of any <b>SLAANESH</b> models.</p> <p><b>Battle Focus:</b> If this model moves or Advances in its Movement phase, weapons (excluding Heavy weapons) are used as if the model had remained stationary.</p>						<p><b>Cameleoline Cloak:</b> 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.</p> <p><b>Phase Crystal:</b> This model has a 4+ invulnerable save and can move across models and terrain as if they were not there.</p>			
SPECIALISTS	Stealth									
FACTION KEYWORD	ASURYANI									
KEYWORDS	AELDARI, WARHOST, COMMANDER, INFANTRY, RANGER, AMALLYN SHADOWGUIDE									

# SERVANTS OF THE ABYSS KILL TEAMS

If every model in your kill team has the **SERVANTS OF THE ABYSS** Faction keyword, you can use Servants of the Abyss Tactics.

## VETERANS OF THE LONG WAR

### Servants of the Abyss Tactic

Use this Tactic when a **HERETIC ASTARTES** model from your kill team is chosen to attack in the Shooting or Fight phase. You can add 1 to wound rolls for the model's attacks that target **IMPERIUM** models until the end of the phase.

2 COMMAND POINTS

## EXPENDABLE MINIONS

### Servants of the Abyss Tactic

Use this Tactic when a **HERETIC ASTARTES** model from your kill team is picked as the target of a shooting attack. Pick a **SERVANTS OF THE ABYSS** model (excluding **HERETIC ASTARTES** models) from your kill team that is within 1" of that model – these attacks are resolved against that model instead.

1 COMMAND POINT

## BLACKSTONE TRINKET

### Servants of the Abyss Tactic

Use this Tactic is used when an enemy Psyker successfully manifests a psychic power within 6" of a **SERVANTS OF THE ABYSS** model from your kill team. Roll a D6. On a 4+ that psychic power has no effect.

2 COMMAND POINTS

## FULLY CHARGED

### Servants of the Abyss Tactic

Use this Tactic at the start of the Shooting phase. Pick two **NEGAVOLT CULTIST** models from your kill team that are within 1" of each other. Add 1 to invulnerable saves made for these models until the end of this battle round.

2 COMMAND POINTS

## OBSIDIUS MALLEX CHAOS LORD

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Obsidius Mallex	6"	2+	2+	4	4	5	4	9	3+	1
This model is armed with a plasma pistol and thunder hammer.										
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES			
Plasma pistol	When attacking with this weapon, choose one of the profiles below.									
- Standard	12"	Pistol 1		7	-3	1	-			
- Supercharge	12"	Pistol 1		8	-3	2	On an unmodified hit roll of 1, the bearer is taken out of action.			
Thunder hammer	Melee	Melee		x2	-3	3	When attacking with this weapon, you must subtract 1 from the hit roll.			
ABILITIES	<b>Death to the False Emperor:</b> If a model with this ability makes an attack in the Fight phase that targets an <b>IMPERIUM</b> model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.						<b>For the Dark Gods:</b> You can re-roll failed hit rolls for this model if the target is an enemy <b>COMMANDER</b> .  <b>Sigil of Corruption:</b> This model has a 4+ invulnerable save.  <b>Transhuman Physiology:</b> Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.			
SPECIALISTS	Fortitude									
FACTION KEYWORD	SERVANTS OF THE ABYSS									
KEYWORDS	CHAOS, HERETIC ASTARTES, BLACK LEGION, COMMANDER, INFANTRY, OBSIDIUS MALLEX									

## TRAITOR GUARDSMEN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Traitor Guardsman	6"	4+	4+	3	3	1	1	6	5+	-
Traitor Guardsman Gunner	6"	4+	4+	3	3	1	1	6	5+	2
Traitor Sergeant	6"	4+	4+	3	3	1	2	7	5+	1

This model is armed with a lasgun and frag grenades.  
Up to two Traitor Guardsmen in your kill team can be Traitor Guardsman Gunners, and one Traitor Guardsman in your kill team can be a Traitor Sergeant. A Traitor Sergeant is instead armed with a laspistol, chainsword and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.
Lasgun	24"	Rapid Fire 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-

**WARGEAR OPTIONS**

- A Traitor Guardsman Gunner may replace their lasgun with a flamer or take krak grenades.
- A Traitor Guardsman may replace their lasgun with an autopistol and brutal assault weapon or laspistol and brutal assault weapon.

