COMMANDER DANTE

M	T	SV	W	LD	OC	
12"	5	2+	6	6+	1	4+

AUFSTELLUNG
1x Commander Dante (50mm)
Equipped with: Perdition Pistol, The Axe Mortalis

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Perdition Pistol CLOSE-QUARTERS, MELTA 2, SUSTAINED HITS 1	9"	1	2+	10	-3	D3+2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
The Axe Mortalis LETHAL HITS	Melee	8	2+	8	-3	2

ABILITIES

CORE - Leader

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

Death Mask of Sanguinius
At the start of the Fight phase, each enemy unit within 6" of this model makes a battle-shock roll, with -1 to that battle-shock roll.

Lord Regent of the Imperium Nihilus
The assault doctrine and tactical doctrine are active for this unit in addition to any other combat doctrine.

Leader
This model can be attached to the following units:

- Assault Squad with Jump Packs
- Sanguinary Guard
- Vanguard Veteran Squad with Jump Packs
- Assault Intercessors with Jump Packs

KEYWORDS: Epic Hero, Character, Infantry, Imperium, Fly, Jump Pack, Tacticus, Chapter Master, Commander Dante, Leader, Explosives

FACTION: Adeptus Astartes, Blood Angels **140 PTS**

WEAPON RULES

Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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.*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*