



TYRANNIC WAR VETERANS

[LEGENDS]

85 PTS

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

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Bolt Pistol <small>ANTI-TYRANIDS 4+, PISTOL</small>	12"	1	3+	4	0	1
Boltgun <small>ANTI-TYRANIDS 4+</small>	24"	2	3+	4	0	1

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon <small>ANTI-TYRANIDS 4+</small>	Melee	3	3+	4	0	1

AUFSTELLUNG
5x Tyrannic War Veteran oder Veteran Sergeant
Equipped with: Bolt Pistol, Boltgun, Close Combat Weapon

ABILITIES

Tyrannic War Veterans

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

WEAPON RULES

Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 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.

RULES

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 If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.