

LIEUTENANT

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

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 Sword & Storm Shield.
- This model can replace its Bolt pistol with Heavy Bolt Pistol.
- This model can replace its Close combat weapon with Master-crafted power weapon or Power fist.
- This model can replace its Master-crafted bolter with Plasma pistol, Master-crafted power weapon or Power fist.

⊕ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Heavy Bolt Pistol PISTOL	18"	1	2+	4	-1	1
Master-crafted bolter	24"	2	2+	4	-1	2

ABILITIES

CORE - Support

RULES - 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.



Neo-volkite Pistol	12"	1	2+	5	0	2
DEVASTATING WOUNDS, PISTOL						
► Plasma pistol - standard	12"	1	3+	7	-2	1
PISTOL						
► Plasma pistol - supercharge	12"	1	3+	8	-3	2
HAZARDOUS, PISTOL						

⚔ 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

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



WEAPON RULES

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.