

THE SANGUINOR

Combat Doctrines

Deep Strike

Fights First

Lone Operative

M12"

T5

SV2+

W7

LD6+

OC1

RW4+

120 PTS

Base 40mm



1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

Miraculous Savior
(Once per battle, per army)
At the end of your opponent's Charge phase (excluding the first battle round), you can select one enemy unit that made a charge move this phase. This unit can make an ingress move and must be set up engaged with that enemy unit. That move does not prevent this unit from being eligible to move

5NAHKAMPF

Encarmine Broadsword

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	8	2+	6	-3	2
VERWUNDET					
2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+	

VERTEIDIGUNG

IMMER / EINMALIG

Aura of Fervour
Friendly ADEPTUS ASTARTES units within 12" of this model can re-roll leadership rolls.

GEGEN DIESE EINHEIT
W5 · RW 2+ · 4++ · 7 LP je Modell
WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 4++	DS -4 4++
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REGELN & KEYWORDS KURZ
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...
Fights First While every model in a unit has this ability, that unit is a Fights First unit.
Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u...
DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

AUFSTELLUNG
1x The Sanguinor
Ausrüstung: Encarmine Broadsword