IMPERIUM - SPACE MARINES

BLADEGUARD ANCIENT

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

70 PTS
Base 40mm

Support **Close-quarters** **Combat Doctrines**

1 KOMMANDO

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2 BEWEGUNG

Raise the Banner

At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

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+

4 ANGRIFF

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5 NAHKAMPF

Relics of Battle

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+

Deeds of Legend

While this unit is within range of an objective, this unit's melee attacks have +1 A.

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 4 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.

Support 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.

AUFSTELLUNG

1x Bladeguard Ancient

Ausrüstung: Heavy Bolt Pistol, Relics of Battle

Anführer

This model can be attached to the following unit:

- BLADEGUARD VETERAN SQUAD

KEYWORDS Infantry, Character, Imperium, Bladeguard Ancient, Tacticus, Ancient, Explosives, Support · **FRAKTION** Adeptus Astartes