CAANOK VAR

100 PTS

M	T	Sv	W	LD	OC
5"	6	2+	6	6+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Storm bolter RAPID FIRE 2	24"	2	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Axiom CLEAVE 1	Melee	5	2+	8	-3	2

ABILITIES

CORE - Leader

Cerebrex Logic Engine
In the Declare Battle Formations step, you can select one friendly Adeptus Astartes Infantry unit. That unit has Scouts 6".

Cold and Calculating
In your Shooting phase or the Fight phase, when this unit is selected to attack, you can select one of the following for this unit's attacks to have:

- [Lethal Hits: Monster/Vehicle].

- Or: [Sustained Hits 1: non-[Monster/Vehicle]

- Or: If the tactical doctrine is active for this unit, [Lethal Hits: Monster/Vehicle] and [Sustained Hits 1: non-Monster/Vehicle]

Leader
This model can be attached to the following units:

TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD

WEAPON ABILITIES

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).*

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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

AUFSTELLUNG

1x Caanok Var (50mm)

Equipped with: Storm bolter, Axiom

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Terminator, Captain, Caanok Var, Leader
FACTION KEYWORDS: Iron Hands, Adeptus Astartes

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CORE RULES

Cleave
This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

Example: If a [CLEAVE 1] weapon with an A characteristic of 3 targets one unit containing 16 models, you would gather three additional attack dice for that weapon (for a total of six for that weapon).

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Infantry, Character, Epic Hero, Imperium, Terminator, Captain, Caanok Var, Leader
FACTION KEYWORDS: Iron Hands, Adeptus Astartes