**ABILITIES**

**Servants of the Abyss:** You can re-roll failed Nerve tests for this model whilst it is within 6" of a **HERETIC ASTARTES** model from your kill team.

**SPECIALISTS**

**Leader** (Traitor Sergeant only), **Heavy** (Gunner only), **Demolitions**, **Scout**, **Sniper**, **Veteran**

**FACTION KEYWORD**

**SERVANTS OF THE ABYSS**

**KEYWORDS**

**CHAOS, INFANTRY, TRAITOR GUARDSMEN**

## CHAOS BEASTMEN

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Chaos Beastman	6"	3+	4+	4	4	1	1	6	5+	-

This model is armed with either a laspistol or autopistol, either a chainsword or brutal assault weapon, and frag grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Autopistol	12"	Pistol 1	3	0	1	-
Laspistol	12"	Pistol 1	3	0	1	-
Brutal assault weapon	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Chainsword	Melee	Melee	User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.
Frag grenade	6"	Grenade D6	3	0	1	-
Krak grenade	6"	Grenade 1	6	-1	D3	-

**ABILITIES**

**Servants of the Abyss:** You can re-roll failed Nerve tests for this model whilst it is within 6" of a **HERETIC ASTARTES** model from your kill team.

**Savage Charge:** Add 1 to the Strength and Attacks characteristics of this model in a battle round in which it charges.

**SPECIALISTS**

**Leader**, **Combat**, **Demolitions**, **Veteran**, **Zealot**

**FACTION KEYWORD**

**SERVANTS OF THE ABYSS**

**KEYWORDS**

**CHAOS, INFANTRY, CHAOS BEASTMEN**

## NEGAVOLT CULTISTS

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Negavolt Cultist	6"	3+	4+	3	3	1	3	8	6+	-
This model is armed with electro-goads.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Electro-goads	Melee	Melee	+2	0	1	Each hit roll of 6+ made with this weapon scores 3 hits.				
ABILITIES	<p><b>Servants of the Abyss:</b> You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.</p> <p><b>Fanatical Devotion:</b> Each time this model loses a wound, roll a D6; on a 5+ the model does not lose that wound.</p>					<p><b>Voltagheist Field:</b> This model has a 5+ invulnerable save. After this model has charged, choose one of the target models within 1" and roll a D6. On a 6 that target model suffers 1 mortal wound.</p>				
SPECIALISTS	Leader, Combat, Veteran, Zealot									
FACTION KEYWORD	SERVANTS OF THE ABYSS									
KEYWORDS	CHAOS, INFANTRY, NEGAVOLT CULTISTS									

## ROGUE PSYKER

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Rogue Psyker	6"	4+	4+	3	3	4	2	8	5+	-
This model is armed with a laspistol and Chaos stave.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Laspistol	12"	Pistol 1	3	0	1	-				
Chaos stave	Melee	Melee	User	-1	D3	-				
ABILITIES	<p><b>Servants of the Abyss:</b> You can re-roll failed Nerve tests for this model whilst it is within 6" of a HERETIC ASTARTES model from your kill team.</p>					<p><b>Unrestrained Power:</b> You can re-roll any dice rolls of 1 when taking a Psychic test for this model. However, this model suffers Perils of the Warp on any Psychic test roll of a double, not just double 1 or double 6.</p>				
PSYKER	This model can attempt to manifest one psychic power and attempt to deny one psychic power in each Psychic phase. It knows the <i>Psybolt</i> power.									
SPECIALISTS	Leader, Comms, Veteran, Zealot									
FACTION KEYWORD	SERVANTS OF THE ABYSS									
KEYWORDS	CHAOS, INFANTRY, PSYKER, ROGUE PSYKER									

