SANGUINARY PRIEST WITH JUMP PACK [LEGENDS]

100 PTS

M	T	Sv	W	LD	OC
12"	4	3+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	5	2+	4	-1	1

ABILITIES

CORE - Support

Blood Chalice
While this model is leading a unit, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

Sanguinary Priest
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability

Leader
This model can be attached to the following units:

- Assault Squad with Jump Packs
- Vanguard Veteran Squad with Jump packs
- Assault Intercessors with Jump Packs

FACTION RULES

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 If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

AUFSTELLUNG

1x Sanguinary Priest with Jump Pack [Legends]

Equipped with: Bolt pistol, Astartes Chainsword

KEYWORDS: Character, Infantry, Grenades, Imperium, Fly, Jump Pack, Sanguinary Priest
FACTION KEYWORDS: Adeptus Astartes, Blood Angels

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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.

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.

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