

DEATH COMPANY
CAPTAIN

M

6"

T

5

SV

3+

W

5

LD

6+

OC

1

RW

4+

80 PTS
Base 40mm



- Leader
- Close-quarters
- Combat Doctrines
- Feel No Pain 6+

1

KOMMANDO

—

2

BEWEGUNG

Forlorn Hero
This unit has Scouts 6".

3

BESCHUSS

Heavy Bolt Pistol CLOSE-QUARTERS

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Inferno pistol CLOSE-QUARTERS MELTA 1

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

4

ANGRIFF

—

5

NAHKAMPF

Master-crafted Chainsword SUSTAINED HITS 1

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Power fist

R	A	WS	S	AP	D
Melee	6	2+	8	-2	2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Relic weapon

R	A	WS	S	AP	D
Melee	7	2+	6	-2	2

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

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.

6

VERTEIDIGUNG

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7

IMMER / EINMALIG

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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	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.

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

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

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

AUFSTELLUNG

1x Death Company 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:
Death Company Marines