

IMPERIUM - DARK ANGELS

INNER CIRCLE COMPANIONS

M6"

T5

SV3+

W3

LD6+

OC2

90–180 PTS

Base 40mm



- Close-quarters
- Combat Doctrines

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Heavy Bolt PistolCLOSE-QUARTERS

R18"

A1

BS3+

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

4ANGRIFF

5NAHKAMPF

► Calibanite Greatsword - StrikeLETHAL HITS

RMelee

A4

WS3+

S6

AP-2

D2

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

► Calibanite Greatsword - Sweep

SUSTAINED HITS 2

RMelee

A5

WS3+

S6

AP-2

D1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Braziers of Judgement

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

VERTEIDIGUNG

Emnity for the Unworthy

This unit's attacks that target a Character unit have +1 to hit rolls.

∞

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+S10+

3+S6-9

4+S5

5+S3-4

6+S1-2

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -36+

DS -4-

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.

AUFSTELLUNG

Inner Circle Companion

Ausrüstung: Heavy Bolt Pistol, ► Calibanite Greatsword - Strike, ► Calibanite Greatsword - Sweep

KEYWORDS Infantry, Imperium, Tacticus, Deathwing, Inner Circle Companions · FRAKTION Dark Angels, Adeptus Astartes