

DEATH COMPANY CAPTAIN

70 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	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 Death Company 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

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.

Forlorn Hero

While this model is leading a unit, unless that unit starts the battle embarked within a Transport, models in that unit have the Scouts 6" ability

Leader

This model can be attached to the following units:

- Death Company Marines
- Death Company Marines with Bolt Rifles

CORE RULES

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.