

IMPERIUM - SPACE MARINES

INDOMITOR KILL TEAM

280 PTS

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

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Auto boltstorm gauntlets	18"	3	3+	5	-1	1
CLOSE-QUARTERS						
TWIN-LINKED						
Bolt pistol	12"	1	3+	5	-1	1
CLOSE-QUARTERS						
Deathwatch heavy bolt rifle	30"	2	3+	5	-2	2
ASSAULT						
HEAVY						
LETHAL HITS						
Deathwatch heavy bolter	36"	3	3+	5	-2	3
ASSAULT						
HEAVY						
LETHAL HITS						
SUSTAINED HITS 1						
Fragstorm grenade launcher	18"	3	3+	4	-1	1
BLAST 1						
► Flamestorm gauntlets (Close-quarters)	12"	3	-	4	-1	1
CLOSE-QUARTERS						
TORRENT						
TWIN-LINKED						
► Flamestorm gauntlets (Ranged)	12"	3	-	4	-1	1
BLAST 2						
TORRENT						
TWIN-LINKED						
► Melta Rifle	18"	1	3+	10	-3	D3+2
MELTA 2						
► Melta Rifle HUNTER:Monster/Vehicle	18"	1	2+	12	-3	D3+2
MELTA 2						
► Multi-melta	18"	2	3+	10	-3	D3+2
HEAVY						
MELTA 3						
► Multi-melta (HUNTER:Monster/Vehicle)	18"	2	2+	12	-3	D3+2
MELTA 3						

⚔ MELEE WEAPONS

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

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

ABILITIES

- 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.

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.

CORE RULES

◆ Close-quarters

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.
- One or more of its other ranged weapons.

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly **ADEPTUS ASTARTES** units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have **[ASSAULT]**

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

