

IMPERIUM - DARK ANGELS

LAND SPEEDER VENGENCE

Combat Doctrines Deadly Demise D3 Deep Strike

M14"

T9

SV3+

W11

LD6+

OC3

RW5+

150 PTS

Base Large Flying Base



1KOMMANDO

2BEWEGUNG

3 BESCHUSS

Assault Cannon

SUSTAINED HITS 1

R	A	BS	S	AP	D
24"	6	3+	6	-2	1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Heavy Bolter

RAPID FIRE 2

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+

Plasma storm battery - standard

BLAST 1

TWIN-LINKED

R	A	BS	S	AP	D
36"	D3+3	3+	9	-2	2

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Plasma storm battery - supercharge

BLAST 1

HAZARDOUS

TWIN-LINKED

R	A	BS	S	AP	D
36"	D3+3	3+	10	-3	3

VERWUNDET

2+T1-5

3+T6-9

4+T10

5+T11-19

6+T20+

Storm of Vengeance

(Once per turn, per unit)

In your opponent's Shooting phase, when an enemy unit has shot, if those attacks destroyed a friendly Dark Angels unit within 6" of this unit, you can use this ability. If you do, this unit shoots using normal shooting but while doing so this unit can only target that enemy unit.

4ANGRIFF

5 NAHKAMPF

Armoured Hull

Melee

R	A	WS	S	AP	D
3	4+	6	0	1	

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W9 · RW 3+ · 5++ · 11 LP je Modell

WIRD VERWUNDET MIT

2+S18+

3+S10-17

RETTUNGSWURF JE DS

DS 03+

DS -14+

4+S9

5+S5-8

6+S1-4

DS -25+

DS -35++

DS -45++

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Deadly Demise D3 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...

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Land Speeder Vengeance

Ausrüstung: Assault Cannon, Heavy Bolter, ▶ Plasma storm battery - standard, ▶ Plasma storm battery - supercharge, Armoured Hull

• This model can replace its Heavy Bolter with Assault Cannon.

KEYWORDS Fly, Imperium, Vehicle, Land Speeder Vengeance, Ravenwing, Frame, Speeder · FRAKTION Adeptus Astartes, Dark Angels