

INDOMITOR KILL TEAM

275 PTS

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

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

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

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 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).

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.

CORE RULES

◇ Mission Tactics

Refer to the Detachment Rule for more information.