INCEPTOR SQUAD - IMPERIUM - SPACE MARINES

130–260 PTS

M	T	Sv	W	LD	OC
10"	6	3+	3	6+	1

AUFSTELLUNG

1x Inceptor Sergeant oder Inceptor (40mm)

Equipped with: Assault Bolters, ➤ Plasma Exterminators - Standard, ➤ Plasma Exterminators - Supercharge, Ceramite Fists

Wargear Options:
- Each Inceptor Sergeant can replace its Assault Bolters with Plasma Exterminators.
- Each Inceptor can replace its Assault Bolters with Plasma Exterminators.

KEYWORDS: Infantry, Fly, Jump Pack, Imperium, Gravis, Inceptor Squad

FACTION KEYWORDS: Adeptus Astartes

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
➤ 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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

ABILITIES

Meteoric Descent
If this unit made an ingress move this turn, this unit's ranged attacks have +1 to hit rolls.

Parabolic Jetleap
At the end of your opponent's Fight phase, if this unit is unengaged, you can place this unit in strategic reserves.

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).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

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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.