

STORM SPEEDER HAMMERSTRIKE -
IMPERIUM - SPACE MARINES

140 PTS

M	T	Sv	W	LD	OC
14"	9	3+	11	6+	3

<div>AUFSTELLUNG</div> <div>1x Storm Speeder Hammerstrike (90mm)</div> <div>Equipped with: Hammerstrike Missile Launcher, Krakstorm Grenade Launchers, Melta Destroyer, Armoured Impact</div>	<div>KEYWORDS: Imperium, Fly, Vehicle, Storm Speeder Hammerstrike, Frame, Speeder</div> <div>FACTION KEYWORDS: Adeptus Astartes</div>
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⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hammerstrike Missile Launcher	36"	2	3+	10	-3	D3+2
Krakstorm Grenade Launchers	18"	2	3+	9	-1	2
Melta Destroyer <small>MELTA 3</small>	18"	3	3+	10	-3	D3+2

⚔ MELEE WEAPONS

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

ABILITIES

<div>Hammerstrike</div> <div>This unit's ranged attacks that target an enemy unit within a terrain area have [SUSTAINED HITS 1]</div>

FACTION RULES

<div>Combat Doctrines</div> <div>At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase</div> <div>Assault Doctrine</div> <div>When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.</div> <div>Devastator Doctrine</div> <div>This unit's ranged attacks have [ASSAULT]</div> <div>Tactical Doctrine</div> <div>When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.</div> <div>Unless otherwise stated.</div> <div>- You can only select each Combat Doctrine once per battle</div> <div>- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.</div>
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CORE RULES

<div>Deadly Demise D3</div> <div>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").</div> <div>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.</div>

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Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.