

BLADEGUARD VETERAN SQUAD -
IMPERIUM - SPACE MARINES

80–160 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

3-6x Bladeguard Veterans oder Bladeguard Veteran Sergeant

Equipped with: Heavy Bolt Pistol, Neo-volkite Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Master-crafted power weapon

Wargear Options:

- Each Bladeguard Veteran Sergeant can replace its Heavy Bolt Pistol with Neo-volkite Pistol or Plasma pistol.

KEYWORDS: Infantry, Grenades, Imperium, Tacticus, Bladeguard Veteran Squad

FACTION KEYWORDS: Adeptus Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	1
Neo-volkite Pistol DEVASTATING WOUNDS, PISTOL	12"	1	3+	5	0	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted power weapon	Melee	4	3+	5	-2	2

ABILITIES

Bladeguard

(Once per turn, per unit): In the Fight phase, when this unit is selected to fight or when an enemy unit targets this unit, you can select one of the following:

- This unit's melee attacks have +1 to hit rolls.
- Or: Attacks that target this unit have -1 to hit rolls.

WEAPON ABILITIES

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.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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4+

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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.