

CAANOK VAR

Leader Cleave Combat Doctrines Deep Strike

Transhuman Strategist

M

5"

T

6

SV

2+

W

6

LD

6+

OC

1

RW

4+

100 PTS
Base 50mm



1

KOMMANDO

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2 BEWEGUNG

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

3 BESCHUSS

Storm bolter **RAPID FIRE 2**

R	A	BS	S	AP	D
24"	2	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

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]

4

ANGRIFF

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5 NAHKAMPF

Axiom **CLEAVE 1**

R	A	WS	S	AP	D
Melee	5	2+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

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VERTEIDIGUNG

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IMMER / EINMALIG

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GEGEN DIESE EINHEIT
W6 · RW 2+ · 4++ · 6 LP je Modell
WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7-11	S6	S4-5	S1-3

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	4++	4++

REGELN & KEYWORDS KURZ
Cleave This ability always takes the form [CLEAVE X].
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
RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG
1x Caanok Var
Ausrüstung: Storm bolter, Axiom
Anführer
This model can be attached to the following units:
TERMINATOR ASSAULT SQUAD, TERMINATOR SQUAD