IMPERIUM - SPACE MARINES

BLADEGUARD ANCIENT

70 PTS

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

4+

KEYWORDS: Infantry, Character, Imperium, Bladeguard Ancient, Tacticus, Ancient, Explosives, Support

FACTION: Adeptus Astartes **70 PTS**

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Relics of Battle	Melee	4	3+	5	-2	2

AUFSTELLUNG

1x Bladeguard Ancient (40mm)

Equipped with: Heavy Bolt Pistol, Relics of Battle

ABILITIES

CORE - Support

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

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

Leader
This model can be attached to the following unit:

- BLADEGUARD VETERAN SQUAD

CORE RULES

Close-quarters
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.

Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.