IMPERIUM - BLOOD ANGELS

DEATH COMPANY CAPTAIN WITH JUMP PACK

Leader | Close-quarters | Combat Doctrines | Deep Strike | Feel No Pain 6+

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

85 PTS
Base 40mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Hand flamer — CLOSE-QUARTERS, TORRENT

R	A	BS	S	AP	D
9"	3	-	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Heavy Bolt Pistol

R	A	BS	S	AP	D
18"	1	2+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

➤ Plasma pistol - standard — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma pistol - supercharge — HAZARDOUS, CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

4 ANGRIFF

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5 NAHKAMPF

Astartes Chainsword — SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	8	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Power fist

R	A	WS	S	AP	D
Melee	5	2+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Relic Weapon

R	A	WS	S	AP	D
Melee	6	2+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Thunder Hammer — DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	5	3+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Black Rage

- This unit's melee attacks can re-roll hit rolls of 1.
- While this unit is not within 6" of one or more friendly Blood Angels Character models, or not within 12" of one or more friendly Chaplain models, it cannot make a fall-back move and its OC is modified to 0.

Death Vision of Sanguinius

In the Fight phase, when an enemy unit has fought, if this model was destroyed by those attacks, you can use this ability. If you do, roll one D6, with +2 to that roll if this model was engaged with an enemy warlord unit:

- On a 2-3, that enemy unit suffers D3 mortal wounds.
- On a 4-5, that enemy unit suffers 3 mortal wounds.
- On a 6+, that enemy unit suffers D3+3 mortal wounds.

Lost to Fury

This unit's melee attacks have [SUSTAINED HITS 1].

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Relic Shield

This model has +1 W.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	4++	4++	4++

Feel No Pain 6+ gegen jeden verlorenen LP

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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" horizo…

Feel No Pain 6+ This ability always takes the form Feel No Pain X+.

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…

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…

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Death Company Captain with Jump Pack

Ausrüstung: Hand flamer, Heavy Bolt Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Astartes Chainsword, Power fist, Relic Weapon, Thunder Hammer
- This model can replace its Astartes Chainsword with Power fist, Relic Weapon or Thunder Hammer.
- This model can replace its Heavy Bolt Pistol with Relic Shield, Hand flamer or Plasma pistol.

Anführer

This model can be attached to the following units:
Death Company Marines with Jump Packs

KEYWORDS Character, Infantry, Captain, Fly, Imperium, Jump Pack, Tacticus, Death Company, Leader, Explosives · **FRAKTION** Blood Angels, Adeptus Astartes