

CAPTAIN IN TERMINATOR ARMOUR

90 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1
► Combi-weapon - Damnatus MELTA 2	12"	1	2+	9	-3	D3+2
► Combi-weapon - Infernus BLAST 1 TORRENT	12"	3	-	4	0	1
► Combi-weapon - Purgatus	24"	2	2+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Relic Fist	Melee	5	2+	8	-2	2
Relic Weapon	Melee	6	2+	6	-2	2

ABILITIES

CORE - Leader

Strategic Acumen

In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

Unstoppable Valour

You can re-roll Charge rolls made for this unit.

Leader

This model can be attached to the following units: DEATHWATCH TERMINATOR SQUAD, DEATHWING KNIGHTS, DEATHWING TERMINATOR SQUAD, RELIC TERMINATOR SQUAD, TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.*

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



AUFSTELLUNG

1x Captain in Terminator Armour (50mm)

Equipped with: Storm bolter,

► Combi-weapon - Damnatus,

► Combi-weapon - Infernus, ►

Combi-weapon - Purgatus,

Relic Fist, Relic Weapon

Wargear Options:

■ This model can replace its Storm bolter with Combi-weapon.

■ This model can replace its Relic Weapon with Relic Fist.



KEYWORDS: Character, Infantry, Captain, Imperium, Terminator, Leader
FACTION KEYWORDS: Adeptus Astartes

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Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

Transhuman Strategist

At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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.

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FACTION KEYWORDS:
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