

BLOOD ANGELS

CAPTAIN

- Leader
- Close-quarters
- Combat Doctrines
- Transhuman Strategist

M6"

T5

SV3+

W5

LD6+

OC1

RW4+

90 PTS

Base 40mm



1KOMMANDO

Strategic Acumen

In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

2BEWEGUNG

3BESCHUSS

Heavy Bolt Pistol

PISTOL

R	A	BS	S	AP	D
18"	1	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Inferno pistol

CLOSE-QUARTERS

MELTA 1

R	A	BS	S	AP	D
9"	1	2+	8	-3	D3+2

VERWUNDET

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

4ANGRIFF

5NAHKAMPF

Master-crafted Chainsword

R	A	WS	S	AP	D
Melee	7	2+	5	-1	2

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+

Finest Hour

(Once per battle, per unit): In the Fight phase, when this unit is selected to fight, you can use this ability. If you do, this model's melee attacks have:

• +3 A

• [DEVASTATING WOUNDS].

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 5 LP je Modell

WIRD VERWUNDET MIT

2+

S10+

3+

S6-9

4+

S5

5+

S3-4

6+

S1-2

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

4++

DS -3

4++

DS -4

4++

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.

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.

Transhuman Strategist At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

MELTA This ability always takes the form [MELTA X].

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

1x Blood Angels Captain

Ausrüstung: Heavy Bolt Pistol, Inferno pistol, Master-crafted Chainsword, Power fist, Relic Weapon

• This model can replace its Master-crafted Chainsword with Power fist or Relic Weapon.

• This model can replace its Heavy Bolt Pistol with Inferno pistol.

Anführer

This model can be attached to the following units:

• Assault Intercessor Squad

• Company Heroes

• Infernus Squad

• Intercessor Squad

• Sternguard Veteran Squad