STORMSWORD

430 PTS

M	T	Sv	W	LD	OC
12"	13	2+	24	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lascannon	48"	1	4+	12	-3	D6+1
Stormsword siege cannon BLAST IGNORES COVER	48"	D6+6	4+	16	-4	D6+2
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	4+	5	-1	2
Twin heavy flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

ABILITIES

Concussive Wave
In your Shooting phase, just after selecting a target for this model's Stormsword siege cannon, roll one D6 for the target unit and every other unit within 3" of that unit: on a 5+, the unit being rolled for is struck by a concussive wave. After this model has finished making its attacks against that target unit this phase, each unit struck by a concussive wave suffers D3 mortal wounds.

Damaged: 1-8 Wounds Remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

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).

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.

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Stormsword (Hull)

Equipped with: Lascannon, Stormsword siege cannon, Twin heavy bolter, Twin heavy flamer, Armoured tracks

Wargear Options:
- This model can replace its 2 Twin Heavy Flamers with 2 Twin Heavy Bolters.
- This model can be equipped with one of: 2 Lascannons and 2 Twin Heavy Bolters, 2 Lascannons and 2 Twin Heavy Flamers.

KEYWORDS: Stormsword, Imperium, Smoke, Titanic, Vehicle, Frame
FACTION KEYWORDS: Astra Militarum

STORMSWORD

430 PTS

M	T	Sv	W	LD	OC
12"	13	2+	24	7+	8

CORE RULES

Deadly Demise D6+2

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.

KEYWORDS: Stormsword, Imperium, Smoke, Titanic, Vehicle, Frame
FACTION KEYWORDS: Astra Militarum