

INCURSOR SQUAD

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

⚙ 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

RULES - Close-quarters, Scouts 6"

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.

