

SUBDUCTOR SQUAD

PROCTOR SUBDUCTOR

M	T	SV	W	LD	OC	4+
6"	3	3+	1	7+	1	

SUBDUCTOR

M	T	SV	W	LD	OC	4+
6"	3	3+	1	7+	1	

AUFSTELLUNG

1x Proctor Subductor - Equipped with: Arbites shotpistol, Shock maul

9x Subductor - Equipped with: Arbites shotpistol, Shock maul

Basegrößen: 28.5mm, Cyber-mastiff 25mm

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Arbites shotpistol PISTOL	12"	1	4+	4	0	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Mechanical bite	Melee	3	4+	4	0	1
Shock maul	Melee	2	4+	4	-1	1

ABILITIES

RULES - Assigned Agents

Dedication to Duty

Each time a model in this unit is destroyed by a melee attack, if that model has not fought this phase, roll one D6: on a 4+, do not remove it from play. The destroyed model can fight after the attacking model's unit has finished making its attacks, and is then removed from play.

Nuncio-aquila

Once per battle, at the start of any Command phase, you can select one objective marker within 6" of the bearer. All enemy units (excluding MONSTERS and VEHICLES) within range of that objective marker must take a Battle-shock test. Each objective marker can only be targeted by this ability once per turn.



WEAPON RULES

Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.