

IMPERIUM - AGENTS OF THE IMPERIUM

# INDOMITOR KILL TEAM

## [LEGENDS]

M

5"

T

6

SV

3+

W

3

LD

6+

OC

1

120–240 PTS

Base —

1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Assault bolters

ASSAULT

PISTOL

SUSTAINED HITS 2

TWIN-LINKED

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 18" | 3 | 3+ | 5 | -1 | 2 |

VERWUNDET

2+3+4+5+6+

T1–2T3–4T5T6–9T10+

Auto boltstorm gauntlets

TWIN-LINKED

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 18" | 3 | 3+ | 4 | 0  | 1 |

VERWUNDET

2+3+4+5+6+

T1–2T3T4T5–7T8+

Bolt pistol

PISTOL

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 12" | 1 | 3+ | 4 | 0  | 1 |

VERWUNDET

2+3+4+5+6+

T1–2T3T4T5–7T8+

Flamestorm gauntlets

IGNORES COVER

TORRENT

TWIN-LINKED

|     |      |     |   |    |   |
|-----|------|-----|---|----|---|
| R   | A    | BS  | S | AP | D |
| 12" | D6+1 | N/A | 4 | 0  | 1 |

VERWUNDET

2+3+4+5+6+

T1–2T3T4T5–7T8+

Fragstorm grenade launcher

BLAST

|     |    |    |   |    |   |
|-----|----|----|---|----|---|
| R   | A  | BS | S | AP | D |
| 18" | D6 | 3+ | 4 | 0  | 1 |

VERWUNDET

2+3+4+5+6+

T1–2T3T4T5–7T8+

Heavy Bolter

ASSAULT

HEAVY

SUSTAINED HITS 1

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 36" | 3 | 4+ | 5 | -1 | 2 |

VERWUNDET

2+3+4+5+6+

T1–2T3–4T5T6–9T10+

Heavy bolt rifle

ASSAULT

HEAVY

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 30" | 2 | 3+ | 5 | -1 | 1 |

VERWUNDET

2+3+4+5+6+

T1–2T3–4T5T6–9T10+

Melta rifle

HEAVY

MELTA 2

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| R   | A | BS | S | AP | D  |
| 18" | 1 | 3+ | 9 | -4 | D6 |

VERWUNDET

2+3+4+5+6+

T1–4T5–8T9T10–17T18+

Multi-melta

HEAVY

MELTA 2

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| R   | A | BS | S | AP | D  |
| 18" | 2 | 4+ | 9 | -4 | D6 |

VERWUNDET

2+3+4+5+6+

T1–4T5–8T9T10–17T18+

► Plasma exterminators - Standard

ASSAULT

PISTOL

TWIN-LINKED

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 18" | 2 | 3+ | 7 | -2 | 2 |

VERWUNDET

2+3+4+5+6+

T1–3T4–6T7T8–13T14+

► Plasma exterminators - Supercharge

ASSAULT

HAZARDOUS

PISTOL

TWIN-LINKED

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 18" | 2 | 3+ | 8 | -3 | 3 |

VERWUNDET

2+3+4+5+6+

T1–4T5–7T8T9–15T16+

4ANGRIFF

—

5NAHKAMPF

Close combat weapon

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 3 | 3+ | 4 | 0  | 1 |

VERWUNDET

2+3+4+5+6+

T1–2T3T4T5–7T8+

Power fists

TWIN-LINKED

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 3 | 4+ | 8 | -2 | 2 |

VERWUNDET

2+3+4+5+6+

T1–4T5–7T8T9–15T16+

VERTEIDIGUNG

—

OCIMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

|                    |       |       |       |       |
|--------------------|-------|-------|-------|-------|
| 2+                 | 3+    | 4+    | 5+    | 6+    |
| S12+               | S7–11 | S6    | S4–5  | S1–3  |
| RETTUNGSWURF JE DS |       |       |       |       |
| DS 0               | DS -1 | DS -2 | DS -3 | DS -4 |
| 3+                 | 4+    | 5+    | 6+    | -     |

REGELN & KEYWORDS KURZ

**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...

**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...

**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 mod...

**MELTA** This ability always takes the form [MELTA X].

**PISTOL** [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

**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

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 & assault bolters oder Kill Team Heavy Intercessor w/ jump pack & plasma exterminators

**Ausrüstung:** Assault bolters, Auto boltstorm gauntlets, Bolt pistol, Flamestorm gauntlets, Fragstorm grenade launcher, Heavy Bolter, Heavy bolt rifle, Melta rifle, Multi-melta, ► Plasma exterminators - Standard, ► Plasma exterminators - Supercharge, Close combat weapon, Power fists

**Transport**

This unit cannot embark within an IMPERIAL RHINO.