

LAND SPEEDER

105 PTS



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

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

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.

ABILITIES

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.



CORE RULES

◆ 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.

