

# DEATH COMPANY CAPTAIN WITH JUMP PACK

|     |   |    |   |    |    |    |
|-----|---|----|---|----|----|----|
| M   | T | SV | W | LD | OC |    |
| 12" | 4 | 3+ | 5 | 6+ | 1  | 4+ |

## AUFSTELLUNG

1x Death Company Captain with Jump Pack

**Equipped with:** Heavy Bolt Pistol

### Wargear Options:

- This model can replace its Astartes Chainsword with Power fist or Relic Weapon.
- This model can replace its Heavy Bolt Pistol with Hand flamer or Plasma pistol.

## RANGED WEAPONS

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

## ABILITIES

**CORE** - Leader

**RULES** - Deep Strike, Feel No Pain 6+

### Black Rage

Each time a model in this unit makes a melee attack, you can re-roll the Hit roll. 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 be selected to Fall Back and its Objective Control characteristic is 0.



### **Death Vision of Sanguinius**

If this model is destroyed by a melee attack, after the attacking unit has finished making its attacks, you can roll one D6, adding 2 to the result if the attacking unit contains the enemy Warlord. 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.

### **Lost to Fury**

When this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability

### **Leader**

This model can be attached to the following units:

- Death Company Marines with Jump Packs

