

CAPTAIN IN PHOBOS ARMOUR

70 PTS



M

6"

T

4

SV

3+

W

5

LD

6+

OC

1

4+

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

AUFSTELLUNG

1x Captain in Phobos Armour

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

ABILITIES

CORE - Leader

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.



CORE RULES

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Leader

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.

◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

