

VANGUARD VETERAN SQUAD WITH JUMP PACKS

M	T	SV	W	LD	OC
12"	4	3+	2	6+	1

AUFSTELLUNG

5-10x Vanguard Veterans with Jump Packs oder Vanguard Veteran Sergeant with Jump Pack

Equipped with: Bolt pistol, Grav-pistol, Hand flamer, Heavy Bolt Pistol, Inferno Pistol, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Master-crafted Power Weapon, Vanguard Veteran Weapon

Wargear Options:

- Each Vanguard Veterans with Jump Packs can replace its Storm Shield with Plasma pistol, Inferno Pistol, Hand flamer, Bolt pistol, Grav-pistol or Heavy Bolt Pistol.
- Each Vanguard Veterans with Jump Packs can replace its Vanguard Veteran Weapon with Master-crafted Power Weapon.
- Each Vanguard Veteran Sergeant with Jump Pack can replace its Bolt pistol with Storm Shield, Plasma pistol, Inferno Pistol, Hand flamer, Grav-pistol or Heavy Bolt Pistol.
- Each Vanguard Veteran Sergeant with Jump Pack can replace its Vanguard Veteran Weapon with Master-crafted Power Weapon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1

ABILITIES

RULES - Close-quarters, Deep Strike

Storm Shield

The bearer has a 4+ invulnerable save



Grav-pistol ANTI-VEHICLE 2+, PISTOL	12"	1	3+	4	-1	2
Hand flamer IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	3	0	1
Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	1
Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	1
Inferno Pistol MELTA 2, PISTOL	6"	1	3+	8	-4	D3
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, PISTOL	12"	1	3+	8	-3	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	3	3+	5	-2	2
Vanguard Veteran Weapon	Melee	4	3+	5	-1	1

Storm Shield

The bearer has a 4+ invulnerable save

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.