

TALONSTRIKE KILL TEAM

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.

⚙ 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

ABILITIES

RULES - Deep Strike, Mission Tactics

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.



➤ 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

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 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.

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.

