

VANGUARD VETERAN SQUAD [LEGENDS]

M6"

T4

SV3+

W2

LD6+

OC1

120-240 PTS

Base —



- Close-quarters
- Combat Doctrines
- Scouts 6"

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt pistolCLOSE-QUARTERS

R12"

A1

BS3+

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Grav-pistolANTI-VEHICLE 2+PISTOL

R12"

A1

BS3+

S4

AP-1

D2

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Hand flamerCLOSE-QUARTERSTORRENT

R9"

A3

BS-

S4

AP0

D1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Inferno PistolCLOSE-QUARTERSMELTA 1

R9"

A1

BS3+

S8

AP-3

D3+2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Plasma pistol - standardCLOSE-QUARTERS

R12"

A1

BS3+

S7

AP-2

D1

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

Plasma pistol - superchargeHAZARDOUSCLOSE-QUARTERS

R12"

A1

BS3+

S8

AP-3

D2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

4ANGRIFF

Vanguard Assault

Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

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5NAHKAMPF

Heirloom Weapon

RMelee

A4

WS3+

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Vanguard Veteran Weapon

RMelee

A4

WS3+

S5

AP-1

D1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

VERTEIDIGUNG

Storm Shield

The bearer has a 4+ invulnerable save

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+S8+

3+S5-7

4+S4

5+S3

6+S1-2

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -36+

DS -4-

REGELN & KEYWORDS KURZ

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below.

Scouts 6"

This ability always takes the form Scouts X".

ANTI

This ability always takes the form [ANTI-X Y+].

HAZARDOUS

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

MELTA

This ability always takes the form [MELTA X].

PISTOL

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

5-10x Vanguard Veterans oder Vanguard Veteran Sergeant

Ausrüstung:

Bolt pistol, Grav-pistol, Hand flamer, Inferno Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Heirloom Weapon, Vanguard Veteran Weapon

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Each Vanguard Veterans can replace its Bolt pistol with Storm Shield, Plasma pistol, Inferno Pistol, Hand flamer or Grav-pistol.

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Each Vanguard Veteran Sergeant can replace its Bolt pistol with Storm Shield, Plasma pistol, Inferno Pistol, Hand flamer or Grav-pistol.

KEYWORDS Infantry, Grenades, Imperium, Vanguard Veteran Squad · FRAKTION Adeptus Astartes