

LIEUTENANT IN PHOBOS ARMOUR

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

AUFSTELLUNG

1x Lieutenant in Phobos Armour

Equipped with: Bolt pistol, Master-crafted Scoped Bolt Carbine, Paired Combat Blades

Wargear Options:

- This model can be equipped with 1x Warlord.

⦿ RANGED WEAPONS

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

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Paired Combat Blades SUSTAINED HITS 1	Melee	5	2+	4	-1	1

ABILITIES

CORE - Support

RULES - Deep Strike, Infiltrators, Leader, Scouts 6"

Strategic Dispersal

In your Shooting phase, after this model's unit has shot, if it is not within Engagement Range of any enemy models, it can make a Normal move of up to 6". If it does, until the end of the turn, that unit is not eligible to declare a charge.'

Tactical Precision

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

Leader

This model can be attached to the following units:

- INCURSOR SQUAD
- INFILTRATOR SQUAD
- REIVER 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.

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).

