

SANGUINARY PRIEST WITH JUMP PACK [LEGENDS]

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

100 PTS
Base —



- Support
- Close-quarters
- Combat Doctrines

1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Bolt pistolCLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

4ANGRIFF

—

5NAHKAMPF

Astartes Chainsword

R	A	WS	S	AP	D
Melee	5	2+	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

VERTEIDIGUNG

Sanguinary Priest

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

IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S8+	S5-7	S4	S3	S1-2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

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.

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.

AUFSTELLUNG

1x Sanguinary Priest with Jump Pack [Legends]

Ausrüstung: Bolt pistol, Astartes Chainsword

Anführer

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