


LAND SPEEDER

55 POINTS + WEAPONS

<p>VEHICLE DATA</p> <p>MOVEMENT</p> <p>SLOW SPEED: 10" COMBAT SPEED: 20" FAST SPEED: 30" TYPE: SKIMMER</p> <p>RAM VALUE: STRENGTH 6 D6 DAMAGE -3 SAVE</p> <p>CREW: 1 SPACE MARINE DRIVER 1 SPACE MARINE GUNNER</p>	
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WEAPONS

One of the following weapons must be mounted for the gunner to operate:
Heavy Bolter +15 points; **Heavy Flamer** +25 points; **Multi-melta** +65 points.
 The weapon has a 90° fire arc and a targeter.

In addition a secondary weapon may be mounted, operated by the driver:
Typhoon Missile Launcher (twin-linked missile launcher with frag and krak missiles) +68 points; **Heavy Bolter** +15 points; **Heavy Flamer** +25 points; **Multi-melta** +65 points; **Assault Cannon** +45 points.
 The weapon has a 180° fire arc and a targeter.

D6	Location	Front Armour	Rear Armour
1 - 2	Crew *	See below	
3 - 6	Land Speeder	10	12

* Hit the nearest to the attacker.

D6	LAND SPEEDER DAMAGE TABLE
1	The Gunner's weapon is destroyed and may no longer be used.
2	The Driver's weapon is destroyed and may no longer be used.
3	The Land Speeder's controls are damaged making it difficult to control. Roll a D6 at the start of each movement phase. On a roll of 4 - 6 the Land Speeder moves normally. On a roll of 1 - 3 it moves out of control for that turn.
4	The Land Speeder's engine cuts out and it crashes to the ground 2D6" away in a random direction. Anything under it when it crashes takes D3 S6 hits with a -2 save. The crew can leap to the ground before it crashes, but if the Land Speeder moved over 10" in its last turn they suffer damage as normal.
5	The Land Speeder's engine blows up, killing the crew. The wreck plummets to the ground 2D6" away in a random direction. Anything under it when it crashes takes D3 S6 hits with a -2 save.
6	The Land Speeder's engine blows up, killing the crew. The wreck plummets to the ground 2D6" away in a random direction. When it hits the ground its ammunition explodes, causing D3 strength 8 hits with a -3 save to all models within 3".

CREW DAMAGE

Roll to see if the crewman is killed using the normal shooting rules. If the gunner is killed his weapon may no longer be used. If the driver is killed the Land Speeder will move out of control for the remainder of the game or until it hits terrain it cannot cross, collides with a vehicle or building, or leaves the table, or until the gunner takes over.