IMPERIUM - SPACE MARINES

INFILTRATOR SQUAD

Close-quarters | Combat Doctrines | Infiltrators

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

85–150 PTS
Base 32mm

1 KOMMANDO

Helix Gauntlet
In your Command phase, this unit heals D3 wounds.

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+

Marksman Bolt Carbine — PRECISION — RAPID FIRE 1

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+

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.

4 ANGRIFF

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5 NAHKAMPF

Ceramite Fists

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

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