

LONG FANGS [LEGENDS]

Close-quarters Combat Doctrines

M

6"

T

4

SV

3+

W

2

LD

6+

OC

1

120–145 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+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Missile launcher - frag

BLAST

HEAVY

R	A	BS	S	AP	D
48"	D6	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Boltgun

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Grav-cannon

ANTI-VEHICLE 2+

HEAVY

R	A	BS	S	AP	D
24"	3	4+	6	-1	3

VERWUNDET

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

Grav-gun

ANTI-VEHICLE 2+

R	A	BS	S	AP	D
18"	2	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Heavy bolter

HEAVY

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Heavy flamer

HEAVY

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Lascannon

HEAVY

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1-6	T7-11	T12	T13-23	T24+

Meltagun

MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

Multi-melta

HEAVY

MELTA 2

R	A	BS	S	AP	D
18"	2	4+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

4

ANGRIFF

—

5

NAHKAMPF

Astartes Chainsword

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Power fist

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

VERWUNDET

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

Power weapon

R	A	WS	S	AP	D
Melee	2	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

IMMER / EINMALIG

Armorium Cherub

Once per battle, after making a Hit roll for a model in this unit, you can change that roll to an unmodified 6.

Attached Unit

If a CHARACTER unit from your army with the Leader ability can be attached to a DEVASTATOR SQUAD, it can instead be attached to this unit.

GEGEN DIESE EINHEIT					
W4 · RW 3+ · 2 LP je Modell					
WIRD VERWUNDET MIT					
2+	3+	4+	5+	6+	
SB+	S5-7	S4	S3	S1-2	
RETTUNGSWURF JE DS					
DS 0	DS -1	DS -2	DS -3	DS -4	
3+	4+	5+	6+	-	

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.

[ANTI] This ability always takes the form [ANTI-X Y+].

[BLAST] Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

[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...

[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 unen...

[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 mod...

[MELTA] This ability always takes the form [MELTA X].

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

[RAPID FIRE] This ability always takes the form [RAPID FIRE X].

[SUSTAINED HITS] This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Long Fang Pack Leader - Equipped with: Bolt pistol, Boltgun, Flamer, Grav-gun, ► Plasma gun - standard, ► Plasma gun - supercharge, Meltagun, ► Plasma pistol - supercharge, ► Plasma pistol - standard, Close combat weapon, Power fist, Astartes Chainsword, Power weapon

4-5x Long Fang w/ boltgun oder Long Fang w/ lascannon oder Long Fang w/ heavy bolter oder Long Fang w/ grav-cannon oder Long Fang w/ missile launcher oder Long Fang w/ plasma cannon oder Long Fang w/ multi-melta oder Long Fang w/ heavy flamer

- Each Long Fang Pack Leader can replace its Boltgun with Flamer, Grav-gun, Plasma gun, Meltagun or Plasma pistol.
- Each Long Fang Pack Leader can replace its Close combat weapon with Power weapon, Power fist or Astartes Chainsword.
- This model's Boltgun can be replaced with 1x Multi-melta.