LAND SPEEDER

105 PTS

M	T	Sv	W	LD	OC
14"	8	3+	9	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Multi-melta **MELTA 3**	18"	2	3+	10	-3	D3+2
Onslaught gatling cannon **DEVASTATING WOUNDS: NON-MONSTER/VEHICLE**	24"	8	3+	5	-1	1
Pyrecannon **BLAST 2** **TORRENT**	12"	4	-	6	-1	1
Stormfury Missile Launcher	48"	1	3+	10	-3	D3+3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	3	4+	6	0	1

ABILITIES

Purgation Run
In your Shooting phase, when this unit has shot, you can use this ability. If you do:

- This unit can make a normal move of up to D6".
- This unit is not eligible to declare a charge until the end of the turn.

WEAPON ABILITIES

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).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.*

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

AUFSTELLUNG

1x Land Speeder
(105x70mm Oval Base)

Equipped with: Multi-melta, Onslaught gatling cannon, Pyrecannon, Stormfury Missile Launcher, Armoured Impact

Wargear Options:

- This model can replace its Onslaught gatling cannon with Pyrecannon.

KEYWORDS: Vehicle, Fly, Imperium, Land Speeder, Speeder, Frame
FACTION KEYWORDS: Adeptus Astartes

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FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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FACTION KEYWORDS: Adeptus Astartes