

COMMANDER DANTE - IMPERIUM - BLOOD ANGELS

125 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Commander Dante

Equipped with: Perdition, The Axe Mortalis

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

FACTION KEYWORDS: Adeptus Astartes, Blood Angels

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Perdition MELTA 2, PISTOL, SUSTAINED HITS D3	6"	1	2+	9	-4	D6

MELEE WEAPONS

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

ABILITIES

CORE - Leader

Death Mask of Sanguinius

At the start of the Fight phase, each enemy unit within 6" of this model must take a Battle-shock test, subtracting 1 from that test when they do

Lord Regent of the Imperium Nihilus

While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and each time a model in that unit makes an attack, add 1 to the Hit roll.

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

WEAPON ABILITIES

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.

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.

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).

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CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- 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.