

INCURSOR SQUAD - IMPERIUM - SPACE MARINES

90–170 PTS

|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | Sv | W | LD | OC |
| 8" | 4 | 3+ | 2 | 6+ | 1  |

**AUFSTELLUNG**  
1x Incursor Sergeant oder Incursor (32mm)  
**Equipped with:** Bolt pistol, Oculus Bolt Carbine, Paired Combat Blades

**KEYWORDS:** Infantry, Imperium, Smoke, Phobos, Incursor Squad, Explosives  
**FACTION KEYWORDS:** Adeptus Astartes

⦿ RANGED WEAPONS

| WEAPON                                        | RANGE | A | BS | S | AP | D |
|-----------------------------------------------|-------|---|----|---|----|---|
| Bolt pistol<br>CLOSE-QUARTERS                 | 12"   | 1 | 3+ | 5 | -1 | 1 |
| Oculus Bolt Carbine<br>ASSAULT, IGNORES COVER | 24"   | 2 | 3+ | 5 | -1 | 1 |

⌘ MELEE WEAPONS

| WEAPON                                   | RANGE | A | WS | S | AP | D |
|------------------------------------------|-------|---|----|---|----|---|
| Paired Combat Blades<br>SUSTAINED HITS 1 | Melee | 3 | 3+ | 5 | -1 | 1 |

ABILITIES

**Divinator-class Auspexes**  
(Once per phase, per unit) In your Shooting phase, when a friendly ADEPTUS ASTARTES unit is selected to shoot, you can use this ability. If you do, select one visible enemy unit within 18" of this unit. That unit is scanned:

- While a unit is scanned, ranged attacks that target that unit can re-roll hit rolls of 1.

**Haywire Mine**  
(Once per battle, per unit) In your Shooting phase, you can select one visible enemy unit within 6" of this unit and roll one D6. On a 2+:

- That enemy unit suffers D3 mortal wounds.
- Or: If that enemy unit is a VEHICLE unit, that enemy unit suffers 2D3 mortal wounds.

WEAPON ABILITIES

**Assault**  
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

**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).

**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).*

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## FACTION RULES

**Combat Doctrines**  
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

**Assault** Doctrine  
When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

**Devastator** Doctrine  
This unit's ranged attacks have **[ASSAULT]**

**Tactical** Doctrine  
When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.  
Unless otherwise stated.  
- You can only select each Combat Doctrine once per battle  
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

## CORE RULES

**Close-quarters**  
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.