

BLOOD ANGELS CAPTAIN

80 PTS



M

6"

T

4

SV

3+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol 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

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.

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 RULES

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.

