

SANGUINARY GUARD

M	T	SV	W	LD	OC	
12"	4	2+	3	6+	1	4+

AUFSTELLUNG

3-6x Sanguinary Guard

Equipped with: Angelus Boltgun, Encarmine Blade, Encarmine Spear

Wargear Options:

- Each Sanguinary Guard can replace its Encarmine Blade with Encarmine Spear.
- Each Sanguinary Guard can replace its Angelus Boltgun with Inferno Pistol.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Angelus Boltgun PISTOL	12"	2	3+	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Encarmine Blade	Melee	4	2+	6	-3	2
Encarmine Spear LANCE	Melee	4	2+	6	-2	2

ABILITIES

RULES - Deep Strike

Angelic Visage

Each time a melee attack targets this unit, subtract 1 from the Hit roll

Attached Unit

If a Captain model from your army with the Leader ability can be attached to Assault Intercessors with Jump Packs, it can be attached to this unit instead.

Heirs of Azkaellon

While a Character model is leading this unit, each time a melee attack targets this unit, subtract 1 from the Wound roll.



Sanguinary Banner

Add 1 to the Objective Control characteristic of models in the bearer's unit.

WEAPON RULES

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.

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.

