

# VANGUARD VETERAN SQUAD [LEGENDS]

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

## AUFSTELLUNG

5-10x Vanguard Veterans oder Vanguard Veteran Sergeant

**Equipped with:** Bolt pistol, Grav-pistol, Hand flamer, Inferno Pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Heirloom Weapon, Vanguard Veteran Weapon

### Wargear Options:

- Each Vanguard Veterans can replace its Storm Shield with Plasma pistol, Inferno Pistol, Hand flamer, Bolt pistol or Grav-pistol.
- Each Vanguard Veteran Sergeant can replace its Bolt pistol with Storm Shield, Plasma pistol, Inferno Pistol, Hand flamer or Grav-pistol.

## ⦿ RANGED WEAPONS

| WEAPON                                        | RANGE | A  | BS  | S | AP | D  |
|-----------------------------------------------|-------|----|-----|---|----|----|
| Bolt pistol<br>CLOSE-QUARTERS                 | 12"   | 1  | 3+  | 4 | 0  | 1  |
| Grav-pistol<br>ANTI-VEHICLE 2+, PISTOL        | 12"   | 1  | 3+  | 4 | -1 | 2  |
| Hand flamer<br>IGNORES COVER, PISTOL, TORRENT | 12"   | D6 | N/A | 3 | 0  | 1  |
| Inferno Pistol<br>MELTA 2, PISTOL             | 6"    | 1  | 3+  | 8 | -4 | D3 |
| ► Plasma pistol - standard<br>PISTOL          | 12"   | 1  | 3+  | 7 | -2 | 1  |

## ABILITIES

**RULES** - Close-quarters, Scouts 6"

### Storm Shield

The bearer has a 4+ invulnerable save

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### Vanguard Assault

Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



|                               |     |   |    |   |    |   |
|-------------------------------|-----|---|----|---|----|---|
| ► Plasma pistol - supercharge | 12" | 1 | 3+ | 8 | -3 | 2 |
| HAZARDOUS, PISTOL             |     |   |    |   |    |   |

✂ MELEE WEAPONS

| WEAPON                  | RANGE | A | WS | S | AP | D |
|-------------------------|-------|---|----|---|----|---|
| Heirloom Weapon         | Melee | 4 | 3+ | 5 | -1 | 1 |
| Vanguard Veteran Weapon | Melee | 4 | 3+ | 5 | -1 | 1 |

Vanguard Assault

Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.



## 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+.*

### 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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

### 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 model or unit the benefit of cover (e.g. Stealth).

### Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+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.

### **Torrent**

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