INDOMITOR KILL TEAM [LEGENDS]

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

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

Equipped with: 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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault bolters ASSAULT, PISTOL, SUSTAINED HITS 2, TWIN-LINKED	18"	3	3+	5	-1	2
Auto boltstorm gauntlets TWIN-LINKED	18"	3	3+	4	0	1
Bolt pistol PISTOL	12"	1	3+	4	0	1

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.

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

FACTION: - **120–240 PTS**

Flamestorm gauntlets IGNORES COVER, TORRENT, TWIN-LINKED	12"	D6+1	N/A	4	0	1
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1
Heavy Bolter ASSAULT, HEAVY, SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy bolt rifle ASSAULT, HEAVY	30"	2	3+	5	-1	1
Melta rifle HEAVY, MELTA 2	18"	1	3+	9	-4	D6
Multi-melta HEAVY, MELTA 2	18"	2	4+	9	-4	D6
➤ Plasma exterminators - Standard ASSAULT, PISTOL, TWIN-LINKED	18"	2	3+	7	-2	2
➤ Plasma exterminators - Supercharge ASSAULT, HAZARDOUS, PISTOL, 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 TWIN-LINKED	Melee	3	4+	8	-2	2

Jump pack
The bearer has a Move characteristic of 10" and can move over models and terrain features as if they were not there.

Indomitor Kill Team (Transport)
Capacity: This unit cannot embark within an IMPERIAL RHINO.

WEAPON RULES

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).*

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.