

Inceptor Squad

Close-quarters Combat Doctrines Deep Strike

M

10"

T

6

SV

3+

W

3

LD

6+

OC

1

130–260 PTS

Base 40mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Assault Bolters

ASSAULT

CLOSE-QUARTERS

SUSTAINED HITS 2

TWIN-LINKED

R

A

BS

S

AP

D

18"

3

3+

5

-1

2

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Plasma Exterminators - Standard

ASSAULT

CLOSE-QUARTERS

TWIN-LINKED

R

A

BS

S

AP

D

18"

2

3+

7

-2

2

VERWUNDET

2+

3+

4+

5+

6+

T1–3

T4–6

T7

T8–13

T14+

Plasma Exterminators - Supercharge

ASSAULT

CLOSE-QUARTERS

HAZARDOUS

TWIN-LINKED

R

A

BS

S

AP

D

18"

2

3+

8

-3

3

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–7

T8

T9–15

T16+

Meteoric Descent

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

4

ANGRIFF

—

5

NAHKAMPF

Ceramide Fists

R

A

WS

S

AP

D

Melee

3

3+

5

0

1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Parabolic Jetleap

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

VERTEIDIGUNG

—

∞

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W6 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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" horizo...

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...

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Inceptor Sergeant oder Inceptor

Ausrüstung: Assault Bolters, ► Plasma Exterminators - Standard, ► Plasma Exterminators - Supercharge, Ceramide Fists

- 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 · FRAKTION Adeptus Astartes