

TYRANNIC WAR VETERANS [LEGENDS] -
IMPERIUM - ULTRAMARINES

85 PTS

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

AUFSTELLUNG 5x Tyrannic War Veteran oder Veteran Sergeant Equipped with: Bolt Pistol, Boltgun, Close Combat Weapon	KEYWORDS: Infantry, Grenades, Imperium, Tyrannic War Veterans FACTION KEYWORDS: Adeptus Astartes, Ultramarines
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⚙️ RANGED WEAPONS

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

⚔️ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close Combat Weapon ANTI-TYRANIDS 4+	Melee	3	3+	4	0	1
Close Combat Weapon ANTI-TYRANIDS 4+	Melee	3	3+	4	0	1

ABILITIES

Tyrannic War Veterans Weapons equipped by models in this unit have the [DEVASTATING WOUNDS] ability when targeting Tyranids units.
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WEAPON ABILITIES

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. <i>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+.</i>
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.