

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

INDOMITOR KILL TEAM

⦿ 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.

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

INDOMITOR KILL TEAM

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

WEAPON RULES

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).

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

INDOMITOR KILL TEAM

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.

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

INDOMITOR KILL TEAM

RULES

Mission Tactics

Refer to the Detachment Rule for more information.