

SANGUINARY GUARD

M	T	SV	W	LD	OC	
12"	5	2+	3	6+	2	4+

AUFSTELLUNG

3-6x Sanguinary Guard w/ Angelus Boltgun oder
Sanguinary Guard w/ Inferno Pistol (40mm)

Equipped with: Angelus Boltgun, Inferno pistol, Encarmine
Weapon

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Angelus Boltgun ASSAULT, CLOSE-QUARTERS	18"	3	2+	5	-1	1
Inferno pistol CLOSE-QUARTERS, MELTA 1	9"	1	2+	8	-3	D3+2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Encarmine Weapon LANCE	Melee	4	2+	6	-2	2

ABILITIES

RULES - Close-quarters, Combat Doctrines, Deep Strike

Angelic Visage

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

Heirs of Azkaellon

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

WEAPON RULES

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]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.