

VANGUARD VETERAN SQUAD WITH JUMP PACKS

110-220 PTS



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

RANGED WEAPONS

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

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	Melee	3	3+	6	-2	2
CLEAVE 1						
LETHAL HITS: NON-MONSTER/VEHICLE						
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

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.

ABILITIES

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



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].

CORE RULES

◆ Cleave

This ability always takes the form [CLEAVE X]. Each time you gather attack dice for a [CLEAVE] weapon, if you only selected one target for all of that weapon's attacks, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down).

◆ Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

◆ Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

◆ 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" horizontally from all enemy units, even if that is within your opponent's deployment zone.

