

INERNUS SQUAD

85–180 PTS



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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Pyreblaster	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

AUFSTELLUNG

5-10x Infernus Marines oder Infernus Sergeant

Equipped with: Bolt pistol, Pyreblaster, Close combat weapon

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.

WEAPON RULES

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.

