BLOOD ANGELS CAPTAIN

90 PTS

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

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol PISTOL	18"	1	2+	5	-1	1
Inferno pistol CLOSE-QUARTERS, MELTA 1	9"	1	2+	8	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Chainsword	Melee	7	2+	5	-1	2
Power fist	Melee	5	2+	8	-2	2
Relic Weapon	Melee	6	2+	5	-2	2

ABILITIES

CORE - Leader

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].

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.

Leader

This model can be attached to the following units:

- Assault Intercessor Squad
- Company Heroes
- Infernus Squad
- Intercessor Squad
- Sternguard Veteran Squad

KEYWORDS: Infantry, Character, Grenades, Imperium, Captain, Tacticus, Leader

FACTION: Adeptus Astartes, Blood Angels

AUFSTELLUNG

1x Blood Angels Captain (40mm)

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

Wargear Options:

- 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.

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.*

Pistol

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

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

KEYWORDS: Infantry, Character, Grenades, Imperium, Captain, Tacticus, Leader

FACTION: Adeptus Astartes, Blood Angels

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.

Transhuman Strategist

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

KEYWORDS: Infantry, Character, Grenades, Imperium, Captain, Tacticus, Leader

FACTION: Adeptus Astartes, Blood Angels