

# THE SANGUINARY SPEARHEAD

## CAPTAIN RALDEO (1 MODEL)

- This model is equipped with: inferno pistol; master-crafted chainsword.

Captain Raldeo comes equipped with a devastating but short-ranged collection of wargear. He can lead the Assault Intercessor Squad who can be used to help keep him safe from enemy attacks, but you may find yourself with few units to control objectives with as a result.

## SANGUINARY GUARD (3 MODELS)

- 1 Sanguinary Guard is equipped with: Angelus boltgun; encarmine blade.
- 2 Sanguinary Guard are equipped with: Angelus boltgun; encarmine spear.

The Sanguinary Guard are a fast, shock-attack unit. Thanks to their high Move characteristic and ability to fly, they allow you a better chance to charge key opposing units and quickly jump on objectives.

Using the Lance ability on their encarmine spears, the Sanguinary Guard are able to do a surprising amount of damage when they charge their foes.

Despite their improved resilience over many other units, it is still important to play carefully otherwise they may find themselves too far ahead of the rest of your units and quickly overwhelmed by the enemy force.



### SANGUINARY GUARD (3 MODELS)

- 1 Sanguinary Guard is equipped with: Angelus boltgun; encarmine blade.
- 2 Sanguinary Guard are equipped with: Angelus boltgun; encarmine spear.

This Combat Patrol features two separate units of Sanguinary Guard. This allows you to be present in multiple parts of the battlefield while also being able to utilise their high mobility to counterattack larger threats together.

Another useful tool in your arsenal is the Feint and Strike Stratagem, which allows your units to Fall Back and still declare a charge that turn. This can be used to redirect your most powerful units towards new enemy challenges or, in the case of your Sanguinary Guard units, let them charge back into the unit they started the turn within Engagement Range of – letting their Lance ability take effect.

### ASSAULT INTERCESSOR SQUAD (10 MODELS)

- The Assault Intercessor Sergeant is equipped with: plasma pistol; Astartes chainsword.
- 9 Assault Intercessors are equipped with: heavy bolt pistol; Astartes chainsword.

The Assault Intercessor Squad is your best option for seizing control of objective markers, thanks to their high Objective Control characteristic and **BATTLELINE** keyword.

If your opponent has a large amount of ranged weaponry, or significantly more units than you, consideration should be given to splitting the unit into two smaller ones using Patrol Squads.

While splitting the unit into two may make some Stratagems less potent, it does make it harder for your adversary to focus fire on them and can let you secure multiple objective markers in the same turn.



# COMBAT PATROL

# SANGUINARY SPEARHEAD

## ABILITIES

The datasheets required to use the Sanguinary Spearhead can be found on the following pages, and are designed exclusively for Combat Patrol games. A unit's datasheet will list all the abilities it has. This will include a Faction ability – Oath of Moment – that is referenced on each unit's datasheet and is described below.

### OATH OF MOMENT

*In battle, Space Marines swear mighty oaths to destroy the enemies of the Emperor and uphold the honour of their Chapter, and such vows are sacrosanct. When the Angels of Death strike, they do so with the precision of a surgeon and the force of a thunderbolt. Experience and strategic expertise help them to read the shifting shape of the battle with speed and clarity, directing their wrath towards one priority target after another. Command assets are annihilated, leaving the enemy reeling leaderless. Heavy armour, potent artillery and the vaunted elites of the foe's forces are laid waste with horrifying speed, until the Emperor's Angels of Death stand victorious over a field of smouldering wreckage and bolt-riddled corpses, and honour is finally satisfied.*

At the start of your Command phase, select one unit from your opponent's army. Until the start of your next Command phase, that enemy unit is your Oath of Moment target. Each time a model with this ability makes an attack that targets your Oath of Moment target, you can re-roll the Hit roll.

## ENHANCEMENTS

Your **CAPTAIN** model is your **WARLORD** and has the Masterful Parry Enhancement. You can replace this with Red Thirst.

### DEFAULT ENHANCEMENT

#### MASTERFUL PARRY

*This warrior lord is a master swordsman whose deft skill with the blade allows them to turn aside the lethal strikes of their foe with but a flick of a wrist.*

Once per turn, when a melee attack is allocated to the bearer, you can change the Damage characteristic of that attack to 0.

OR

### OPTIONAL ENHANCEMENT

#### RED THIRST

*In times of desperate need, when only base savagery can turn the tide of battle, this warrior may embrace their Chapter's genetic flaw.*

In your opponent's Shooting phase, each time an enemy unit has shot, if the bearer's unit was hit by one or more of those attacks, it can make a Red Thirst move. If it does, the bearer's unit can be moved up to 6", but must finish that move as close as possible to the closest enemy unit. When doing so, those models can be moved within Engagement Range of that enemy unit. A unit cannot make a Red Thirst move while it is Battle-shocked or within Engagement Range of one or more enemy units and can only make one Red Thirst move per phase.



## SECONDARY OBJECTIVES

You will use the Tip of the Spear secondary objective. You can replace this with Angel's Judgement.

### DEFAULT SECONDARY OBJECTIVE

#### TIP OF THE SPEAR

*The Blood Angels epitomise strategic precision, striking fast and hard at key points upon the battlefield and securing territory before the enemy can muster a response.*

At the end of your turn, you score 4VP if you control the objective marker closest to your opponent's battlefield edge.

