

CAPTAIN WITH JUMP PACK

M	T	SV	W	LD	OC	
12"	4	3+	5	6+	1	4+

AUFSTELLUNG

1x Captain with Jump Pack

Equipped with: Hand flamer, Heavy Bolt Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Astartes Chainsword, Power fist, Relic Weapon, Thunder Hammer

Wargear Options:

- This model can replace its Melee and Pistol with Thunder Hammer and Relic Shield or Chainsword and Relic Shield.
- This model can replace its Heavy Bolt Pistol with Hand flamer or Plasma pistol.
- This model can replace its Astartes Chainsword with Power fist or Relic Weapon.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hand flamer IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	3	0	1
Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	1
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

✂ MELEE WEAPONS

ABILITIES

CORE - Leader

RULES - Deep Strike, Leader

Angel's Wrath

While this model is leading a unit, each time that unit ends a Charge move, until the end of the turn, add 1 to the Strength characteristic of melee weapons equipped by models in that unit.

Relic Shield

Add 1 to the bearer's Wounds characteristic.



WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	7	2+	4	-1	1
Power fist	Melee	5	2+	8	-2	2
Relic Weapon	Melee	6	2+	5	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	2

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.

Leader

This model can be attached to the following units:

- ASSAULT INTERCESSORS WITH JUMP PACKS
- SANGUINARY GUARD
- TALONSTRIKE KILL TEAM
- VANGUARD VETERAN SQUAD WITH JUMP PACKS



WEAPON RULES

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.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).



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.

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

