

VANGUARD VETERAN SQUAD [LEGENDS]

Close-quarters Combat Doctrines Scouts 6"

M

6"

T

4

SV

3+

W

2

LD

6+

OC

1

120–240 PTS

Base —



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Grav-pistol

ANTI-VEHICLE 2+

PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	-1	2

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Hand flamer

CLOSE-QUARTERS

TORRENT

R	A	BS	S	AP	D
9"	3	-	4	0	1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

Inferno Pistol

CLOSE-QUARTERS

MELTA 1

R	A	BS	S	AP	D
9"	1	3+	8	-3	D3+2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Plasma pistol - standard

CLOSE-QUARTERS

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

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

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

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

4

ANGRIFF

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.

Vanguard Assault

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5

NAHKAMPE

Heirloom Weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Vanguard Veteran Weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

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+

SB+

RETTUNGSWURF JE DS

DS 0

3+

3+

SS-7

DS -1

4+

4+

S4

DS -2

5+

5+

S3

DS -3

6+

6+

S1-2

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

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

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