

# COMMANDER DANTE

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

## AUFSTELLUNG

1x Commander Dante

**Equipped with:** Perdition, The Axe Mortalis

## RANGED WEAPONS

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

## MELEE WEAPONS

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

## ABILITIES

**CORE** - Leader

**RULES** - Deep Strike, 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 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.*

### 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).*

