INDOMITOR KILL TEAM [LEGENDS]

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

120–240 PTS
Base —

3 BESCHUSS

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+
T1–2	T3–4	T5	T6–9	T10+

Auto boltstorm gauntlets
TWIN-LINKED

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Bolt pistol
PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

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+
T1–2	T3	T4	T5–7	T8+

Fragstorm grenade launcher
BLAST

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

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+
T1–2	T3–4	T5	T6–9	T10+

Heavy bolt rifle
ASSAULT · HEAVY

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Melta rifle
HEAVY · MELTA 2

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Multi-melta
HEAVY · MELTA 2

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

➤ 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+
T1–3	T4–6	T7	T8–13	T14+

➤ 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+
T1–4	T5–7	T8	T9–15	T16+

5 NAHKAMPF

Close combat weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Power fists
TWIN-LINKED

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

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

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+	–

KEYWORDS Infantry, Grenades, Imperium, Indomitor Kill Team, Deathwatch · **FRAKTION** -

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	◆ VERTEIDIGUNG
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∞ IMMER / 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.

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.