

# CAANOK VAR

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

## AUFSTELLUNG

1x Caanok Var

**Equipped with:** Axiom - Strike, Axiom - Sweep

## ⌘ MELEE WEAPONS

| WEAPON         | RANGE | A  | WS | S | AP | D |
|----------------|-------|----|----|---|----|---|
| Axiom - Strike | Melee | 5  | 2+ | 8 | -2 | 2 |
| Axiom - Sweep  | Melee | 10 | 2+ | 5 | -2 | 1 |

## ABILITIES

**CORE** - Leader

**RULES** - Deep Strike, Feel No Pain 5+, Leader

### Cerebrex Logic Engine

- At the start of the Declare Battle Formations step, you can select one Adeptus Astartes Infantry unit from your army. Until the end of the battle, that unit gains the Scouts 6" ability.
- After both players have deployed their armies, you can select one Adeptus Astartes unit from your army and redeploy it. When doing so, you can set that unit up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

### Cold and Calculating

Each time a model in this model's unit makes an attack that targets a Monster or Vehicle unit, that

attack has the [LETHAL HITS] ability. Each time a model in this model's unit makes an attack that targets any other unit, that attack has the [SUSTAINED HITS 1] ability.



### **Leader**

This model can be attached to the following units:

- TERMINATOR ASSAULT SQUAD
- TERMINATOR SQUAD

