

IMPERIUM - SPACE MARINES

INFILTRATOR SQUAD

110–180 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						
Marksman Bolt Carbine	24"	2	3+	4	0	1
HEAVY						
Marksman Bolt Carbine	24"	2	3+	4	0	1
HEAVY						

MELEE WEAPONS

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

AUFSTELLUNG

5-10x Infiltrator oder Infiltrator Sergeant

Equipped with: Bolt pistol, Marksman Bolt Carbine, Close combat weapon

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.

