

LIEUTENANT WITH COMBI-WEAPON

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

AUFSTELLUNG

1x Lieutenant with Combi-weapon (40mm)

Equipped with: ► Combi-weapon - Bolter, ► Combi-weapon - Flamer, Paired Combat Blades

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Combi-weapon - Bolter ASSAULT, RAPID FIRE 1	24"	2	2+	5	-1	2
► Combi-weapon - Flamer ASSAULT, BLAST 1, TORRENT	12"	3	-	5	-1	1

✂ MELEE WEAPONS

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

ABILITIES

RULES - Combat Doctrines, Infiltrators, Lone Operative, Stealth

Evade and Survive

(Once per phase, per unit): In your opponent's Movement phase, when an enemy unit ends a move within 8" of this unit, if this unit is unengaged, this unit can make a normal move of up to D3+3".

Priority Target Identified

(Once per battle, per unit): In your Command phase, you can use this ability. If you do, select one visible terrain feature. That terrain feature is identified until the end of the turn.

- While an enemy unit is within an identified terrain feature, that enemy unit has +3" detection range.



WEAPON RULES

Assault

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

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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).*



Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

