

INCEPTOR SQUAD

M	T	SV	W	LD	OC
10"	6	3+	3	6+	1



⚡	RANGED WEAPONS	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, PISTOL, HAZARDOUS, TWIN-LINKED]	18"	2	3+	8	-3	3
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	3	3+	4	0	1

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

KEYWORDS: INFANTRY, JUMP PACK, FLY, IMPERIUM, GRAVIS, INCEPTOR SQUAD

ABILITIES

CORE: **Deep Strike**

FACTION: **Oath of Moment**

Meteoric Descent: When this unit is set up on the battlefield using the Deep Strike ability, it can perform a meteoric descent. If it does, this unit can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy units, but until the end of the turn, it is not eligible to declare a charge.



FACTION KEYWORDS:
ADEPTUS ASTARTES

INCEPTOR SQUAD

Equipped with heavy jump packs, Inceptor Squads are superb spearhead troops that deliver overwhelming blows to the enemy. Plummeting to the surface from the very edge of a world's atmosphere, they strike with devastating force, unleashing a hurricane of fire that turns whole squads of enemy infantry to bloody mist.



WARGEAR OPTIONS

- All models in this unit can each have their assault bolters replaced with 1 plasma exterminators.

UNIT COMPOSITION

- 1 Inceptor Sergeant
- 2-5 Inceptors

Every model is equipped with: assault bolters; close combat weapon.

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