

INCURSOR SQUAD

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

AUFSTELLUNG

1x Incursor Sergeant oder Incursor (32mm)

Equipped with: Bolt pistol, Oculus Bolt Carbine, Paired Combat Blades

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Oculus Bolt Carbine ASSAULT, IGNORES COVER	24"	2	3+	5	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Paired Combat Blades SUSTAINED HITS 1	Melee	3	3+	5	-1	1

ABILITIES

RULES - Close-quarters, Combat Doctrines

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.



WEAPON RULES

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 model or unit the benefit of cover (e.g. Stealth).

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

