INFILTRATOR SQUAD

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

AUFSTELLUNG

5-10x Infiltrator oder Infiltrator Sergeant (32mm)

Equipped with: Bolt pistol, Marksman Bolt Carbine, Ceramite Fists

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Marksman Bolt Carbine PRECISION, RAPID FIRE 1	24"	2	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, Infiltrators

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

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.

WEAPON RULES

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*