

IMPERIUM - SPACE MARINES

BLADEGUARD

ANCIENT

40 PTS



M

6"

T

4

SV

3+

W

4

LD

6+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt 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

AUFSTELLUNG

1x Bladeguard Ancient

Equipped with: Heavy Bolt Pistol, Close combat weapon

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 RULES

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.

