

CAPTAIN

- Leader
- Close-quarters
- Combat Doctrines
- Transhuman Strategist

M6"

T5

SV3+

W5

LD6+

OC1

RW4+

90 PTS

Base 40mm



1KOMMANDO

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.

2BEWEGUNG

3BESCHUSS

Heavy Bolt PistolCLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Master-crafted bolterASSAULTRAPID FIRE 1

R	A	BS	S	AP	D
24"	2	2+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Neo-volkite PistolDEVASTATING WOUNDSPISTOL

R	A	BS	S	AP	D
12"	1	2+	5	0	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

► Plasma pistol - standardCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-6	T7	T8-13	T14+

► Plasma pistol - superchargeHAZARDOUS

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

4ANGRIFF

5NAHKAMPF

Master-crafted power weapon

R	A	WS	S	AP	D
Melee	6	2+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

Power fist

R	A	WS	S	AP	D
Melee	5	2+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Finest Hour

(Once per battle, per unit): In the Fight phase, when this unit is selected to fight, you can use this ability. If you do, this model's melee attacks have:

- +3 A
- [DEVASTATING WOUNDS].

VERTEIDIGUNG

∞IMMER / EINMALIG

Relic Shield

Add 1 to the bearer's Wounds characteristic.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	4++	4++	4++

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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.

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

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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...

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...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

1x Captain

Ausrüstung: Heavy Bolt Pistol, Master-crafted bolter, Neo-volkite Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Master-crafted power weapon, Power fist

- This model can be equipped with 1x Warlord.
- This model can replace its Heavy Bolt Pistol, Master-crafted Bolter, Melee Weapon with Heavy Bolt Pistol, Master-crafted power weapon and 1 Relic Shield or Pistol and Melee Weapon.
- This model can replace its Power fist with Master-crafted power weapon.
- This model can replace its Plasma pistol with Neo-volkite Pistol.

Anführer

This model can be attached to the following units:

ASSAULT INTERCESSOR SQUAD, BLADEGUARD VETERAN SQUAD, COMPANY HEROES, CRUSADER SQUAD, DEATHWATCH VETERANS, DECIMUS KILL TEAM, DESOLATION SQUAD, FORTIS KILL TEAM, HELLBLASTER SQUAD, INFERNUS SQUAD, INNER CIRCLE COMPANIONS, INTERCESSOR SQUAD, STERNGUARD VETERAN SQUAD, SWORD BROTHERS SQUAD, VANGUARD VETERAN SQUAD, VICTRIX HONOUR GUARD