SICARIAN INFILTRATORS

M	T	SV	W	LD	OC	
8"	4	4+	2	7+	1	5+

AUFSTELLUNG

4-9x Sicarian Infiltrator (Power weapon & stubcarbine) oder Sicarian Infiltrator (Taser goad & flechette blaster) (40mm)
1x Sicarian Infiltrator Princeps (Power weapon & stub carbine) oder Sicarian Infiltrator Princeps (Taser goad & flechette blaster) (40mm)

Equipped with: Flechette blaster, Stubcarbine, Power weapon, Taser goad

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flechette blaster PISTOL	12"	5	4+	3	0	1
Stubcarbine PISTOL	12"	3	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon	Melee	4	4+	4	-2	1
Taser goad SUSTAINED HITS 2	Melee	3	4+	6	-1	1

ABILITIES

RULES - Doctrina Imperatives, Infiltrators, Stealth

Neurostatic Interference (Aura)
While an enemy unit is within 6" of this unit, each time a Battle-shock or Leadership test is taken for that unit, subtract 1 from that test. While this unit is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 2 from that test instead.

WEAPON RULES

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).*