IMPERIUM - SPACE MARINES

BLADEGUARD VETERAN SQUAD

Close-quarters | Combat Doctrines

M	T	SV	W	LD	OC	RW
6"	5	3+	3	6+	1	4+

90–180 PTS
Base 40mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Heavy Bolt Pistol — CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Neo-volkite Pistol — DEVASTATING WOUNDS, CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	0	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Plasma pistol - standard — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma pistol - supercharge — HAZARDOUS, CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

4 ANGRIFF

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5 NAHKAMPF

Master-crafted power weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Bladeguard

(Once per turn, per unit): In the Fight phase, when this unit is selected to fight or when an enemy unit targets this unit, you can select one of the following:

- This unit's melee attacks have +1 to hit rolls.
- Or: Attacks that target this unit have -1 to hit rolls.

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	**4+**	**4++**	**4++**	**4++**

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to…

AUFSTELLUNG

3-6x Bladeguard Veterans oder Bladeguard Veteran Sergeant

Ausrüstung: Heavy Bolt Pistol, Neo-volkite Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Master-crafted power weapon

- Each Bladeguard Veteran Sergeant can replace its Heavy Bolt Pistol with Neo-volkite Pistol or Plasma pistol.

KEYWORDS Infantry, Imperium, Tacticus, Bladeguard Veteran Squad, Explosives · **FRAKTION** Adeptus Astartes