

LEUTENANT IN REIVER ARMOUR

- Deadly Terror
- Support
- Combat Doctrines
- Scouts 6"

M

6"

T

4

SV

3+

W

4

LD

6+

OC

1

45 PTS

 Base 40mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Master-crafted Special Issue Bolt Pistol

PISTOL

PRECISION

R	A	BS	S	AP	D
12"	1	2+	4	-1	2

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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4

ANGRIFF

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5

NAHKAMPF

Combat Knife

PRECISION

R	A	WS	S	AP	D
Melee	6	2+	4	-1	1

VERWUNDET

2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+
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VERTEIDIGUNG

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IMMER / EINMALIG

Deadly Terror

While this model is leading a unit, increase the range of that unit's Terror Troops ability by 3".

 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
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 RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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REGELN & KEYWORDS KURZ

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

 Scouts 6" This ability always takes the form Scouts X".

 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.

 PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

 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...

AUFSTELLUNG

1x Lieutenant in Reiver Armour

 Ausrüstung: Master-crafted Special Issue Bolt Pistol, Combat Knife

 • This model can be equipped with 1x Warlord.

 Anführer

 This model can be attached to the following unit:

 • REIVER SQUAD