

# LIEUTENANT

45 PTS

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

## RANGED WEAPONS

| WEAPON                                                                             | RANGE | A | BS | S | AP | D |
|------------------------------------------------------------------------------------|-------|---|----|---|----|---|
| Bolt pistol<br><small>PISTOL</small>                                               | 12"   | 1 | 2+ | 4 | 0  | 1 |
| Heavy Bolt Pistol<br><small>PISTOL</small>                                         | 18"   | 1 | 2+ | 4 | -1 | 1 |
| Master-crafted bolter                                                              | 24"   | 2 | 2+ | 4 | -1 | 2 |
| Neo-volkite Pistol<br><small>DEVASTATING WOUNDS</small><br><small>PISTOL</small>   | 12"   | 1 | 2+ | 5 | 0  | 2 |
| ► Plasma pistol - standard<br><small>PISTOL</small>                                | 12"   | 1 | 3+ | 7 | -2 | 1 |
| ► Plasma pistol - supercharge<br><small>HAZARDOUS</small><br><small>PISTOL</small> | 12"   | 1 | 3+ | 8 | -3 | 2 |

## MELEE WEAPONS

| WEAPON                      | RANGE | A | WS | S | AP | D |
|-----------------------------|-------|---|----|---|----|---|
| Close combat weapon         | Melee | 5 | 2+ | 4 | 0  | 1 |
| Master-crafted power weapon | Melee | 5 | 2+ | 5 | -2 | 2 |
| Power fist                  | Melee | 4 | 2+ | 8 | -2 | 2 |

## ABILITIES

### CORE - Support

#### Storm Shield

The bearer has a 4+ invulnerable save

#### Tactical Precision

While this model is leading a unit, weapons equipped by models in that unit have the [LETHAL HITS] ability.

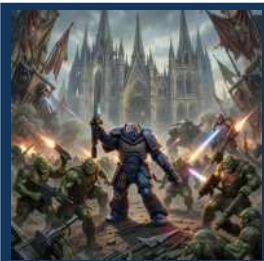
#### Target Priority

This model's unit is eligible to shoot and declare a charge in a turn in which it Fell Back

#### 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
- FORTIS KILL TEAM
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INNER CIRCLE COMPANIONS
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- SWORD BRETHERN SQUAD
- TACTICAL SQUAD



### AUFSTELLUNG

1x Lieutenant

**Equipped with:** Bolt pistol, Heavy Bolt Pistol, Master-crafted bolter, Neo-volkite Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Close combat 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, Sword & Storm



**KEYWORDS:** Character, Infantry, Grenades, Imperium, Tacticus, Lieutenant, Support  
**FACTION KEYWORDS:** Adeptus Astartes

WEAPON ABILITIES

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.

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.

CORE RULES

Support

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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