

INDOMITOR KILL TEAM - IMPERIUM -
DEATHWATCH

275 PTS

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

AUFSTELLUNG 3x Kill Team Heavy Intercessor w/ melta rifle oder Kill Team Heavy Intercessor w/ multi-melta 3x Kill Team Heavy Intercessor w/ power fists & auto boltstorm gauntlets oder Kill Team Heavy Intercessor w/ power fists & flamestorm gauntlets 3-10x Kill Team Heavy Intercessor oder Kill Team Heavy Intercessor w/ heavy bolter Equipped with: Auto boltstorm gauntlets, Deathwatch heavy bolt rifle, Deathwatch heavy bolter, Flamestorm gauntlets, Close combat weapon, Twin power fists	KEYWORDS: Infantry, Grenades, Imperium, Indomitor Kill Team, Gravis, Kill Team FACTION KEYWORDS: Adeptus Astartes, Deathwatch
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⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Auto boltstorm gauntlets TWIN-LINKED	18"	3	3+	4	0	1
Deathwatch heavy bolt rifle ASSAULT, HEAVY, LETHAL HITS	30"	2	3+	5	-2	2
Deathwatch heavy bolter ASSAULT, HEAVY, LETHAL HITS, SUSTAINED HITS 1	36"	3	3+	5	-2	3
Flamestorm gauntlets IGNORES COVER, TORRENT, TWIN-LINKED	12"	D6+1	N/A	4	0	1

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Twin power fists TWIN-LINKED	Melee	3	3+	8	-2	2
Twin power fists TWIN-LINKED	Melee	3	3+	8	-2	2

ABILITIES

Attached Unit If a CHARACTER unit from your army can be attached to a HEAVY INTERCESSOR SQUAD, it can be attached to this unit instead.
Indomitor Doctrines Each time a model in this unit makes a ranged attack that targets the closest eligible target, or makes a melee attack in a turn in which it made a Charge move, improve the Strength characteristic of that attack by 2.

WEAPON ABILITIES

Assault Units containing one or more models with an ASSAULT weapon can shoot using assault shooting (10.05).
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).

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Equipped with: Auto boltstorm gauntlets, Deathwatch heavy bolt rifle, Deathwatch heavy bolter, Flamestorm gauntlets, Close combat weapon, Twin power fists

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- 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].
- 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.

FACTION RULES

- Mission Tactics**
Refer to the Detachment Rule for more information.