

IMPERIUM - DARK ANGELS

INNER CIRCLE COMPANIONS

Close-quarters Combat Doctrines

M

6"

T

5

SV

3+

W

3

LD

6+

OC

2

90-180 PTS

Base 40mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Heavy Bolt Pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

4

ANGRIFF

—

5

NAHKAMPF

► Calibanite Greatsword - Strike

LETHAL HITS

R	A	WS	S	AP	D
Melee	4	3+	6	-2	2

VERWUNDET

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

► Calibanite Greatsword - Sweep

SUSTAINED HITS 2

R	A	WS	S	AP	D
Melee	5	3+	6	-2	1

VERWUNDET

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

Braziers of Judgement

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

∞

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W5 · RW 3+ · 3 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
3+	4+	5+	6+	—

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