OR

### OPTIONAL SECONDARY OBJECTIVE

#### ANGEL'S JUDGEMENT

*To ensure victory, the Blood Angels strike at the enemy command structure, selecting officers and champions as the targets of their wrath and thereby depriving the enemy of leadership.*

Each time a **SANGUINARY GUARD** unit from your army destroys an enemy **CHARACTER** model, you score 5VP.

At the end of the battle, if all enemy **CHARACTER** models are destroyed, you score 5VP.

## STRATAGEMS

You can use the following Stratagems:



### REFUSE TO BEND

SANGUINARY SPEARHEAD – BATTLE TACTIC STRATAGEM

*Such is their determination to honour Primarch and Chapter that the Blood Angels refuse to yield, shrugging off seemingly mortal wounds.*

**WHEN:** Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

**TARGET:** One **ADEPTUS ASTARTES** unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, each time an attack targets your unit, models in your unit have the Feel No Pain 6+ ability against that attack. If the attacking model is not within 12" of your unit, models in your unit have the Feel No Pain 5+ ability against that attack instead.



1CP



### FEINT AND STRIKE

SANGUINARY SPEARHEAD – STRATEGIC PLOY STRATAGEM

*Swift and mobile, the Blood Angels feign withdrawal, drawing their opponents onto their waiting blades.*

**WHEN:** Your Movement phase, just after an **ADEPTUS ASTARTES** unit from your army makes a Fall Back move.

**TARGET:** That **ADEPTUS ASTARTES** unit.

**EFFECT:** Until the end of the turn, your unit is eligible to declare a charge in a turn in which it Fell Back.



### PRECISION FIRE

SANGUINARY SPEARHEAD – BATTLE TACTIC STRATAGEM

*Armed with expertly crafted artificer weapons and possessed of exceptional skill as marksmen, the Blood Angels unleash devastatingly accurate volleys of fire.*

**WHEN:** Start of your Shooting phase.

**TARGET:** One or more **ADEPTUS ASTARTES** units from your army and one enemy unit.

**EFFECT:** Until the end of the phase, ranged weapons equipped by models in those **ADEPTUS ASTARTES** units have the [LETHAL HITS] ability while targeting that enemy unit.

1CP



## Combat Patrol Datasheet

### CAPTAIN RALDEO

M	T	SV	W	LD	OC
6"	4	3+	5	6+	1
		4+	INVULNERABLE SAVE		



Captain Raldeo is an experienced warrior possessed of tactical and strategic genius. In keeping with his Chapter's culture, he goes to war clad in finely wrought artificer armour of ancient vintage and wielding lethal close-combat weapons drawn from the Chapter Armoury.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Inferno pistol [MELTA 2, PISTOL]	6"	1	2+	8	-4	D3

  

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Master-crafted chainsword	Melee	7	2+	4	-1	2

#### LEADER

This model can be attached to the following unit: ASSAULT INTERCESSOR SQUAD

#### ABILITIES

CORE: Leader

FACTION: Oath of Moment

**Finest Hour:** Once per battle, at the start of the Fight phase, this model can use this ability. If it does, until the end of the phase, add 3 to the Attacks characteristic of melee weapons equipped by this model and those weapons have the [DEVASTATING WOUNDS] ability.

KEYWORDS: INFANTRY, CHARACTER, IMPERIUM, TACTICUS, CAPTAIN, RALDEO



FACTION KEYWORDS:  
ADEPTUS ASTARTES, BLOOD ANGELS

## Combat Patrol Datasheet

### ASSAULT INTERCESSOR SQUAD

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



Assault Intercessors are amongst the most widespread close-support units in a Chapter's arsenal. Firing their heavy bolt pistols as they close upon the foe, they charge into the fray, where they make short work of their enemies with brutal swings of their chainswords.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy bolt pistol [PISTOL]	18"	1	3+	4	-1	1
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
Astartes chainsword	Melee	4	3+	4	-1	1

#### PATROL SQUADS

At the start of the Declare Battle Formations step, before any units have been set up, this unit can be split into two units, each containing five models.

#### ABILITIES

FACTION: Oath of Moment

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

KEYWORDS: INFANTRY, BATTLELINE, IMPERIUM, TACTICUS, ASSAULT INTERCESSOR SQUAD



FACTION KEYWORDS:  
ADEPTUS ASTARTES, BLOOD ANGELS

# SANGUINARY GUARD

## Combat Patrol Datasheet

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



Sanguinary Guard are proven in mind, body and spirit in a way few others can match. Clad in masterwork golden armour and armed with relic weapons, the origins of which can be traced back as far as the Horus Heresy, few living warriors embody the ideal of the wrathful angel more.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Angelus boltgun [PISTOL]	12"	2	3+	4	0	1
MELEE WEAPONS	RANGE	A	WS	S	AP	D
Encarmine blade	Melee	4	3+	5	-3	2
Encarmine spear [LANCE]	Melee	3	3+	5	-2	2

**ABILITIES**

CORE: **Deep Strike**

FACTION: **Oath of Moment**

**Angelic Visage:** Each time a melee attack targets this unit, subtract 1 from the Hit roll.

KEYWORDS: INFANTRY, FLY, JUMP PACK, IMPERIUM, TACTICUS, SANGUINARY GUARD



FACTION KEYWORDS:  
ADEPTUS ASTARTES, BLOOD ANGELS