IMPERIUM - SPACE MARINES

VANGUARD VETERAN SQUAD WITH JUMP PACKS

M	T	SV	W	LD	OC
12"	5	3+	2	6+	1

110–220 PTS
Base 32mm

Cleave | Close-quarters | Combat Doctrines | Deep Strike

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Heavy Bolt Pistol — CLOSE-QUARTERS

R	A	BS	S	AP	D
18"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Plasma pistol - standard — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma pistol - supercharge — HAZARDOUS — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

4 ANGRIFF

Vanguard Assault

If this unit made a charge move this turn, this unit's melee attacks have +1A

5 NAHKAMPF

Master-crafted Power Weapon

R	A	WS	S	AP	D
Melee	3	3+	5	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Power fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Relic Blade — CLEAVE 1 — LETHAL HITS: NON-MONSTER/VEHICLE

R	A	WS	S	AP	D
Melee	3	3+	6	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Thunder Hammer — DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	3	4+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Combat Shield

This model has a 5+ InvSv

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Cleave This ability always takes the form [CLEAVE X].

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.

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" horizo…

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of…

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…

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

AUFSTELLUNG

5-10x Vanguard Veteran with Jump Packs oder Vanguard Veteran Sergeant with Jump Pack oder Vanguard Veteran with Jump Pack w/ Plasma Pistol oder Vanguard Veteran wtih Jump Packs w/ Shield

Ausrüstung: Heavy Bolt Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Master-crafted Power Weapon, Power fist, Relic Blade, Thunder Hammer

- This model's Heavy Bolt Pistol can be replaced with 1x Plasma pistol or 1x Combat Shield.
- Each Vanguard Veteran Sergeant with Jump Pack can replace its Heavy Bolt Pistol with Plasma pistol or Combat Shield.
- Each Vanguard Veteran Sergeant with Jump Pack can replace its Relic Blade with Power fist or Thunder Hammer.

KEYWORDS Infantry, Imperium, Vanguard Veteran Squad with Jump Packs, Jump Pack, Fly, Explosives, Tacticus · **FRAKTION** Adeptus Astartes