IMPERIUM - BLOOD ANGELS

# SANGUINARY GUARD

## 135–275 PTS

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

4+

### RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Angelus Boltgun ASSAULT<br>CLOSE-QUARTERS | 18" | 3 | 2+ | 5 | -1 | 1 |
| Inferno pistol<br>CLOSE-QUARTERS<br>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 |

**AUFSTELLUNG**

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

**Equipped with:** Angelus Boltgun, Inferno pistol, Encarmine Weapon

### ABILITIES

**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.*

KEYWORDS: Infantry, Fly, Imperium, Sanguinary Guard, Jump Pack, Explosives, Tacticus

## CORE RULES

### Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

### Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

**Assault** Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

### 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" horizontally from all enemy units, even if that is within your opponent’s deployment zone.