

INDOMITOR KILL TEAM

Close-quartersCombat Doctrines

M5"

T6

SV3+

W3

LD6+

OC1

280 PTS
Base 40mm

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Auto boltstorm gauntletsCLOSE-QUARTERS

TWIN-LINKED

R	A	BS	S	AP	D
18"	3	3+	5	-1	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Bolt pistolCLOSE-QUARTERS

TWIN-LINKED

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Deathwatch heavy bolt rifleASSAULTHEAVY

LETHAL HITS

R	A	BS	S	AP	D
30"	2	3+	5	-2	2

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Deathwatch heavy bolterASSAULTHEAVY

LETHAL HITS

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	3+	5	-2	3

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Fragstorm grenade launcherBLAST 1

TWIN-LINKED

R	A	BS	S	AP	D
18"	3	3+	4	-1	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Flamestorm gauntlets (Close-quarters)

CLOSE-QUARTERS

TORRENT

TWIN-LINKED

R	A	BS	S	AP	D
12"	3	-	4	-1	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Flamestorm gauntlets (Ranged)BLAST 2

TORRENT

TWIN-LINKED

R	A	BS	S	AP	D
12"	3	-	4	-1	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Melta RifleMELTA 2

TWIN-LINKED

R	A	BS	S	AP	D
18"	1	3+	10	-3	D3+2

VERWUNDET

2+T1-5

3+T6-9

4+T10

5+T11-19

6+T20+

Melta Rifle HUNTER:Monster/VehicleMELTA 2

R	A	BS	S	AP	D
18"	1	2+	12	-3	D3+2

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

Multi-meltaHEAVYMELTA 3

R	A	BS	S	AP	D
18"	2	3+	10	-3	D3+2

VERWUNDET

2+T1-5

3+T6-9

4+T10

5+T11-19

6+T20+

Multi-melta (HUNTER:Monster/Vehicle)MELTA 3

R	A	BS	S	AP	D
18"	2	2+	12	-3	D3+2

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

4ANGRIFF

5NAHKAMPF

Ceramide Fists

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Twin power fistsTWIN-LINKED

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 3+ · 3 LP je Modell
WIRD VERWUNDET MIT
2+S12+
RETTUNGSWURF JE DS
DS 0
3+

3+S7-11
DS -1
4+

4+S6
DS -2
5+

5+S4-5
DS -3
6+

6+S1-3
DS -4
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REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).
Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.
ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...
HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...
LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
MELTA This ability always takes the form [MELTA X].
SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].
TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

3x Kill Team Heavy Intercessor w/ melta rifle oder Kill Team Heavy Intercessor w/ multi-melta
3x Kill Team Heavy Intercessor w/ power fists & auto boltstorm gauntlets oder Kill Team Heavy Intercessor w/ power fists & flamestorm gauntlets
4x Kill Team Heavy Intercessor oder Kill Team Heavy Intercessor w/ heavy bolter
Ausrüstung: Auto boltstorm gauntlets, Bolt pistol, Deathwatch heavy bolt rifle, Deathwatch heavy bolter, Fragstorm grenade launcher, ► Flamestorm gauntlets (Close-quarters), ► Flamestorm gauntlets (Ranged), ► Melta Rifle, ► Melta Rifle HUNTER:Monster/Vehicle, ► Multi-melta, ►Multi-melta (HUNTER:Monster/Vehicle), Ceramite Fists, Twin power fists

KEYWORDS Infantry, Grenades, Imperium, Indomitor Kill Team, Gravis, Kill Team · FRAKTION Adeptus Astartes, Deathwatch