CIAPHAS CAIN [LEGENDS]

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

AUFSTELLUNG

1x Ciaphas Cain [Legends]

Equipped with: Laspistols, Meltagun, Chainsword and gun butt

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistols PRECISION	12"	2	2+	3	-1	1
Meltagun MELTA 2	12"	1	2+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword and gun butt	Melee	6	2+	3	-1	1

ABILITIES

CORE - Leader

RULES - Leader, Stealth, Voice Of Command

Hero of the Imperium (Aura)
While a friendly ASTRA MILITARUM unit is within 6" of this model, that unit can re-roll battle-shock rolls.

Psychic Blank
This model has Feel No Pain 4+ against psychic attacks and mortal wounds.

Trapped by Excuses
In the Deploy Armies step, you must set this unit up on the battlefield, or embarked within a TRANSPORT unit that is set up on the battlefield. Abilities that allow you to redeploy a unit or place a unit in strategic reserves cannot affect this unit or a TRANSPORT unit this unit is embarked within.

Unparalleled Luck (Once per battle, per army)
At the start of a phase, you can use this ability. if you do, this model has 2+ InSv.

KEYWORDS: Imperium, Infantry, Character, Epic Hero, Officer, Leader, Ciaphas Cain, Commissar

FACTION: Astra Militarum **70 PTS**

Leader
This model can be attached to the following units:

- CADIAN SHOCK TROOPS
- CATACHAN JUNGLE FIGHTERS
- DEATH KORPS OF KRIEG
- KASRKIN
- TEMPESTUS SCIONS

Orders (Orders)
Orders: This OFFICER can issue up to 2 Orders to REGIMENT units. This OFFICER can only issue the Duty and Honour!, Move! Move! Move!, and Take Cover! Orders.

WEAPON RULES

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.