

INFERNUS SQUAD

M	T	SV	W	LD	OC
6"	5	3+	2	6+	1

AUFSTELLUNG

5-10x Infernus Marines oder Infernus Sergeant (32mm)

Equipped with: Bolt pistol, Pyreblaster, Ceramite Fists

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Pyreblaster BLAST 1, TORRENT	12"	3	-	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	3	3+	5	0	1

ABILITIES

RULES - Close-quarters, Combat Doctrines

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].

WEAPON RULES

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 (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*



Torrent

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

