

DEATH COMPANY CAPTAIN WITH JUMP PACK

75 PTS



M

12"

T

4

SV

3+

W

5

LD

6+

OC

1

4+

RANGED WEAPONS

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

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.

ABILITIES

CORE - Leader

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

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.

Feel No Pain 6+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

