

INCURSOR 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
Occulus bolt carbine [ASSAULT, IGNORES COVER]	24"	2	3+	4	0	1
⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Paired combat blades [SUSTAINED HITS 1]	Melee	3	3+	4	0	1

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

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.

WARGEAR ABILITIES

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.

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



FACTION KEYWORDS:
ADEPTUS ASTARTES

INCUSOR SQUAD

Aggressive light infantry, Incusors specialise in storming enemy defences and destroying essential assets. With a formidable array of auspexes and sensory equipment, they can see their enemies through walls and predict their movements – and with a burst of carbine fire or knife thrusts, cut them down.



WARGEAR OPTIONS

- One Incusor can be equipped with 1 haywire mine.

UNIT COMPOSITION

- 1 Incusor Sergeant
- 4-9 Incusors

Every model is equipped with: bolt pistol; occulus bolt carbine; paired combat blades.

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