

IMPERIUM - SPACE MARINES

INVICTOR TACTICAL
WARSUIT

125 PTS



M	T	SV	W	LD	OC
8"	8	3+	12	6+	4

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm grenade launcher BLAST	18"	D6	3+	4	0	1
Heavy Bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Incendium Cannon IGNORES COVER TORRENT	12"	D6+3	N/A	6	-1	1
Twin Ironhail Autocannon TWIN-LINKED	48"	3	3+	9	-1	3
Twin Ironhail Heavy Stubber RAPID FIRE 3 TWIN-LINKED	36"	3	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Invictor Fist	Melee	5	3+	14	-2	3

AUFSTELLUNG

1x Invictor Tactical Warsuit

Equipped with: Fragstorm grenade launcher, Heavy Bolter, Incendium Cannon, Twin Ironhail Autocannon, Twin Ironhail Heavy Stubber, Invictor Fist

Wargear Options:

- This model can replace its Incendium Cannon with Twin Ironhail Autocannon.

ABILITIES

Combat Support

Once per turn, in your opponent's Shooting phase, when a friendly Adeptus Astartes Phobos Infantry unit within 6" of this model is selected as the target of an attack, this model can use this ability. If it does, after that enemy model's unit has finished making its attacks, this model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



WEAPON RULES

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).*

IGNORES COVER

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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).*

TORRENT

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

TWIN-LINKED

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

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").

◇ Scouts 8"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

