

# SUBDUCTOR SQUAD

## PROCTOR SUBDUCTOR

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

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| 6" | 3 | 3+ | 1 | 7+ | 1  |    |

### AUFSTELLUNG

1x Proctor Subductor - Equipped with: Arbites shotpistol, Shock maul  
9x Subductor - Equipped with: Arbites shotpistol, Shock maul

### ⚔ RANGED WEAPONS

| WEAPON                       | RANGE | A | BS | S | AP | D |
|------------------------------|-------|---|----|---|----|---|
| Arbites shotpistol<br>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

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### 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.