IMPERIUM - BLOOD ANGELS

THE SANGUINOR

Combat Doctrines | Deep Strike | Fights First | Lone Operative

M	T	SV	W	LD	OC	RW
12"	5	2+	7	6+	1	4+

120 PTS
Base 40mm

1 KOMMANDO	2 BEWEGUNG	3 BESCHUSS
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4 ANGRIFF

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

5 NAHKAMPF

Encarmine Broadsword DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	8	2+	6	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

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∞ 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+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	4++	4++

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

KEYWORDS Epic Hero, Character, Infantry, Fly, Imperium, Jump Pack, The Sanguinor, Tacticus · **FRAKTION** Adeptus Astartes, Blood Angels