

VANGUARD VETERAN SQUAD WITH JUMP PACKS

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

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 with Jump Packs w/ Shield (32mm)

Equipped with: Heavy Bolt Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Master-crafted Power Weapon, Power fist, Relic Blade, Thunder Hammer

Wargear Options:

- 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.

⊕ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

ABILITIES

RULES - Cleave, Close-quarters, Combat Doctrines, Deep Strike

Combat Shield

This model has a 5+ InvSv

Vanguard Assault

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



✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	3	3+	5	-2	2
Power fist	Melee	3	3+	8	-2	2
Relic Blade CLEAVE 1, LETHAL HITS: NON-MONSTER/VEHICLE	Melee	3	3+	6	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

WEAPON RULES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

