

VANGUARD VETERAN SQUAD

[LEGENDS]

120–240 PTS

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



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Grav-pistol	12"	1	3+	4	-1	2
Hand flamer	12"	D6	N/A	3	0	1
Inferno Pistol	6"	1	3+	8	-4	D3
► Plasma pistol - standard	12"	1	3+	7	-2	1
► Plasma pistol - supercharge	12"	1	3+	8	-3	2



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

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.

ABILITIES

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.

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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.

CORE RULES

◆ Close-quarters

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.

◆ Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

