

LIEUTENANT IN PHOBOS ARMOUR

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

AUFSTELLUNG

1x Lieutenant in Phobos Armour (40mm)

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

Wargear Options:

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

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Master-crafted Bolt Carbine ASSAULT, RAPID FIRE 1	24"	2	2+	5	-1	2
Special-issue Bolt Pistol CLOSE-QUARTERS, PRECISION	12"	1	2+	5	-2	2

✂ MELEE WEAPONS

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

ABILITIES

CORE - Support

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

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.

Tactical Precision

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



Leader

This model can be attached to the following units:

ELIMINATOR SQUAD, INCURSOR SQUAD, INFILTRATOR
SQUAD, REIVER 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).*

