

CAPTAIN WITH JUMP PACK

M	T	SV	W	LD	OC	
12"	5	3+	5	6+	1	4+

AUFSTELLUNG

1x Captain with Jump Pack (40mm)

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

Wargear Options:

- 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.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer CLOSE-QUARTERS, TORRENT	9"	3	-	4	0	1
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	2+	8	-3	2

✂ MELEE WEAPONS

ABILITIES

CORE - Leader

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

Angel's Wrath

This unit has +1 to Advance and Charge rolls

Relic Shield

Add 1 to the bearer's Wounds characteristic.

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.



WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword SUSTAINED HITS	Melee	8	2+	5	-1	1
Power fist	Melee	5	2+	8	-2	2
Relic Weapon	Melee	6	2+	6	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	3

Leader

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



WEAPON RULES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



Torrent

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

