

INFILTRATOR SQUAD - IMPERIUM -
SPACE MARINES

85–150 PTS

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

AUFSTELLUNG 5-10x Infiltrator oder Infiltrator Sergeant (32mm) Equipped with: Bolt pistol, Marksman Bolt Carbine, Ceramite Fists	KEYWORDS: Infantry, Imperium, Smoke, Phobos, Infiltrator Squad, Explosives FACTION KEYWORDS: Adeptus Astartes
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⚙️ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Marksman Bolt Carbine PRECISION, RAPID FIRE 1	24"	2	3+	5	-1	1

⚔️ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

ABILITIES

Helix Gauntlet In your Command phase, this unit heals D3 wounds.
Omni-scramblers In your Shooting phase, you can select one visible enemy unit within 18" of this unit. That unit is detected: <ul style="list-style-type: none">• While a unit is detected, that unit has +3" detection range.

WEAPON ABILITIES

Precision While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
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. <i>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).</i>

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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.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.