

LAND SPEEDER

STORM [LEGENDS]

M14"74+76+1

Base —



Combat Doctrines

Deadly Demise 1

Firing Deck 6

1KOMMANDO

2BEWEGUNG

Storm Assault
Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

3BESCHUSS

Cerberus Launcher **BLAST**
R18"AD6+3BS3+S4AP0D1
VERWUNDET
2+3+4+5+6+
T1-2T3T4T5-7T8+

Heavy Bolter **SUSTAINED HITS 1**
R36"AD3BS3+S5AP-1D2
VERWUNDET
2+3+4+5+6+
T1-2T3-4T5T6-9T10+

4ANGRIFF

5NAHKAMPF

Close combat weapon
RMeleeAS3WS3+S4AP0D1
VERWUNDET
2+3+4+5+6+
T1-2T3T4T5-7T8+

VERTEIDIGUNG

IMMER / EINMALIG

Transport
This model has a transport capacity of 6 models. It can only transport Scout Squad, Scout Sniper Squad and Sergeant Telion models.

GEGEN DIESE EINHEIT
W7 · RW 4+ · 7 LP je Modell
WIRD VERWUNDET MIT
2+S14+3+S8-134+S75+S4-66+S1-3
RETTUNGSWURF JE DS
DS 0DS -1DS -2DS -3DS -4
4+5+6+—

REGELN & KEYWORDS KURZ
Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.
Deadly Demise 1 This ability always takes the form Deadly Demise X.
Firing Deck 6 This ability always takes the form Firing Deck X.
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 (roun...
SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG
1x Land Speeder Storm [Legends]
Ausrüstung: Cerberus Launcher, Heavy Bolter, Close combat weapon