

# LIEUTENANT IN PHOBOS ARMOUR

- Support
- Close-quarters
- Combat Doctrines
- Deep Strike
- Infiltrators

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

40 PTS  
Base 40mm



1 KOMMANDO

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.

2 BEWEGUNG

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3 BESCHUSS

Master-crafted Bolt Carbine **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+ |

Special-issue Bolt Pistol

**CLOSE-QUARTERS** **PRECISION**

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

VERWUNDET

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

4 ANGRIFF

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5 NAHKAMPF

Monomolecular Combat Blades

**PRECISION** **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

Tactical Precision

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

GEGEN DIESE EINHEIT

W4 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

|        |         |       |       |         |
|--------|---------|-------|-------|---------|
| 2+ S8+ | 3+ S5-7 | 4+ S4 | 5+ S3 | 6+ 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.

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" horizo...

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...

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.

**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 Lieutenant in Phobos Armour

Ausrüstung: Master-crafted Bolt Carbine, Special-issue Bolt Pistol, Monomolecular Combat Blades

- This model can be equipped with 1x Warlord.
- This model can replace its Special-issue Bolt Pistol with Master-crafted Bolt Carbine.

Anführer

This model can be attached to the following units: ELIMINATOR SQUAD, INCURSOR SQUAD, INFILTRATOR SQUAD, REIVER SQUAD, SPECTRUS KILL TEAM, WOLF SCOUTS