

TYRANNIC WAR VETERANS [LEGENDS]

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

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.

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.

