

CAANOK VAR

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

AUFSTELLUNG

1x Caanok Var (50mm)

Equipped with: Storm bolter, Axiom

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

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

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 RULES

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).

