

INFILTRATOR SQUAD

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

⦿ 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

RULES - Close-quarters, Feel No Pain, Infiltrators

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.

