TALONSTRIKE KILL TEAM

280 PTS

M	T	Sv	W	LD	OC
12"	5	3+	2	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault bolters **ASSAULT** CLOSE-QUARTERS **SUSTAINED HITS 2** **TWIN-LINKED**	18"	3	3+	5	-1	2
Hand flamer CLOSE-QUARTERS **TORRENT**	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
➤ Plasma exterminators - standard **ASSAULT** CLOSE-QUARTERS **TWIN-LINKED**	18"	2	3+	7	-2	2
➤ Plasma exterminators - supercharge **ASSAULT** CLOSE-QUARTERS **HAZARDOUS** **TWIN-LINKED**	18"	2	3+	8	-3	3
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge **HAZARDOUS** CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1
Chainsword	Melee	4	3+	5	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	1

ABILITIES

Talonstrike Doctrines
In a turn this unit was set up on the battlefield:

- This unit's attacks have +1 AP.

- This unit's melee attacks have [LANCE].

WEAPON ABILITIES

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.

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).*

AUFSTELLUNG

1x Kill Team Sergeant w/ Jump Pack

Basegrößen: 32mm, Kill Team Heavy Intercessors with Jump Packs 40mm

Equipped with: Assault bolters, Hand flamer, Heavy Bolt Pistol, ➤ Plasma exterminators - standard, ➤ Plasma exterminators - supercharge, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Ceramite Fists, Chainsword, Power fist, Power weapon

Wargear Options:
■ Each Kill Team Sergeant w/ Jump Pack can replace its Heavy Bolt Pistol with Hand flamer or Pla

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KEYWORDS: Infantry, Fly, Jump Pack, Grenades, Imperium, Kill Team, Talonstrike Kill Team
FACTION KEYWORDS: Adeptus Astartes, Deathwatch

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12"	5	3+	2	6+	1

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

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

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.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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