

CAPTAIN - IMPERIUM - SPACE MARINES

80 PTS

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

INVULNERABLE
SAVE

4+

AUFSTELLUNG
1x Captain
Equipped with: Bolt pistol, Heavy Bolt Pistol, Master-crafted bolter, Neo-volkite Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Close combat weapon, Master-crafted power weapon, Power fist
Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its 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 Close combat weapon with Power fist or Master-crafted power weapon.
- This model can replace its Neo-volkite Pistol with Plasma pistol or Heavy Bolt Pistol.
- This model can replace its Power fist with Master-crafted power weapon.

KEYWORDS: Character, Infantry, Captain, Grenades, Imperium, Tacticus, Leader
FACTION KEYWORDS: Adeptus Astartes

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	2+	4	0	1
Heavy Bolt Pistol PISTOL	18"	1	2+	4	-1	1
Master-crafted bolter	24"	2	2+	4	-1	2
Neo-volkite Pistol DEVASTATING WOUNDS, PISTOL	12"	1	2+	5	0	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	2+	4	0	1
Master-crafted power weapon	Melee	6	2+	5	-2	2
Power fist	Melee	5	2+	8	-2	2

ABILITIES

CORE - Leader

- Finest Hour**
Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.
- Relic Shield**
Add 1 to the bearer's Wounds characteristic.
- Rites of Battle**
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

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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
- FORTIS KILL TEAM
- HELLBLASTER SQUAD
- INFERNUS SQUAD
- INNER CIRCLE COMPANIONS
- INTERCESSOR SQUAD
- STERNGUARD VETERAN SQUAD
- SWORD BROTHERS SQUAD
- TACTICAL SQUAD
- VICTRIX HONOUR GUARD

WEAPON ABILITIES

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.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

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FACTION KEYWORDS: Adeptus Astartes

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.