

LIEUTENANT

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

AUFSTELLUNG

1x Lieutenant (40mm)

Equipped with: Bolt pistol, Heavy Bolt Pistol, Master-crafted bolter, Neo-volkite Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Ceramite Fists, Master-crafted Power Weapon, Master-crafted power weapon, Power fist

Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its Pistol, Master-crafted Bolter & Melee Weapon with Neo-volkite pistol & Master-crafted Power Weapon.
- This model can replace its Master-crafted power weapon with Power fist or Ceramite Fists.
- This model can replace its Bolt pistol with Heavy Bolt Pistol.
- This model can replace its Ceramite Fists with Master-crafted power weapon or Power fist.
- This model can replace its Master-crafted Bolter with Plasma pistol, Master-crafted power weapon or Power fist.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1

ABILITIES

CORE - Support

RULES - Close-quarters, Combat Doctrines, Support



Master-crafted bolter	24"	2	2+	5	-1	2
Neo-volkite Pistol DEVASTATING WOUNDS, PISTOL	12"	1	2+	5	0	2
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ceramite Fists	Melee	5	2+	5	0	1
Master-crafted Power Weapon	Melee	5	2+	6	-2	2
Master-crafted power weapon	Melee	6	2+	6	-2	2
Master-crafted power weapon	Melee	5	2+	5	-2	2
Power fist	Melee	4	2+	8	-2	2

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.

Storm Shield

The bearer has a 4+ invulnerable save

Tactical Precision

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

Leader

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, CRUSADER SQUAD, DEATHWATCH VETERANS, DECIMUS KILL TEAM, DESOLATION SQUAD, FORTIS KILL TEAM, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BRETHERN SQUAD, VANGUARD VETERAN SQUAD



WEAPON RULES

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

