# LAND SPEEDER TORNADO [LEGENDS] - IMPERIUM - SPACE MARINES

**95 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 14" | 7 | 3+ | 6 | 6+ | 2 |

**AUFSTELLUNG**

1x Land Speeder Tornado [Legends]

**Equipped with:** Assault Cannon, Heavy Bolter, Heavy Flamer, Multi-melta, Close combat weapon

**Wargear Options:**
- This model can replace its Multi-melta with Heavy Bolter.
- This model can replace its Assault Cannon with Heavy Flamer.

**KEYWORDS:** Vehicle, Fly, Imperium, Land Speeder Tornado

**FACTION KEYWORDS:** Adeptus Astartes

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Assault Cannon<br>DEVASTATING WOUNDS | 24" | 6 | 3+ | 6 | 0 | 1 |
| Heavy Bolter<br>SUSTAINED HITS 1 | 36" | 3 | 3+ | 5 | -1 | 2 |
| Heavy Flamer<br>BLAST 2, TORRENT | 12" | 3 | - | 5 | -1 | 1 |
| Multi-melta<br>MELTA 2 | 18" | 2 | 3+ | 9 | -4 | D6 |

## MELEE WEAPONS

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

## ABILITIES

**Strafing Enfilade**
Each time this model ends a Normal move, you can select one enemy unit (excluding Monster and Vehicle units) that it moved over during that move, then roll six D6: for each 4+, that enemy unit suffers 1 mortal wound

## 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.*

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### 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.

## 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

### Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

### 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.