

INFERNUS SQUAD

Close-quarters Combat Doctrines

M6"

T5

SV3+

W2

LD6+

OC1

95-190 PTS

Base 32mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistolCLOSE-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+

PyreblasterBLAST 1TORRENT

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

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+

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 03+

DS -14+

DS -25+

DS -36+

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, Tacticus, Infernus Squad, Explosives · FRAKTION Adeptus Astartes