## BLACK LEGIONNAIRE

NAME	M	WS	BS	S	T	W	A	Ld	Sv	Max
Black Legionnaire	6"	3+	3+	4	4	1	1	7	3+	-
This model is armed with a boltgun, bolt pistol, frag grenades and krak grenades.										
WEAPON	RANGE	TYPE			S	AP	D	ABILITIES		
Bolt pistol	12"	Pistol 1			4	0	1	-		
Boltgun	24"	Rapid Fire 1			4	0	1	-		
Frag grenade	6"	Grenade D6			3	0	1	-		
Krak grenade	6"	Grenade 1			6	-1	D3	-		
ABILITIES	<b>Death to the False Emperor:</b> If a model with this ability makes an attack in the Fight phase which targets an <b>IMPERIUM</b> model, each time you roll a hit roll of 6+ you may make an additional attack with the same weapon against the same target. These attacks cannot themselves generate any further attacks.						<b>Transhuman Physiology:</b> Ignore the penalty to this model's hit rolls from one flesh wound it has suffered.			
SPECIALISTS	Leader, Combat, Sniper, Veteran, Zealot									
FACTION KEYWORD	SERVANTS OF THE ABYSS									
KEYWORDS	CHAOS, HERETIC ASTARTES, INFANTRY, BLACK LEGIONNAIRE									

<b>EXPLORERS</b>	
<b>MODEL</b>	<b>POINTS PER MODEL</b> (Including wargear)
Amallyn Shadowguide (Level 1)	30
Amallyn Shadowguide (Level 2)	35
Amallyn Shadowguide (Level 3)	50
Amallyn Shadowguide (Level 4)	60
Dahyak Grekh (Level 1)	25
Dahyak Grekh (Level 2)	30
Dahyak Grekh (Level 3)	40
Dahyak Grekh (Level 4)	50
Espern Locarno (Level 1)	30
Espern Locarno (Level 2)	40
Espern Locarno (Level 3)	50
Espern Locarno (Level 4)	60
Janus Draik (Level 1)	50
Janus Draik (Level 2)	65
Janus Draik (Level 3)	80
Janus Draik (Level 4)	105
Pious Vorne	15
Raus	10
Rein	8
Taddeus the Purifier (Level 1)	50
Taddeus the Purifier (Level 2)	55
Taddeus the Purifier (Level 3)	70
Taddeus the Purifier (Level 4)	85
UR-025	30

<b>SERVANTS OF THE ABYSS MELEE WEAPONS</b>	
<b>WEAPON</b>	<b>POINTS PER WEAPON</b>
Brutal assault weapon	0
Chainsword	0
Chaos stave	0
Electro-goads	0
Thunder hammer	0

<b>SERVANTS OF THE ABYSS</b>	
<b>MODEL</b>	<b>POINTS PER MODEL</b> (Not including wargear)
Black Legionnaire	12
Chaos Beastman	7
Negavolt Cultist	9
Obsidius Mallex (Level 1)	125
Obsidius Mallex (Level 2)	140
Obsidius Mallex (Level 3)	155
Obsidius Mallex (Level 4)	170
Rogue Psyker	20
Traitor Guardsman	5
- Traitor Guardsman Gunner	5
- Traitor Sergeant	5

<b>SERVANTS OF THE ABYSS RANGED WEAPONS</b>	
<b>WEAPON</b>	<b>POINTS PER WEAPON</b>
Autopistol	0
Boltgun	0
Bolt pistol	0
Flamer	3
Frag grenades	0
Krak grenades	0
Lasgun	0
Laspistol	0
Plasma pistol	0