


# ASSAULT SQUAD WITH JUMP PACKS

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Bolt pistol [PISTOL]	12"	1	3+	4	0	1
Flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1
Meltagun [MELTA 2]	12"	1	3+	9	-4	D6
➤ Plasma gun – standard [RAPID FIRE 1]	24"	1	3+	7	-2	1
➤ Plasma gun – supercharge [HAZARDOUS, RAPID FIRE 1]	24"	1	3+	8	-3	2
➤ Plasma pistol – standard [PISTOL]	12"	1	3+	7	-2	1
➤ Plasma pistol – supercharge [HAZARDOUS, PISTOL]	12"	1	3+	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Astartes chainsword	Melee	4	3+	4	-1	1
Eviscerator [SUSTAINED HITS 1]	Melee	3	4+	7	-2	2
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder hammer [DEVASTATING WOUNDS]	Melee	3	4+	8	-2	2
Twin lightning claws [TWIN-LINKED]	Melee	5	3+	4	-2	1

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** INFANTRY, GRENADES, JUMP PACK, FLY, IMPERIUM, ASSAULT SQUAD WITH JUMP PACKS

## ABILITIES

**CORE:** Deep Strike

**FACTION:** Oath of Moment

**Hammer of Wrath:** Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6 for each model in this unit: for each 4+, that enemy unit suffers 1 mortal wound.

## WARGEAR ABILITIES

**Astartes Shield:** The bearer has a 4+ invulnerable save.



**FACTION KEYWORDS:** ADEPTUS ASTARTES

## ASSAULT SQUAD WITH JUMP PACKS

Thanks to their powerful jump packs, these warriors soar over the battlefield, slamming into the foe and cutting them down with point-blank bolt pistol fire and furious chainsword hacks before shooting off to their next target.



### WARGEAR OPTIONS

- The Assault Sergeant with Jump Pack's bolt pistol can be replaced with one of the following:
  - 1 grav-pistol\*
  - 1 hand flamer\*
  - 1 inferno pistol\*
  - 1 plasma pistol
- The Assault Sergeant with Jump Pack's Astartes chainsword can be replaced with one of the following:
  - 1 power fist
  - 1 power weapon
  - 1 thunder hammer
- The Assault Sergeant with Jump Pack can do one of the following:
  - Replace its bolt pistol and Astartes chainsword with 1 twin lightning claws.
  - Be equipped with 1 Astartes shield.
- Up to 2 Assault Marines with Jump Packs can each have their bolt pistol and Astartes chainsword replaced with one of the following:
  - 1 plasma pistol and 1 Astartes chainsword
  - 1 flamer
  - 1 meltagun
  - 1 plasma gun
- For every 5 models in this unit, 1 model's Astartes chainsword can be replaced with 1 eviscerator.

*\* The profile for this weapon can be found on the Adeptus Astartes Armoury card.*

### UNIT COMPOSITION

- 1 Assault Sergeant with Jump Pack
- 4-9 Assault Marines with Jump Packs

**Every model is equipped with:** bolt pistol; Astartes chainsword.

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