TALONSTRIKE KILL TEAM - IMPERIUM - DEATHWATCH

265 PTS

KILL TEAM SERGEANT W/ JUMP PACK

M	T	Sv	W	LD	OC
12"	4	3+	2	6+	1

AUFSTELLUNG

1x Kill Team Sergeant w/ Jump Pack - Equipped with: ➤ Plasma pistol - Standard, ➤ Plasma pistol - Supercharge, Power weapon
9x Intercessor w/ heavy bolt pistol and Jump Pack oder Heavy Intercessor w/ Jump Pack oder Intercessor w/ plasma pistol and Jump Pack

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 Astartes Chainsword with Power fist or Power weapon.
- This model's Astartes Chainsword and Heavy Bolt Pistol can be replaced with 1x Close combat weapon.
- This model's Heavy Bolt Pistol can be replaced with 1x Plasma pistol.
- Each Heavy Intercessor w/ Jump Pack can replace its Assault bolters with Plasma exterminators.

KEYWORDS: Infantry, Fly, Jump Pack, Grenades, Imperium, Kill Team, Talonstrike Kill Team

FACTION KEYWORDS: Adeptus Astartes, Deathwatch

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
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 - supercharge ASSAULT, HAZARDOUS, PISTOL, TWIN-LINKED	18"	2	3+	8	-3	3
➤ Plasma pistol - Standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - Supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	3+	5	-2	1

ABILITIES

Attached Unit
If a CHARACTER unit from your army with the Leader ability can be attached to an **ASSAULT** INTERCESSORS WITH JUMP PACKS unit, it can be attached to this unit instead.

Talonstrike Doctrines
Each time this unit is set up on the battlefield, until the end of the turn:

- Improve the Armour Penetration characteristic of weapons equipped by models in this unit by 1.

- Melee weapons equipped by models in this unit have the [LANCE] ability.

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.

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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.

FACTION RULES

Mission Tactics
Refer to the Detachment Rule for more information.

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.