IMPERIUM - ASTRA MILITARUM

STORMBLADE [LEGENDS]

415 PTS

M	T	SV	W	LD	OC
9"	13	2+	24	7+	8

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy stubber [RAPID FIRE 3]	36"	3	4+	4	0	1
Hunter-killer missile [ONE SHOT]	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
Storm bolter [RAPID FIRE 2]	24"	2	4+	4	0	1
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	5	-1	1
➤ Stormblade plasma blastgun - standard [BLAST]	48"	D6+3	4+	9	-2	3
➤ Stormblade plasma blastgun - supercharge [BLAST] [HAZARDOUS]	48"	D6+3	4+	10	-3	4

MELEE WEAPONS

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

AUFSTELLUNG

1x Stormblade [Legends]

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

Wargear Options:

- 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.

ABILITIES

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.

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 RULES

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).*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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.

RAPID FIRE
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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.

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").