

IMPULSOR - IMPERIUM - SPACE MARINES

70 PTS

M	T	Sv	W	LD	OC
12"	9	3+	11	6+	2

AUFSTELLUNG

1x Impulsor

Equipped with: Fragstorm grenade launcher, Ironhail Heavy Stubber, Ironhail Skytalon Array, Storm bolter, ► Bellicatus Missile Array - Frag, ► Bellicatus Missile Array - Icarus, ► Bellicatus Missile Array - Krak, Armoured Hull

Wargear Options:

This model can be equipped with 1x Ironhail Heavy Stubber.

This model can be equipped with one of: Orbital Comms Array, Shield Dome, Ironhail Skytalon Array, Bellicatus Missile Array.

This model can replace its 2 Storm Bolters with 2 Fragstorm Grenade Launchers.

KEYWORDS:

Vehicle, Transport, Dedicated Transport, Imperium, Impulsor

FACTION KEYWORDS:

Adeptus Astartes

⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1
Ironhail Heavy Stubber RAPID FIRE 3	36"	3	3+	4	0	1
Ironhail Skytalon Array ANTI-FLY 4+, SUSTAINED HITS 1	36"	8	3+	4	0	1
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
► Bellicatus Missile Array - Frag BLAST	48"	D6	3+	4	0	1
► Bellicatus Missile Array - Icarus ANTI-FLY 2+	48"	D3	3+	8	-1	2
► Bellicatus Missile Array - Krak	48"	1	3+	8	-2	D6

⚔️ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Hull	Melee	3	4+	6	0	1

ABILITIES

- Assault Vehicle

Units can disembark from this Transport after it has Advanced. Units that do so count as having made a Normal move, and cannot declare a charge that turn.
- Orbital Comms Array [Aura]

While a friendly Adeptus Astartes unit is within 6" of the bearer, each time you target that unit with a Stratagem, roll one D6: on a 5+, you gain 1CP
- Shield Dome

The bearer has a 5+ invulnerable save.
- Transport

This model has a transport capacity of 7 TACTICUS or PHOBOS INFANTRY models. It cannot transport JUMP PACK models.

WEAPON ABILITIES

- Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- 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).

CORE RULES

- Deadly Demise D3**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.
- Firing Deck 6**
This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:
 1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
 2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
 3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
 4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.