

TYRANNIC WAR VETERANS [LEGENDS]

M6"

T4

SV3+

W2

LD6+

OC1

85 PTS

Base —



Combat Doctrines

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Bolt Pistol

ANTI-TYRANIDS 4+

PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	0	1

VERWUNDET

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

ANTI-TYRANIDS 4+

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

VERWUNDET

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

5NAHKAMPF

Close Combat Weapon

ANTI-TYRANIDS 4+

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

VERWUNDET

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

IMMER / EINMALIG

Tyrannic War Veterans

Weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability when targeting Tyranids units.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5-7	4+ S4	5+ S3	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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REGELN & KEYWORDS KURZ

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+].

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

AUFSTELLUNG

5x Tyrannic War Veteran oder Veteran Sergeant

Ausrüstung: Bolt Pistol, Boltgun, Close Combat Weapon

KEYWORDS Infantry, Grenades, Imperium, Tyrannic War Veterans · FRAKTION Adeptus Astartes, Ultramarines