IMPERIUM - SPACE MARINES

LIEUTENANT WITH COMBI-WEAPON

Combat Doctrines | Infiltrators | Lone Operative | Stealth

M	T	SV	W	LD	OC
8"	4	3+	4	6+	1

85 PTS
Base 40mm

1 KOMMANDO

Priority Target Identified

(Once per battle, per unit): In your Command phase, you can use this ability. If you do, select one visible terrain feature. That terrain feature is identified until the end of the turn.

▪ While an enemy unit is within an identified terrain feature, that enemy unit has +3" detection range.

2 BEWEGUNG

Evade and Survive

(Once per phase, per unit): In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is unengaged, this unit can make a normal move of up to D3+3".

3 BESCHUSS

➤ Combi-weapon - Bolter ASSAULT

RAPID FIRE 1

R	A	BS	S	AP	D
24"	2	2+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Combi-weapon - Flamer ASSAULT

BLAST 1 | TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4 ANGRIFF

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5 NAHKAMPF

Paired Combat Blades SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	6	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W4 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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 deploym…

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u…

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun…

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Lieutenant with Combi-weapon

Ausrüstung: ➤ Combi-weapon - Bolter, ➤ Combi-weapon - Flamer, Paired Combat Blades

KEYWORDS Character, Infantry, Imperium, Lieutenant with Combi-weapon, Phobos, Lieutenant, Explosives · **FRAKTION** Adeptus Astartes