

CAPTAIN IN PHOBOS ARMOUR

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

AUFSTELLUNG

1x Captain in Phobos Armour

Equipped with: Bolt pistol, Instigator Bolt Carbine, Combat Knife

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Instigator Bolt Carbine PRECISION	24"	1	2+	4	-2	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Combat Knife	Melee	6	2+	4	-1	1

ABILITIES

CORE - Leader

RULES - Infiltrators, Leader, Stealth

Master of Deceit

After both players have deployed their armies, if your army includes one or more models with this ability, you can select up to three friendly ADEPTUS ASTARTES INFANTRY units and redeploy all of those units. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Rites of Battle

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.



Leader

This model can be attached to the following units:

- ELIMINATOR SQUAD
- INCURSOR SQUAD
- INFILTRATOR SQUAD
- REIVER SQUAD
- SCOUT SQUAD
- SPECTRUS KILL TEAM

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.

