CAPTAIN IN TERMINATOR ARMOUR

M	T	SV	W	LD	OC	
5"	6	2+	6	6+	1	4+

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.

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

RULES - Combat Doctrines, Deep Strike, Leader, Transhuman Strategist

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

KEYWORDS: Character, Infantry, Captain, Imperium, Terminator, Leader

FACTION: Adeptus Astartes **90 PTS**

WEAPON RULES

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).*

Torrent

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