

Inceptor Squad

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.

⚔ 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

RULES - Close-quarters, Combat Doctrines, Deep Strike

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 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).*

Twin-linked

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

