

CAPTAIN

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

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

ABILITIES

CORE - Leader

RULES - Leader



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

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.

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 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.

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.

