

INFILTRATOR SQUAD - IMPERIUM -
SPACE MARINES

110–180 PTS

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

AUFSTELLUNG 5-10x Infiltrator oder Infiltrator Sergeant Equipped with: Bolt pistol, Marksman Bolt Carbine, Close combat weapon	KEYWORDS: Infantry, Grenades, Imperium, Smoke, Phobos, Infiltrator 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
Marksman Bolt Carbine HEAVY	24"	2	3+	4	0	1
Marksman Bolt Carbine HEAVY	24"	2	3+	4	0	1

⌘ MELEE WEAPONS

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

ABILITIES

Helix Gauntlet Models in the bearer's unit have the Feel No Pain 6+ ability.
Infiltrator Comms Array Each time you target the bearer's unit with a Stratagem, roll one D6: on a 5+, you gain 1CP
Omni-scramblers Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this unit.

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.
Feel No Pain This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.
Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.