

BLOOD ANGELS CAPTAIN

80 PTS

| M  | T | Sv | W | LD | OC |
|----|---|----|---|----|----|
| 6" | 4 | 3+ | 5 | 6+ | 1  |

INVULNERABLE  
SAVE

4+

RANGED WEAPONS

| WEAPON                      | RANGE | A | BS | S | AP | D |
|-----------------------------|-------|---|----|---|----|---|
| Heavy Bolt Pistol<br>PISTOL | 18"   | 1 | 2+ | 4 | -1 | 1 |

MELEE WEAPONS

| WEAPON                    | RANGE | A | WS | S | AP | D |
|---------------------------|-------|---|----|---|----|---|
| Master-crafted Chainsword | Melee | 7 | 2+ | 4 | -1 | 2 |

ABILITIES

CORE - Leader

- Leader
- This model can be attached to the following units:
- Assault Intercessor Squad
  - Infernus Squad
  - Intercessor Squad
  - Sternguard Veteran Squad
  - Company Heroes
  - Tactical Squad

WEAPON ABILITIES

- 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.

CORE RULES

- 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.



AUFSTELLUNG

- 1x Blood Angels Captain
- Equipped with:** Heavy Bolt Pistol, Master-crafted Chainsword
- 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.



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

FACTION KEYWORDS: Adeptus Astartes, Blood Angels