

CAPTAIN IN PHOBOS ARMOUR

M	T	SV	W	LD	OC	
8"	4	3+	5	6+	1	

AUFSTELLUNG

1x Captain in Phobos Armour (40mm)

Equipped with: Bolt pistol, Instigator Bolt Carbine, Combat Knife

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Instigator Bolt Carbine ASSAULT, PRECISION, RAPID FIRE 1	24"	2	2+	5	-2	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Knife PRECISION, SUSTAINED HITS 1	Melee	6	2+	5	-1	1

ABILITIES

CORE - Leader

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

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.

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".

Leader

This model can be attached to the following units:

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



WEAPON RULES

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 models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*

