

IMPERIUM - BLOOD ANGELS

SANGUINARY GUARD

Close-quartersCombat DoctrinesDeep Strike

M12"

T5

SV2+

W3

LD6+

OC2

RW4+

135–275 PTS

Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Angelus BoltgunASSAULTCLOSE-QUARTERS

R18"

A3

BS2+

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Inferno pistolCLOSE-QUARTERSMELTA 1

R9"

A1

BS2+

S8

AP-3

D3+2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

4ANGRIFF

5NAHKAMPF

Encarmine WeaponLANCE

RMelee

A4

WS2+

S6

AP-2

D2

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Angelic Visage

Melee attacks that target this unit have -1 to hit rolls.

VERTEIDIGUNG

Heirs of Azkaellon

Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 2+ · 4++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+S10+

3+S6-9

4+S5

5+S3-4

6+S1-2

RETTUNGSWURF JE DS

DS 02+

DS -13+

DS -24+

DS -34++

DS -44++

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.

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

MELTA This ability always takes the form [MELTA X].

AUFSTELLUNG

3-6x Sanguinary Guard w/ Angelus Boltgun oder Sanguinary Guard w/ Inferno Pistol

Ausrüstung: Angelus Boltgun, Inferno pistol, Encarmine Weapon

KEYWORDS Infantry, Fly, Imperium, Sanguinary Guard, Jump Pack, Explosives, Tacticus · FRAKTION Adeptus Astartes, Blood Angels