

LAND SPEEDER TORNADO [LEGENDS]

M

14"

T

7

SV

3+

W

6

LD

6+

OC

2

95 PTS

Base —



- Combat Doctrines
- Deadly Demise 1
- Deep Strike

1

COMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Assault Cannon

DEVASTATING WOUNDS

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

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Heavy Bolter

SUSTAINED HITS 1

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

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Heavy Flamer

BLAST 2

TORRENT

R	A	BS	S	AP	D
12"	3	-	5	-1	1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Multi-melta

MELTA 2

R	A	BS	S	AP	D
18"	2	3+	9	-4	D6

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

4

ANGRIFF

—

5

NAHKAMPF

Close combat weapon

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

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

VERTEIDIGUNG

—

IMMER / EINMALIG

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

GEGEN DIESE EINHEIT

W7 · RW 3+ · 6 LP je Modell
WIRD VERWUNDET MIT

2+ S14+	3+ S8-13	4+ S7	5+ S4-6	6+ S1-3
RETTUNGSWURF JE DS				
DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 —

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...

MELTA This ability always takes the form [MELTA X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Land Speeder Tornado [Legends]

Ausrüstung: Assault Cannon, Heavy Bolter, Heavy Flamer, Multi-melta, Close combat weapon

- This model can replace its Multi-melta with Heavy Bolter.
- This model can replace its Assault Cannon with Heavy Flamer.