

SANGUINARY GUARD

125–260 PTS



M

12"

T

4

SV

2+

W

3

LD

6+

OC

1

4+

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

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.

ABILITIES

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.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

