

# LIEUTENANT WITH COMBI-WEAPON

95 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 4 | 3+ | 4 | 6+ | 1  |

## RANGED WEAPONS

| WEAPON                                                                 | RANGE | A | BS | S | AP | D |
|------------------------------------------------------------------------|-------|---|----|---|----|---|
| Combi-weapon<br>ANTI-INFANTRY 4+<br>DEVASTATING WOUNDS<br>RAPID FIRE 1 | 24"   | 1 | 4+ | 4 | 0  | 1 |

## MELEE WEAPONS

| WEAPON                                                       | RANGE | A | WS | S | AP | D |
|--------------------------------------------------------------|-------|---|----|---|----|---|
| Paired Combat Blades<br>ANTI-INFANTRY 4+<br>SUSTAINED HITS 1 | Melee | 5 | 2+ | 4 | -1 | 1 |

## ABILITIES

- Evade and Survive**

Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move
- Lone Survivor**

This model cannot be selected to be your Warlord.
- Priority Objective Identified**

At the start of the first battle round, if your army includes one or more models with this ability, you can select one objective marker on the battlefield. Until the end of the battle, while one or more models with this ability are on the battlefield, each time a friendly ADEPTUS ASTARTES model makes an attack that targets an enemy unit that is within range of that objective marker, re-roll a Wound roll of 1.

## WEAPON ABILITIES

- Anti**

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*
- 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.*
- 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).*



### AUFSTELLUNG

1x Lieutenant with Combi-weapon

**Equipped with:** Combi-weapon, Paired Combat Blades



**KEYWORDS:** Character, Infantry, Grenades, Imperium, Lieutenant with Combi-weapon, Phobos, Lieutenant

**FACTION KEYWORDS:** Adeptus Astartes

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**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).*

CORE RULES

**Feel No Pain 5+**

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

**Infiltrators**

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

**Lone Operative**

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

**Stealth**

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

**KEYWORDS:** Character, Infantry, Grenades, Imperium, Lieutenant with Combi-weapon, Phobos, Lieutenant  
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