

CAANOK VAR

90 PTS



M

5"

T

5

SV

2+

W

6

LD

6+

OC

1

4+

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

AUFSTELLUNG

1x Caanok Var

Equipped with: Axiom - Strike, Axiom - Sweep

ABILITIES

CORE - 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

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

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.

