

# BLADEGUARD VETERAN SQUAD

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



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

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** INFANTRY, GRENADES, IMPERIUM, TACTICUS,  
BLADEGUARD VETERAN SQUAD

## ABILITIES

**FACTION:** Oath of Moment

**Bladeguard:** At the start of the Fight phase, you can select one of the following abilities to apply to models in this unit until the end of the phase:

- **Swords of the Imperium:** Each time a model in this unit makes a melee attack, re-roll a Hit roll of 1.
- **Shields of the Imperium:** Each time an invulnerable saving throw is made for a model in this unit, re-roll a saving throw of 1.

**INVULNERABLE SAVE**

4+



**FACTION KEYWORDS:**  
ADEPTUS ASTARTES

# BLADEGUARD VETERAN SQUAD

*Bladeguard Veterans are inexorable warriors, advancing relentlessly with blades held high – the very image of noble knights of myth. Members of their Chapter's elite 1st Company of Veterans, each of these vastly experienced Space Marines has fought to preserve the Imperium across uncounted worlds.*



## WARGEAR OPTIONS

- The Bladeguard Veteran Sergeant's heavy bolt pistol can be replaced with one of the following:
  - 1 neo-volkite pistol
  - 1 plasma pistol

## UNIT COMPOSITION

- 1 Bladeguard Veteran Sergeant
- 2-5 Bladeguard Veterans

**Every model is equipped with:** heavy bolt pistol; master-crafted power weapon.

**KEYWORDS:** INFANTRY, GRENADES, IMPERIUM, TACTICUS,  
BLADEGUARD VETERAN SQUAD



**FACTION KEYWORDS:**  
ADEPTUS ASTARTES