



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

4

ANGRIFF

5

NAHKAMPF

VERTEIDIGUNG

IMMER / EINMALIG

Berserk Charge

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.

Bolt pistol

CLOSE-QUARTERS

R

12"

A

1

BS

3+

S

5

AP

-1

D

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

► Plasma pistol - standard

CLOSE-QUARTERS

R

12"

A

1

BS

3+

S

7

AP

-2

D

1

VERWUNDET

2+

T1–3

3+

T4–6

4+

T7

5+

T8–13

6+

T14+

► Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

R

12"

A

1

BS

3+

S

8

AP

-3

D

2

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

Chainsword

R

Melee

A

4

WS

3+

S

5

AP

-1

D

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Power weapon

R

Melee

A

4

WS

3+

S

5

AP

-2

D

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+

S10+

3+

S6–9

4+

S5

5+

S3–4

6+

S1–2

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

5+

DS -3

6+

DS -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.

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

10-20x Blood Claw oder Blood Claw Pack Leader

Ausrüstung: Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Power weapon

• Each Blood Claw Pack Leader can replace its Bolt pistol with Plasma pistol.

• Each Blood Claw Pack Leader can replace its Chainsword with Power weapon.

KEYWORDS Infantry, Battleline, Imperium, Blood Claws, Tacticus, Explosives · FRAKTION Adeptus Astartes, Space Wolves