

INERNUS SQUAD - IMPERIUM - SPACE MARINES

85–180 PTS

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

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
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⚙ 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.
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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.
