

INCEPTOR SQUAD125–250 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Assault Bolters ASSAULT PISTOL SUSTAINED HITS 2 TWIN-LINKED	18"	3	3+	5	-1	2
Assault Bolters ASSAULT PISTOL SUSTAINED HITS 2 TWIN-LINKED	18"	3	3+	5	-1	2
► Plasma Exterminators - Standard ASSAULT PISTOL TWIN-LINKED	18"	2	3+	7	-2	2
► Plasma Exterminators - Standard ASSAULT PISTOL TWIN-LINKED	18"	2	3+	7	-2	2
► Plasma Exterminators - Supercharge ASSAULT PISTOL HAZARDOUS TWIN-LINKED	18"	2	3+	8	-3	3
► Plasma Exterminators - Supercharge ASSAULT PISTOL HAZARDOUS TWIN-LINKED	18"	2	3+	8	-3	3

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

Meteoric Descent

In your Movement phase, when this unit is set up on the battlefield using the Deep Strike ability, it can perform a meteoric descent. If it does, this unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.

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.



AUFSTELLUNG

1x Inceptor Sergeant oder Inceptor

Equipped with: Assault Bolters, ► Plasma Exterminators - Standard, ► Plasma Exterminators - Supercharge, Close combat weapon

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

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Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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.

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.

CORE RULES

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.

KEYWORDS: Infantry, Fly,
Jump Pack, Imperium,
Gravis, Inceptor Squad
FACTION KEYWORDS:
Adeptus Astartes