

CAPTAIN TYCHO [LEGENDS]

M	T	SV	W	LD	OC	
6"	4	2+	4	6+	1	4+

AUFSTELLUNG

1x Captain Tycho [Legends]

Equipped with: Blood Song, Bolt pistol, Dead Man's Hand

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blood Song <small>ANTI-INFANTRY 4+, DEVASTATING WOUNDS, MELTA 2</small>	24"	2	2+	4	-1	2
Bolt pistol <small>CLOSE-QUARTERS</small>	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dead Man's Hand	Melee	6	2+	4	-1	2

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Leader

Embittered

The first time an attack is allocated to this model, after the attacking unit has finished making its attacks, until the end of the battle, change the Attacks characteristic of this model's Dead Man's Hand to 12

Gifted Commander

While this model is leading a unit, each time that unit is selected to shoot, select one of the following abilities to apply to ranged weapons equipped by models in that unit until the end of the phase:

- [ASSAULT]
- [HEAVY]
- [RAPID FIRE 1]

Tycho

Your army cannot contain both Captain Tycho and Tycho the Lost.



Leader

This model can be attached to the following units:

- Assault Squad
- Command Squad
- Assault Intercessor Squad
- Sternguard Veteran Squad
- Company Heroes
- Tactical Squad
- Vanguard Veteran Squad

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*



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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.