

## FAST ATTACK

*Javelin attack speeders share many of the advanced systems found in the jetbikes of the Legiones Astartes Sky-hunter strike squadrons, and as such are both rare and highly valued. Utilising a range of antigrav impellor technologies so esoteric that some amongst the Mechanicum regard them with overt distrust, Javelin attack speeders are time-consuming to construct and difficult to repair should they sustain battle damage. Nevertheless, they are fast, highly manoeuvrable, have an extended operational range and, perhaps most importantly, are able to carry a heavy payload of weapon systems. All of these characteristics ensure that these rare attack vehicles remain in high demand amongst the Legiones Astartes.*

## LEGION JAVELIN SQUADRON .....90 POINTS

	M	WS	BS	S	T	W	I	A	Ld	Sv
Legion Javelin	14	4	4	4	6	4	4	2	8	3+

### Unit Composition

- 1 Legion Javelin

### Wargear

- Bolt pistol
- Chainsword
- Power armour
- Legion Javelin Land Speeder

### Unit Type

- Cavalry (Antigrav, Heavy)

### Special Rules

- Legiones Astartes (X)
- Deep Strike
- Outflank
- Relentless
- Firing Protocols (4)
- Harbingers of the Legion
- Hit & Run

### Options

- A Legion Javelin Squadron may take:
  - Up to 2 additional Legion Javelins.....+90 points each
- Any model may replace the single heavy bolter that is included with the Javelin Land Speeder's basic wargear with a:
  - Heavy flamer .....Free
  - Multi-melta .....+10 points per model
- Any model may replace the Legion Javelin Land Speeder's cyclone missile launcher with:
  - Two heavy bolters .....Free
  - Two volkite culverin .....Free
  - Two lascannon.....+5 points per model
- Any model may take up to two hunter-killer missiles .....+5 points each

