

JAVELIN ATTACK SPEEDER [LEGENDS] -
LIBRARY - ASTARTES HERESY LEGENDS

110 PTS

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

AUFSTELLUNG
1x Javelin Attack Speeder [Legends]
Equipped with: Heavy bolter, Hunter-killer missile, Lascannon, Multi-melta, ► Javelin missile launcher - frag, ► Javelin missile launcher - krak, Close combat weapon
Wargear Options:

- This model can be equipped with up to 2x Hunter-killer missile.
- This model can replace its Heavy bolter with Multi-melta.
- This model can replace its Javelin missile launcher with Two lascannons.

KEYWORDS: Vehicle, Fly, Imperium, Javelin Attack Speeder
FACTION KEYWORDS: Adeptus Astartes

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	3+	5	-1	2
Hunter-killer missile ONE SHOT	48"	1	2+	14	-3	D6
Lascannon	48"	1	3+	12	-3	D6+1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
► Javelin missile launcher - frag BLAST	36"	3D6	3+	4	0	1
► Javelin missile launcher - krak	36"	3	3+	9	-2	D6

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

Fire and Redeploy
In your Shooting phase, each time this model has shot, if it is not within Engagement Range of any enemy units, it can make a Normal move of up to D6". If it does, until the end of the turn, this model is not eligible to declare a charge.

WEAPON ABILITIES

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).*

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.*

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

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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).

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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" horizontally from all enemy units, even if that is within your opponent's deployment zone.