

BLOOD CLAWS

M	T	SV	W	LD	OC
7"	5	3+	2	6+	2

AUFSTELLUNG

10-20x Blood Claw oder Blood Claw Pack Leader (32mm)

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

Wargear Options:

- 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.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Power weapon	Melee	4	3+	5	-2	1

ABILITIES

RULES - Close-quarters, Combat Doctrines

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.

WEAPON RULES

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

