IMPERIUM - SPACE MARINES

INCURSOR SQUAD

Close-quarters | Combat Doctrines

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

90–170 PTS
Base 32mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Bolt pistol — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Occulus Bolt Carbine — ASSAULT — IGNORES COVER

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

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.

4 ANGRIFF

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5 NAHKAMPF

Paired Combat Blades — SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	3	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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 mod…

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Incursor Sergeant oder Incursor

Ausrüstung: Bolt pistol, Occulus Bolt Carbine, Paired Combat Blades

KEYWORDS Infantry, Imperium, Smoke, Phobos, Incursor Squad, Explosives · **FRAKTION** Adeptus Astartes