

# DAMNED LEGIONNAIRES [LEGENDS]

## LEGIONNAIRE SERGEANT

|    |   |    |   |    |    |    |
|----|---|----|---|----|----|----|
| M  | T | SV | W | LD | OC |    |
| 6" | 4 | 3+ | 2 | 6+ | 1  | 4+ |

### AUFSTELLUNG

1x Legionnaire Sergeant - Equipped with: Close combat weapon, Boltgun, Bolt pistol, Power weapon, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Astartes chainsword  
4-9x Legionnaire w/ boltgun oder Legionnaire w/ heavy weapon oder Legionnaire w/ special weapon

### Wargear Options:

- Each Legionnaire Sergeant can replace its Boltgun with Bolt pistol and power weapon, Plasma pistol and power weapon, Bolt pistol and astartes chainsword or Plasma pistol and astartes chainsword.
- Each Legionnaire w/ heavy weapon can replace its Multi-melta with Heavy flamer.
- Each Legionnaire w/ special weapon can replace its Plasma gun with Flamer or Meltagun.

## ⚔ RANGED WEAPONS

| WEAPON                               | RANGE | A  | BS  | S | AP | D |
|--------------------------------------|-------|----|-----|---|----|---|
| Bolt pistol<br>IGNORES COVER, PISTOL | 12"   | 1  | 3+  | 4 | 0  | 1 |
| Boltgun<br>RAPID FIRE 1              | 24"   | 1  | 3+  | 4 | 0  | 1 |
| Flamer<br>IGNORES COVER, TORRENT     | 12"   | D6 | N/A | 4 | 0  | 1 |

## ABILITIES

**RULES** - Assigned Agents, Deep Strike

### Grim Spectres

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test, subtracting 1 from the result when doing so.



|                                                       |     |    |     |   |    |    |
|-------------------------------------------------------|-----|----|-----|---|----|----|
| Heavy flamer<br>IGNORES COVER, TORRENT                | 12" | D6 | N/A | 5 | -1 | 1  |
| Meltagun<br>MELTA 2                                   | 12" | 1  | 3+  | 9 | -4 | D6 |
| Multi-melta<br>HEAVY, MELTA 2                         | 18" | 2  | 4+  | 9 | -4 | D6 |
| ► Plasma gun - standard<br>RAPID FIRE 1               | 24" | 1  | 3+  | 7 | -2 | 1  |
| ► Plasma gun - supercharge<br>HAZARDOUS, RAPID FIRE 1 | 24" | 1  | 3+  | 8 | -3 | 2  |
| ► Plasma pistol - standard<br>PISTOL                  | 12" | 1  | 3+  | 7 | -2 | 1  |
| ► Plasma pistol - supercharge<br>HAZARDOUS, PISTOL    | 12" | 1  | 3+  | 8 | -3 | 2  |

## ✂ MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Astartes chainsword | Melee | 5 | 3+ | 4 | -1 | 1 |
| Close combat weapon | Melee | 3 | 3+ | 4 | 0  | 1 |
| Power weapon        | Melee | 3 | 3+ | 5 | -2 | 1 |

## WEAPON RULES

### 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.

### Heavy

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

### Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

### Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*



### **Pistol**

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

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.

### **Rapid Fire**

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

### **Torrent**

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