

IMPULSOR - IMPERIUM - SPACE MARINES

70 PTS

M	T	Sv	W	LD	OC
12"	9	3+	11	6+	2

AUFSTELLUNG
1x Impulsor (100mm)
Equipped with: Fragstorm Grenade Launchers, Ironhail Heavy Stubber, Ironhail Skytalon Array, Storm Bolters, ➤ Bellicatus Missile Array - Frag, ➤ Bellicatus Missile Array - Icarus, ➤ Bellicatus Missile Array - Krak, Armoured Hull
Wargear Options:
■ This model can be equipped with 1x Ironhail Heavy Stubber.
■ This model can be equipped with one of: Orbital Comms Array, Shield Dome, Ironhail Skytalon Array, Bellicatus Missile Array.
■ This model can replace its Fragstorm Grenade Launchers with Storm Bolters.

KEYWORDS: Vehicle, Transport, Dedicated Transport, Imperium, Impulsor, Frame
FACTION KEYWORDS: Adeptus Astartes

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm Grenade Launchers <small>BLAST 2</small>	18"	6	3+	4	-1	1
Ironhail Heavy Stubber <small>RAPID FIRE 3</small>	36"	3	3+	4	-1	1
Ironhail Skytalon Array <small>RAPID FIRE 6</small>	36"	6	3+	4	-1	1
Storm Bolters <small>RAPID FIRE 4</small>	24"	4	3+	5	-1	1
➤ Bellicatus Missile Array - Frag <small>BLAST 1</small>	48"	4	3+	4	-1	1
➤ Bellicatus Missile Array - Icarus <small>ANTI-FLY 2+</small>	48"	3	3+	6	-1	2
➤ Bellicatus Missile Array - Krak	48"	1	3+	10	-2	D3+3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

Orbital Comms Array
This unit has Scouts 6"

Rapid Disembarkation
In your Movement phase, when this unit ends an advance move, units embarked within this unit can make a shock disembark move (pg 157).

Shield Dome
This unit has a 5+ InvSv

Transport
This model has a transport capacity of 7 ADEPTUS ASTARTES INFANTRY models. It cannot transport TERMINATOR/JUMP PACK models. Each GRAVIS model takes up the space of 2 models.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

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

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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Firing Deck 7

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.