

INFERNUS SQUAD

85–180 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1
Pyreblaster IGNORES COVER TORRENT	12"	D6	N/A	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

Incendiary Terror
In your Shooting phase, after this unit has shot, you can select one enemy Infantry unit hit by one or more of those attacks made with a pyreblaster. That enemy unit must take a Battle-shock test, subtracting 1 from that test.

WEAPON ABILITIES

- 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).
- Torrent**
Each time an attack is made with a **TORRENT** weapon, that attack automatically hits the target.

CORE RULES

- Close-quarters**
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.



AUFSTELLUNG

5-10x Infernus Marines oder Infernus Sergeant

Equipped with: Bolt pistol, Pyreblaster, Close combat weapon



KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Infernus Squad

FACTION KEYWORDS: Adeptus Astartes