

CAPTAIN IN PHOBOS ARMOUR

- Leader
- Close-quarters
- Combat Doctrines
- Deep Strike
- Infiltrators
- Stealth
- Transhuman Strategist

M8"

T4

SV3+

W5

LD6+

OC1

RW4+

75 PTS

Base 40mm



1 KOMMANDO

Strategic Acumen

In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

2 BEWEGUNG

3 BESCHUSS

Bolt pistol

CLOSE-QUARTERS

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Instigator Bolt Carbine

ASSAULT

PRECISION

RAPID FIRE 1

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Tactical Fluidity

(Once per battle round, per unit):

In your Shooting phase, when this unit has shot, if this unit is unengaged, this unit can make a normal move of up to D6".

Or: At the end of your opponent's Fight phase if this unit is engaged, this unit can make a fall-back move of up to 6".

4 ANGRIFF

5 NAHKAMPF

Combat Knife

PRECISION

SUSTAINED HITS 1

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W4 - RW 3+ - 4++ - 5 LP je Modell

WIRD VERWUNDET MIT

2+

S8+

3+

S5-7

4+

S4

5+

S3

6+

S1-2

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

4++

DS -3

4++

DS -4

4++

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.

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally.

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...

Leader 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.

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).

Transhuman Strategist At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

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

PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m...

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

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

AUFSTELLUNG

1x Captain in Phobos Armour

Ausrüstung: Bolt pistol, Instigator Bolt Carbine, Combat Knife

Anführer

This model can be attached to the following units:

ELIMINATOR SQUAD, INCURSOR SQUAD, INFILTRATOR SQUAD, REIVER SQUAD, SCOUT SQUAD, SPECTRUS KILL TEAM, WOLF SCOUTS