

INFILTRATOR SQUAD

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



⦿	RANGED WEAPONS	RANGE	A	BS	S	AP	D
	Bolt pistol [PISTOL]	12"	1	3+	4	0	1
	Marksman bolt carbine [HEAVY]	24"	2	3+	4	0	1
⚔	MELEE WEAPONS	RANGE	A	WS	S	AP	D
	Close combat weapon	Melee	3	3+	4	0	1

ABILITIES

CORE: **Infiltrators**

FACTION: **Oath of Moment**

Omni-scramblers: Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of this unit.

WARGEAR 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.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, INFILTRATOR SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

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Infiltrator Squads are experts in covert operations and are drilled extensively in self-sufficiency and survival skills. Equipped with omni-scramblers that cripple enemy communications, they wreak havoc amongst their foes before cutting them down with hails of accurate bolt fire.



WARGEAR OPTIONS

- 1 Infiltrator can be equipped with 1 helix gauntlet.*
- 1 Infiltrator can be equipped with 1 Infiltrator comms array.*

** These options cannot be taken on the same model.*

UNIT COMPOSITION

- 1 Infiltrator Sergeant
- 4-9 Infiltrators

Every model is equipped with: bolt pistol; marksman bolt carbine; close combat weapon.

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