

THE SANGUINOR

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

AUFSTELLUNG
1x The Sanguinor (40mm)
Equipped with: Encarmine Broadsword

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Encarmine Broadsword DEVASTATING WOUNDS	Melee	8	2+	6	-3	2

ABILITIES

RULES - Combat Doctrines, Deep Strike, Fights First, Lone Operative

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

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



WEAPON RULES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

