CAPTAIN

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

AUFSTELLUNG

1x Captain (40mm)

Equipped with: Heavy Bolt Pistol, Master-crafted bolter, Neo-volkite Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Master-crafted power weapon, Power fist

Wargear Options:

- 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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1
Master-crafted bolter ASSAULT, RAPID FIRE 1	24"	2	2+	5	-1	2
Neo-volkite Pistol DEVASTATING WOUNDS, PISTOL	12"	1	2+	5	0	2

ABILITIES

CORE - Leader

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

KEYWORDS: Character, Infantry, Captain, Imperium, Tacticus, Leader, Explosives

FACTION: Adeptus Astartes **90 PTS**

➤ 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

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	6	2+	6	-2	2
Power fist	Melee	5	2+	8	-2	2

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**].

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.

Leader
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 BRETHREN SQUAD, VANGUARD VETERAN SQUAD, VICTRIX HONOUR GUARD

WEAPON RULES

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 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.

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).*