

STORMBLADE [LEGENDS]

Deadly Demise D6+2

M9"

T13

SV2+

W24

LD7+

OC8

415 PTS

Base —



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Heavy stubber

RAPID FIRE 3

R	A	BS	S	AP	D
36"	3	4+	4	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Hunter-killer missile

ONE SHOT

R	A	BS	S	AP	D
48"	1	4+	14	-3	D6

VERWUNDET

2+

3+

4+

5+

6+

T1-7

T8-13

T14

T15-27

T28+

Lascannon

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	4+	4	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Twin heavy bolter

SUSTAINED HITS 1

TWIN-LINKED

R	A	BS	S	AP	D
36"	3	4+	5	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Twin heavy flamer

IGNORES COVER

TORRENT

TWIN-LINKED

R	A	BS	S	AP	D
12"	D6	N/A	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Stormblade plasma blastgun - standard

BLAST

R	A	BS	S	AP	D
48"	D6+3	4+	9	-2	3

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Stormblade plasma blastgun - supercharge

BLAST

HAZARDOUS

R	A	BS	S	AP	D
48"	D6+3	4+	10	-3	4

VERWUNDET

2+

3+

4+

5+

6+

T1-5

T6-9

T10

T11-19

T20+

Close-range Devastation

Each time this model makes a ranged attack with its Stormblade plasma blastgun that targets a unit within half range, you can re-roll the Hit roll.

4ANGRIFF

5NAHKAMPF

Armoured tracks

R	A	WS	S	AP	D
Melee	6	4+	8	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W13 · RW 2+ · 24 LP je Modell

WIRD VERWUNDET MIT

2+ S26+	3+ S14-25	4+ S13	5+ S7-12	6+ S1-6
RETTUNGSWURF JE DS				
DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 6+

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.

REGELN & KEYWORDS KURZ

Deadly Demise D6+2 This ability always takes the form Deadly Demise X.

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 (roun...

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

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 mod...

ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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 Stormblade [Legends]

Ausrüstung: Heavy stubber, Hunter-killer missile, Lascannon, Storm bolter, Twin heavy bolter, Twin heavy flamer, ► Stormblade plasma blastgun - standard, ► Stormblade plasma blastgun - supercharge, Armoured tracks

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its 2 Twin Heavy Bolters with 2 Twin Heavy Flamers.
- This model can be equipped with one of: Heavy stubber, Storm bolter.
- This model can be equipped with one of: 2 Lascannons and 2 Twin Heavy Bolters, 2 Lascannons and 2 Twin Heavy Flamers.