

# INDOMITOR KILL TEAM [LEGENDS]

120–240 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 5" | 6 | 3+ | 3 | 6+ | 1  |

## RANGED WEAPONS

| WEAPON                                                                                | RANGE | A    | BS  | S | AP | D  |
|---------------------------------------------------------------------------------------|-------|------|-----|---|----|----|
| Assault bolters<br>ASSAULT<br>PISTOL<br>SUSTAINED HITS 2<br>TWIN-LINKED               | 18"   | 3    | 3+  | 5 | -1 | 2  |
| Auto boltstorm gauntlets<br>TWIN-LINKED                                               | 18"   | 3    | 3+  | 4 | 0  | 1  |
| Bolt pistol<br>PISTOL                                                                 | 12"   | 1    | 3+  | 4 | 0  | 1  |
| Flamestorm gauntlets<br>IGNORES COVER<br>TORRENT<br>TWIN-LINKED                       | 12"   | D6+1 | N/A | 4 | 0  | 1  |
| Fragstorm grenade launcher<br>BLAST                                                   | 18"   | D6   | 3+  | 4 | 0  | 1  |
| Heavy Bolter<br>ASSAULT<br>HEAVY<br>SUSTAINED HITS 1                                  | 36"   | 3    | 4+  | 5 | -1 | 2  |
| Heavy bolt rifle<br>ASSAULT<br>HEAVY                                                  | 30"   | 2    | 3+  | 5 | -1 | 1  |
| Melta rifle<br>HEAVY<br>MELTA 2                                                       | 18"   | 1    | 3+  | 9 | -4 | D6 |
| Multi-melta<br>HEAVY<br>MELTA 2                                                       | 18"   | 2    | 4+  | 9 | -4 | D6 |
| ➤ Plasma exterminators - Standard<br>ASSAULT<br>PISTOL<br>TWIN-LINKED                 | 18"   | 2    | 3+  | 7 | -2 | 2  |
| ➤ Plasma exterminators - Supercharge<br>ASSAULT<br>HAZARDOUS<br>PISTOL<br>TWIN-LINKED | 18"   | 2    | 3+  | 8 | -3 | 3  |

## MELEE WEAPONS

| WEAPON                     | RANGE | A | WS | S | AP | D |
|----------------------------|-------|---|----|---|----|---|
| Close combat weapon        | Melee | 3 | 3+ | 4 | 0  | 1 |
| Power fists<br>TWIN-LINKED | Melee | 3 | 4+ | 8 | -2 | 2 |

### AUFSTELLUNG

5-10x Kill Team Heavy Intercessor oder Kill Team Heavy Intercessor w/ Heavy Bolter  
2x Kill Team Heavy Intercessor w/ power fists & flamestorm gauntlets oder Kill Team Heavy Intercessor w/ power fists & auto boltstorm gauntlets oder Kill Team Heavy Intercessor w/ melta rifle oder Kill Team Heavy Intercessor w/ Multi-melta oder Kill Team Heavy Intercessor w/ jump pack oder Kill Team Heavy Intercessor w/ bolters oder 1x Kill Team Heavy Intercessor w/ bolters

KEYWORDS: Infantry, Grenades, Imperium, Indomitor Kill Team, Deathwatch  
FACTION KEYWORDS: -

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## ABILITIES

- Attached Unit**  
If a CHARACTER unit from your army can be attached to a DEATHWATCH KILL TEAM, it can be attached to this unit instead.
- Indomitor Doctrines**  
Each time a model in this unit makes an attack, add 1 to the Hit roll if this unit is below its Starting Strength, and add 1 to the Wound roll as well if this unit is Below Half-strength.
- Jump pack**  
The bearer has a Move characteristic of 10" and can move over models and terrain features as if they were not there.

## TRANSPORT

- Indomitor Kill Team**  
This unit cannot embark within an IMPERIAL RHINO.

## WEAPON ABILITIES

- Assault**  
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Hazardous**  
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- 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.
- Ignores Cover**  
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- 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.*
- Pistol**  
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.  
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.
- 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).*

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- 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.

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Indomitor Kill Team,  
Deathwatch  
FACTION KEYWORDS: -