

LAND SPEEDER VENGEANCE

M	T	SV	W	LD	OC	
14"	9	3+	11	6+	3	5+

AUFSTELLUNG

1x Land Speeder Vengeance (Large Flying Base)

Equipped with: Assault Cannon, Heavy Bolter, ► Plasma storm battery - standard, ► Plasma storm battery - supercharge, Armoured Hull

Wargear Options:

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

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault Cannon SUSTAINED HITS 1	24"	6	3+	6	-2	1
Heavy Bolter RAPID FIRE 2, SUSTAINED HITS 1	36"	3	3+	5	-1	2
► Plasma storm battery - standard BLAST 1, TWIN-LINKED	36"	D3+3	3+	9	-2	2
► Plasma storm battery - supercharge BLAST 1, HAZARDOUS, TWIN-LINKED	36"	D3+3	3+	10	-3	3

✂ MELEE WEAPONS

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

ABILITIES

RULES - Combat Doctrines, Deadly Demise D3, Deep Strike

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.



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).*

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 the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked

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

