INDOMITOR KILL TEAM

M	T	SV	W	LD	OC
5"	6	3+	3	6+	1

AUFSTELLUNG

3x Kill Team Heavy Intercessor w/ melta rifle oder Kill Team Heavy Intercessor w/ multi-melta (40mm)
3x Kill Team Heavy Intercessor w/ power fists & auto boltstorm gauntlets oder Kill Team Heavy Intercessor w/ power fists & flamestorm gauntlets (40mm)
4x Kill Team Heavy Intercessor oder Kill Team Heavy Intercessor w/ heavy bolter (40mm)

Equipped with: 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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Auto boltstorm gauntlets CLOSE-QUARTERS, TWIN-LINKED	18"	3	3+	5	-1	1
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Deathwatch heavy bolt rifle ASSAULT, HEAVY, LETHAL HITS	30"	2	3+	5	-2	2
Deathwatch heavy bolter ASSAULT, HEAVY, LETHAL HITS, SUSTAINED HITS 1	36"	3	3+	5	-2	3

ABILITIES

RULES - Close-quarters, Combat Doctrines

Indomitor Doctrines
- This unit's ranged attacks that target the closest eligible enemy unit, have +1 S.

- If this unit made a charge move this turn, this unit's melee attacks have +1 S.

KEYWORDS: Infantry, Grenades, Imperium, Indomitor Kill Team, Gravis, Kill Team

FACTION: Adeptus Astartes, Deathwatch **280 PTS**

Fragstorm grenade launcher BLAST 1	18"	3	3+	4	-1	1
➤ Flamestorm gauntlets (Close-quarters) CLOSE-QUARTERS, TORRENT, TWIN-LINKED	12"	3	-	4	-1	1
➤ Flamestorm gauntlets (Ranged) BLAST 2, TORRENT, TWIN-LINKED	12"	3	-	4	-1	1
➤ Melta Rifle MELTA 2	18"	1	3+	10	-3	D3+2
➤ Melta Rifle HUNTER:Monster/Vehicle MELTA 2	18"	1	2+	12	-3	D3+2
➤ Multi-melta HEAVY, MELTA 3	18"	2	3+	10	-3	D3+2
➤Multi-melta (HUNTER:Monster/Vehicle) MELTA 3	18"	2	2+	12	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1
Twin power fists TWIN-LINKED	Melee	3	3+	8	-2	2

WEAPON RULES

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.