

BLOOD ANGELS CAPTAIN

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

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.

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

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

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

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.