DEATHSTRIKE

125 PTS

M	T	Sv	W	LD	OC
10"	10	3+	11	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Deathstrike Missile **BLAST** **ONE SHOT** PLASMA WARHEAD	N/A	2D6	2+	16	-4	1
Heavy bolter **SUSTAINED HITS 1**	36"	3	4+	5	-1	2
Heavy flamer **IGNORES COVER** **TORRENT**	12"	D6	N/A	5	-1	1
Hunter-killer missile **ONE SHOT**	48"	1	4+	14	-3	D6

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Deathstrike Missile
In your Shooting phase, each time this model is selected to shoot, if it has not shot with its Deathstrike missile this battle, you can do one of the following in addition to resolving this model's ranged attacks:

- Designate Target: If this model does not have a Deathstrike Target marker on the battlefield, place a Deathstrike Target marker for this model anywhere on the battlefield.

- Adjust Target: If this model has a Deathstrike Target marker on the battlefield, move that marker to anywhere else on the battlefield.

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).*

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).

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.

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).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Deathstrike (Hull)

Equipped with: Deathstrike Missile, Heavy bolter, Heavy flamer, Hunter-killer missile, Armoured tracks

Wargear Options:
- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its Heavy bolter with Heavy flamer.

KEYWORDS: Deathstrike, Imperium, Smoke, Squadron, Vehicle, Artillery, Frame
FACTION KEYWORDS: Astra Militarum

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CORE RULES

Deadly Demise D6

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.

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