

INCURSOR SQUAD - IMPERIUM - SPACE MARINES

85–150 PTS

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

AUFSTELLUNG
1x Incursor Sergeant oder Incursor
Equipped with: Bolt pistol, Oculus Bolt Carbine, Paired Combat Blades

KEYWORDS: Infantry, Grenades, Imperium, Smoke, Phobos, Incursor Squad
FACTION KEYWORDS: Adeptus Astartes

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1
Oculus Bolt Carbine ASSAULT, IGNORES COVER	24"	2	3+	4	0	1
Oculus Bolt Carbine ASSAULT, IGNORES COVER	24"	2	3+	4	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Paired Combat Blades SUSTAINED HITS 1	Melee	3	3+	4	-1	1
Paired Combat Blades SUSTAINED HITS 1	Melee	3	3+	4	-1	1

ABILITIES

Haywire Mine
Once per battle, at the start of any phase, you can select one enemy unit within 3" of the bearer and roll one D6: on a 2+, that enemy unit suffers D3 mortal wounds, or 2D3 mortal wounds instead if it is a Vehicle unit.

Multi-spectrum Array
In your Shooting phase, after this unit has shot, select one enemy unit that was hit by one or more attacks made by this unit this phase. Until the end of the phase, each time a friendly Adeptus Astartes unit makes an attack that targets that enemy unit, add 1 to the Hit roll.

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.

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.