

IMPERIUM - SPACE MARINES

LAND SPEEDER

TEMPEST

[LEGENDS]

M14"

T8

SV3+

W7

LD6+

OC2

95 PTS

Base —



- Combat Doctrines
- Deadly Demise 1
- Deep Strike

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Assault Cannon

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	6	3+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

► Tempest Salvo Launcher - Frag

BLAST

R	A	BS	S	AP	D
36"	2D6	3+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

► Tempest Salvo Launcher - Krak

R	A	BS	S	AP	D
36"	2	3+	9	-2	D6

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-8	T9	T10-17	T18+

4ANGRIFF

5NAHKAMPF

Armoured Hull

R	A	WS	S	AP	D
Melee	3	4+	4	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

VERTEIDIGUNG

∞IMMER / EINMALIG

Isolate and Destroy

Each time this model makes an attack that targets an enemy unit, if there are no other units from your opponent's army within 6" of that target, add 1 to the Wound roll.

GEGEN DIESE EINHEIT

W8 · RW 3+ · 7 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S16+	S9-15	S8	S5-7	S1-4

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	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.

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" horizo...

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...

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...

AUFSTELLUNG

1x Land Speeder Tempest [Legends]

Ausrüstung:

Assault Cannon, ► Tempest Salvo Launcher - Frag, ► Tempest Salvo Launcher - Krak, Armoured Hull