

CIAPHAS CAIN

[LEGENDS]

70 PTS

M6"

T3

SV4+

W5

LD6+

OC3

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Laspistols PRECISION	12"	2	2+	3	-1	1
Meltagun MELTA 2	12"	1	2+	9	-4	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword and gun butt	Melee	6	2+	3	-1	1

AUFSTELLUNG

1x Ciaphas Cain [Legends]

Equipped with: Laspistols, Meltagun, Chainsword and gun butt

ABILITIES

CORE - Leader

- Hero of the Imperium (Aura)**
While a friendly ASTRA MILITARUM unit is within 6" of this model, that unit can re-roll battle-shock rolls.
- Psychic Blank**
This model has Feel No Pain 4+ against psychic attacks and mortal wounds.

Trapped by Excuses

In the Deploy Armies step, you must set this unit up on the battlefield, or embarked within a TRANSPORT unit that is set up on the battlefield. Abilities that allow you to redeploy a unit or place a unit in strategic reserves cannot affect this unit or a TRANSPORT unit this unit is embarked within.

Unparalleled Luck (Once per battle, per army)

At the start of a phase, you can use this ability. if you do, this model has 2+ InSv.

Leader

- This model can be attached to the following units:
- CADIAN SHOCK TROOPS
 - CATACHAN JUNGLE FIGHTERS
 - DEATH KORPS OF KRIEG
 - KASRKIN
 - TEMPESTUS SCIONS

Orders (Orders)

Orders: This OFFICER can issue up to 2 Orders to REGIMENT units. This OFFICER can only issue the Duty and Honour!, Move! Move! Move!, and Take Cover! Orders.



WEAPON RULES

MELTA

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

◆ 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.

◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

◆ Voice Of Command

If your Army Faction is Astra Militarum, Officer models with this ability can issue Orders. Each Officer's datasheet will specify how many Orders it can issue and which units are eligible to receive those Orders. Each time an Officer model issues an Order, select one of the Orders below, then select one eligible friendly unit within 6" of that Officer model to issue it to. Officer models can issue Orders in your Command phase and at the end of a phase in which they disembarked from a Transport or were set up on the battlefield.

Until the start of your next Command phase, the unit you selected is affected by that Order. Unless otherwise stated, a unit can only be affected by one Order at a time (any Order subsequently issued to that unit replaces the current one). Orders cannot be issued to Battle-shocked units, and if a unit being affected by an Order becomes Battle-shocked, that Order ceases to affect that unit.

Only Astra Militarum models gain the benefit of an Order issued to their unit.

MOVE! MOVE! MOVE!

Add 3" to the Move characteristic of models in this unit.

FIX BAYONETS!

Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.

TAKE AIM!

Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.

FIRST RANK, FIRE! SECOND RANK, FIRE!

Improve the Attacks characteristic of Rapid Fire weapons equipped by models in this unit by 1.

TAKE COVER!

Improve the Save characteristic of models in this unit by 1 (this cannot improve a model's Save to better than 3+).

DUTY AND HONOUR!

Improve the Leadership and Objective Control characteristics of models in this unit by 1.

