

LIEUTENANT

- Support
- Close-quarters
- Combat Doctrines

M	T	SV	W	LD	OC
6"	5	3+	4	6+	1

50 PTS

Base 40mm



1KOMMANDO

Demi-company Commander

(Once per turn, per unit): When a friendly CAPTAIN unit uses its Strategic Acumen ability, you can use this ability. If you do, the selected combat doctrine is active for this unit until the start of your next Command phase.

2BEWEGUNG

3BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Heavy Bolt Pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Master-crafted bolter

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+

Neo-volkite Pistol

DEVASTATING WOUNDS

PISTOL

R	A	BS	S	AP	D
12"	1	2+	5	0	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Plasma pistol - standard

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

4ANGRIFF

5NAHKAMPF

Ceramite Fists

R	A	WS	S	AP	D
Melee	5	2+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Master-crafted Power Weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Master-crafted power weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Master-crafted power weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Power fist

R	A	WS	S	AP	D
Melee	4	2+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

VERTEIDIGUNG

Storm Shield

The bearer has a 4+ invulnerable save

IMMER / EINMALIG

Tactical Precision

This unit's attacks have [LETHAL HITS: non-MONSTER/VEHICLE].

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

REGELN & KEYWORDS KURZ

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines

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

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

AUFSTELLUNG

1x Lieutenant

Ausrüstung:

Bolt pistol, Heavy Bolt Pistol, Master-crafted bolter, Neo-volkite Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Ceramite Fists, Master-crafted Power Weapon, Master-crafted power weapon, Power fist

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This model can be equipped with 1x Warlord.

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This model can replace its Pistol, Master-crafted Bolter & Melee Weapon with Neo-volkite pistol & Master-crafted Power Weapon.

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This model can replace its Master-crafted power weapon with Power fist or Ceramite Fists.

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This model can replace its Bolt pistol with Heavy Bolt Pistol.

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This model can replace its Ceramite Fists with Master-crafted power weapon or Power fist.

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This model can replace its Master-crafted Bolter with Plasma pistol, Master-crafted power weapon or Power fist.

Anführer

This model can be attached to the following units:
ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, CRUSADER SQUAD, DEATHWATCH VETERANS, DECIMUS KILL TEAM, DESOLATION SQUAD, FORTIS KILL TEAM, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHREN SQUAD, VANGUARD VETERAN SQUAD