

IMPERIUM - SPACE MARINES

INFILTRATOR SQUAD

Close-quarters Combat Doctrines Infiltrators

M8"

T4

SV3+

W2

LD6+

OC1

85–150 PTS

Base 32mm



1KOMMANDO

Helix Gauntlet

In your Command phase, this unit heals D3 wounds.

2BEWEGUNG

3BESCHUSS

Bolt pistol

CLOSE-QUARTERS

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

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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Marksman Bolt Carbine

PRECISION

RAPID FIRE 1

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

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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Omni-scramblers

In your Shooting phase, you can select one visible enemy unit within 18" of this unit. That unit is detected:

▪ While a unit is detected, that unit has +3" detection range.

4ANGRIFF

5NAHKAMPF

Ceramite Fists

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5–7	4+ S4	5+ S3	6+ S1–2
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 –
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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.

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 deploym...

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 m...

RAPID FIRE

This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

5-10x Infiltrator oder Infiltrator Sergeant

Ausrüstung:

Bolt pistol, Marksman Bolt Carbine, Ceramite Fists

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