

LAND SPEEDER

M	T	SV	W	LD	OC
14"	8	3+	9	6+	3

AUFSTELLUNG

1x Land Speeder (105x70mm Oval Base)

Equipped with: Multi-melta, Onslaught gatling cannon, Pyrecannon, Stormfury Missile Launcher, Armoured Impact

Wargear Options:

- This model can replace its Onslaught gatling cannon with Pyrecannon.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Multi-melta MELTA 3	18"	2	3+	10	-3	D3+2
Onslaught gatling cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE	24"	8	3+	5	-1	1
Pyrecannon BLAST 2, TORRENT	12"	4	-	6	-1	1
Stormfury Missile Launcher	48"	1	3+	10	-3	D3+3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Impact	Melee	3	4+	6	0	1

ABILITIES

RULES - Combat Doctrines, Deep Strike

Purgation Run

In your Shooting phase, when this unit has shot, you can use this ability. If you do:

- This unit can make a normal move of up to D6".
- This unit is not eligible to declare a charge until the end of the turn.



WEAPON RULES

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.

Torrent

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