

INFERNUS SQUAD

Close-quarters Combat Doctrines

M

6"

T

5

SV

3+

W

2

LD

6+

OC

1

95–190 PTS
Base 32mm



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R

12"

A

1

BS

3+

S

5

AP

-1

D

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Pyreblaster

BLAST 1

TORRENT

R

12"

A

3

BS

-

S

5

AP

-1

D

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Driven from Cover

In your Shooting phase, when this unit has shot, select one enemy unit hit by those attacks. Friendly ADEPTUS ASTARTES units' ranged attacks that target that enemy unit have [IGNORES COVER].

4

ANGRIFF

5

NAHKAMPF

Ceramite Fists

R

Melee

A

3

WS

3+

S

5

AP

0

D

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

VERTEIDIGUNG

∞

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+

S10+

3+

S6–9

4+

S5

5+

S3–4

6+

S1–2

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

5+

DS -3

6+

DS -4

-

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.

BLAST

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

5-10x Infernus Marines oder Infernus Sergeant

Ausrüstung: Bolt pistol, Pyreblaster, Ceramite Fists

KEYWORDS Infantry, Imperium, Tacitus, Infernus Squad, Explosives · FRAKTION Adeptus Astartes