

BLADEGUARD ANCIENT40 PTS

M	T	Sv	W	LD	OC
6"	4	3+	4	6+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	5	2+	4	0	1

ABILITIES

CORE - Support

Astartes Banner
While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Deeds of Heroism
Once per battle, when this model is selected to fight, it can use this ability. If it does, until the end of the phase, add 1 to the Attacks characteristic of melee weapons equipped by models in this model's unit

Leader
This model can be attached to the following unit:
• BLADEGUARD VETERAN SQUAD
You can attach this model to the above unit even if one Captain, Chapter Master or Lieutenant model has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strengths.

WEAPON ABILITIES

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
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.

CORE RULES

Support
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it.
Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



AUFSTELLUNG
1x Bladeguard Ancient
Equipped with: Heavy Bolt Pistol, Close combat weapon



KEYWORDS: Infantry, Character, Grenades, Imperium, Bladeguard Ancient, Tacticus, Ancient
FACTION KEYWORDS: Adeptus Astartes