

TALONSTRIKE KILL TEAM - IMPERIUM -
SPACE MARINES

280 PTS

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

<p>AUFSTELLUNG</p> <p>1x Kill Team Sergeant w/ Jump Pack</p> <p>Basegrößen: Kill Team Intercessor with Jump Pack 32mm, Kill Team Sergeant with Jump Pack 32mm, Kill Team Heavy Intercessor with Jump Pack 40mm</p> <p>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</p> <p>Wargear Options:</p> <ul style="list-style-type: none">■ 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.	<p>KEYWORDS: Infantry, Fly, Jump Pack, Grenades, Imperium, Kill Team, Talonstrike Kill Team</p> <p>FACTION KEYWORDS: Adeptus Astartes, Deathwatch</p>
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🎯 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

<p>Talonstrike Doctrines</p> <p>In a turn this unit was set up on the battlefield:</p> <ul style="list-style-type: none">- This unit's attacks have +1 AP.- This unit's melee attacks have [LANCE].

WEAPON ABILITIES

<p>Assault</p> <p>Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).</p>
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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.

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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.

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.

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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.