

COMMANDER DANTE

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Commander Dante	12"	2+	2+	4	4	7	7	9	2+

Commander Dante is equipped with: Perdution Pistol; The Axe Mortalis; frag grenades; krak grenades. Your army can only include one **COMMANDER DANTE** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Perdution Pistol	9"	Pistol 1	8	-4	D6+2	Each time an attack is made with this weapon, if a hit is scored, draw a line between the closest point of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over (excluding units that were not eligible to be targeted by this weapon when targets were selected).
The Axe Mortalis	Melee	Melee	+3	-3	2	-
Frag grenades	6"	Grenade D6	3	0	1	Blast
Krak grenades	6"	Grenade 1	6	-1	D3	-

ABILITIES

Angels of Death, Death From Above (see *Codex: Space Marines*).

Death Mask of Sanguinius: Each time an attack is made against this model, subtract 1 from that attack's hit roll.

Iron Halo: This model has a 4+ invulnerable save.

Lord Regent of the Imperium Nihilus: If your army is Battle-forged, then when you select this model to be your **WARLORD**, you receive 1 additional Command point.

Chapter Master: In your Command phase, select one friendly **BLOOD ANGELS CORE** or **BLOOD ANGELS CHARACTER** unit within 6" of this model. Until the start of your next Command phase, each time a model in that unit makes an attack, you can re-roll the hit roll.

Rites of Battle (Aura): While a friendly **BLOOD ANGELS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Epic Hero of the Imperium: While a friendly **BLOOD ANGELS CORE** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Epic Hero of the Imperium: Once per battle, if this model is selected to use an Epic Deed Stratagem, that Stratagem costs 0 Command points.

FACTION KEYWORDS: **IMPERIUM, ADEPTUS ASTARTES, BLOOD ANGELS**

KEYWORDS: **INFANTRY, CHARACTER, JUMP PACK, FLY, PRIMARIS, CHAPTER MASTER, COMMANDER DANTE**



Commander Dante soars over the battlefield, gleaming in his golden armour, before roaring into bloody battle on trails of fire. Once in the fray, the piercing gaze of his death mask freezes enemies in fright, while his perfectly placed strikes with the Axe Mortalis cut down foe after foe.



HQ

Commander Dante

Unit size..... 1 model
Unit cost..... 175 pts