

CADIAN CASTELLAN

M	T	SV	W	LD	OC	
6"	3	5+	4	7+	1	

AUFSTELLUNG

1x Cadian Castellan

Equipped with: Bolt pistol, Boltgun, Laspistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Close combat weapon, Power fist, Power weapon

Wargear Options:

- This model can replace its Laspistol with Bolt pistol or Plasma pistol.
- This model can replace its Boltgun and close combat weapon with Power fist, Power weapon or Chainsword.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	4	0	1
Boltgun RAPID FIRE 1	24"	1	3+	4	0	1
Laspistol PISTOL	12"	1	3+	3	0	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

ABILITIES

CORE - Leader

RULES - Leader, Voice Of Command

Get Back in the Fight

While this model is leading a unit, that unit is eligible to shoot in a turn in which it Fell Back.

Senior Officer

While this model is leading a unit, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability

Leader

This model can be attached to the following units: Cadian Shock Troops, Kasrkin



✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	5	3+	3	0	1
Close combat weapon	Melee	3	3+	3	0	1
Power fist	Melee	3	3+	6	-2	2
Power weapon	Melee	4	3+	4	-2	1

Orders (Orders)

Orders: This Officer can issue 2 Orders to Regiment units.

WEAPON RULES

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.

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).*

