

LONG FANGS
[LEGENDS]

Close-quarters Combat Doctrines

M

6"

T

4

SV

3+

W

2

LD

6+

OC

1

120–145 PTS

Base —



3 BESCHUSS

Bolt pistol CLOSE-QUARTERS

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

Boltgun

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

Flamer IGNORES COVER TORRENT

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

Grav-cannon ANTI-VEHICLE 2+ HEAVY

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

Grav-gun ANTI-VEHICLE 2+

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

Heavy bolter HEAVY SUSTAINED HITS 1

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

Heavy flamer HEAVY IGNORES COVER TORRENT

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

Lascannon HEAVY

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

Meltagun MELTA 2

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

Multi-melta HEAVY MELTA 2

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

► Missile launcher - frag BLAST HEAVY

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

► Missile launcher - krak HEAVY

R	A	BS	S	AP	D
48"	1	4+	9	-2	D6

► Plasma cannon - standard BLAST HEAVY

R	A	BS	S	AP	D
36"	D3	4+	7	-2	1

► Plasma cannon - supercharge BLAST HAZARDOUS

R	A	BS	S	AP	D
36"	D3	4+	8	-3	2

► Plasma gun - standard RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	7	-2	1

► Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS

R	A	BS	S	AP	D
24"	1	3+	8	-3	2

► Plasma pistol - standard PISTOL

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

► Plasma pistol - supercharge HAZARDOUS PISTOL

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

Fire Discipline

Each time this unit Remains Stationary, if it includes a Long Fang Pack Leader, you can select one enemy unit that is visible to that model. Until the end of the turn, each time a model in this unit makes a ranged attack that targets that enemy unit, re-roll a Hit roll of 1.

5 NAHKAMPF

Astartes Chainsword

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

Close combat weapon

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

Power fist

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

Power weapon

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

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+
S8+

RETTUNGSWURF JE DS

DS 0
3+

3+
S5–7

DS –1
4+

4+
S4

DS –2
5+

5+
S3

DS –3
6+

6+
S1–2

DS –4
–

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	◆ VERTEIDIGUNG	∞ 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.

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.