

LAND SPEEDER

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

AUFSTELLUNG

1x Land Speeder

Equipped with: Heavy Flamer, Multi-melta, Onslaught gatling cannon, Stormfury Missile Launcher, Close combat weapon

Wargear Options:

- This model can replace its Onslaught gatling cannon with Heavy Flamer.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Onslaught gatling cannon DEVASTATING WOUNDS	24"	8	3+	5	0	1
Stormfury Missile Launcher	48"	1	3+	12	-3	D6+1

✂ MELEE WEAPONS

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

ABILITIES

RULES - Deep Strike

Purgation Run

In your Shooting phase, after this unit has shot, it can make a normal move of up to D6". If it does, until the end of the turn, this unit is not eligible to declare a charge.



WEAPON RULES

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.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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.

