

CAPTAIN WITH JUMP PACK

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

M12"

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

Angel's Wrath

This unit has +1 to Advance and Charge rolls

3BESCHUSS

Hand flamer

CLOSE-QUARTERS

TORRENT

R	A	BS	S	AP	D
9"	3	-	4	0	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Heavy Bolt Pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	3+	5	-1	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Plasma pistol - standard

CLOSE-QUARTERS

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

4ANGRIFF

5NAHKAMPF

Astartes Chainsword

SUSTAINED HITS

R	A	WS	S	AP	D
Melee	8	2+	5	-1	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Power fist

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Relic Weapon

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Thunder Hammer

DEVASTATING WOUNDS

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

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+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ 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.

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" horizo....

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

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...

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Captain with Jump Pack

Ausrüstung: Hand flamer, Heavy Bolt Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Astartes Chainsword, Power fist, Relic Weapon, Thunder Hammer

This model can replace its Melee and Pistol with Thunder Hammer and Relic Shield or Chainsword and Relic Shield.

This model can replace its Heavy Bolt Pistol with Hand flamer or Plasma pistol.

This model can replace its Astartes Chainsword with Power fist or Relic Weapon.

Anführer

This model can be attached to the following units: ASSAULT INTERCESSORS WITH JUMP PACKS, ASSAULT SQUAD WITH JUMP PACKS, SANGUINARY GUARD, TALONSTRIKE KILL TEAM, VANGUARD VETERAN SQUAD WITH JUMP PACKS