

# LONG FANGS [LEGENDS]

## LONG FANG PACK LEADER

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

### AUFSTELLUNG

- 1x Long Fang Pack Leader - Equipped with: ► Plasma pistol - supercharge, ► Plasma pistol - standard, Close combat weapon, Power weapon
- 4-5x Long Fang w/ boltgun oder Long Fang w/ lascannon oder Long Fang w/ heavy bolter oder Long Fang w/ grav-cannon oder Long Fang w/ missile launcher oder Long Fang w/ plasma cannon oder Long Fang w/ multi-melta oder Long Fang w/ heavy flamer
- Wargear Options:**
- Each Long Fang Pack Leader can replace its Boltgun with Flamer, Grav-gun, Plasma gun, Meltagun or Plasma pistol.
  - Each Long Fang Pack Leader can replace its Close combat weapon with Power weapon, Power fist or Astartes Chainsword.
  - This model's Boltgun can be replaced with 1x Multi-melta.

## ⚙ RANGED WEAPONS

| WEAPON                                        | RANGE | A  | BS  | S | AP | D |
|-----------------------------------------------|-------|----|-----|---|----|---|
| Grav-cannon<br>ANTI-VEHICLE 2+, HEAVY         | 24"   | 3  | 4+  | 6 | -1 | 3 |
| Heavy bolter<br>HEAVY, SUSTAINED HITS 1       | 36"   | 3  | 4+  | 5 | -1 | 2 |
| Heavy flamer<br>HEAVY, IGNORES COVER, TORRENT | 12"   | D6 | N/A | 5 | -1 | 1 |

## ABILITIES

### Armorium Cherub

Once per battle, after making a Hit roll for a model in this unit, you can change that roll to an unmodified 6.

### Attached Unit

If a CHARACTER unit from your army with the Leader ability can be attached to a DEVASTATOR SQUAD, it can instead be attached to this unit.



|                                                          |     |    |    |    |    |      |
|----------------------------------------------------------|-----|----|----|----|----|------|
| Lascannon<br>HEAVY                                       | 48" | 1  | 4+ | 12 | -3 | D6+1 |
| ➤ Missile launcher - frag<br>BLAST, HEAVY                | 48" | D6 | 4+ | 4  | 0  | 1    |
| ➤ Missile launcher - krak<br>HEAVY                       | 48" | 1  | 4+ | 9  | -2 | D6   |
| ➤ Plasma cannon - standard<br>BLAST, HEAVY               | 36" | D3 | 4+ | 7  | -2 | 1    |
| ➤ Plasma cannon - supercharge<br>BLAST, HAZARDOUS, HEAVY | 36" | D3 | 4+ | 8  | -3 | 2    |
| ➤ Plasma pistol - standard<br>PISTOL                     | 12" | 1  | 3+ | 7  | -2 | 1    |
| ➤ Plasma pistol - supercharge<br>HAZARDOUS, PISTOL       | 12" | 1  | 3+ | 8  | -3 | 2    |

## ✂ MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Close combat weapon | Melee | 2 | 3+ | 4 | 0  | 1 |
| Power weapon        | Melee | 2 | 3+ | 5 | -2 | 1 |

## Fire Discipline

Each time this unit Remains Stationary, if it includes a Long Fang Pack Leader, you can select one enemy unit that is visible to that model. Until the end of the turn, each time a model in this unit makes a ranged attack that targets that enemy unit, re-roll a Hit roll of 1.



## 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+.*

### Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

### 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.

### Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

### 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).

### 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.

### Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).*

### **Torrent**

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

