

TALONSTRIKE KILL TEAM

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

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 Plasma pistol.
- Each Kill Team Sergeant w/ Jump Pack can replace its Chainsword with Power fist or Power weapon.
- This model's Heavy Bolt Pistol can be replaced with 1x Plasma pistol.

⚔ 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

ABILITIES

RULES - Close-quarters, Combat Doctrines, Deep Strike

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].



► 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

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.

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.

