

LAND SPEEDER STORM [LEGENDS]

M

14"

T

7

SV

4+

W

7

LD

6+

OC

1



- Combat Doctrines
- Deadly Demise 1
- Firing Deck 6

1

KOMMANDO

2 BEWEGUNG

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.

3 BESCHUSS

Cerberus Launcher **BLAST**

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

VERWUNDET

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

Heavy Bolter **SUSTAINED HITS 1**

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

4

ANGRIFF

5 NAHKAMPF

Close combat weapon

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

VERWUNDET

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

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+	3+	4+	5+	6+
S14+	S8-13	S7	S4-6	S1-3

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -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 (round down).

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