

DEATH COMPANY CAPTAIN

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

AUFSTELLUNG

1x Death Company 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 CLOSE-QUARTERS	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 SUSTAINED HITS 1	Melee	8	2+	5	-1	2
Power fist	Melee	6	2+	8	-2	2
Relic weapon	Melee	7	2+	6	-2	2

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Feel No Pain 6+

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.

Forlorn Hero

This unit has Scouts 6".

Leader

This model can be attached to the following units:

Death Company Marines

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.



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).

