IMPERIUM - SPACE MARINES

STORM SPEEDER HAMMERSTRIKE

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

140 PTS
Base 90mm

Combat Doctrines | **Deadly Demise D3** | **Deep Strike**

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Hammerstrike Missile Launcher

R	A	BS	S	AP	D
36"	2	3+	10	-3	D3+2

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Krakstorm Grenade Launchers

R	A	BS	S	AP	D
18"	2	3+	9	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

Melta Destroyer MELTA 3

R	A	BS	S	AP	D
18"	3	3+	10	-3	D3+2

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Hammerstrike

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

4 ANGRIFF

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5 NAHKAMPF

Armoured Impact

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W9 · RW 3+ · 11 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	S1–4

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
3+	4+	5+	6+	–

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Deadly Demise D3 This ability always takes the form Deadly Demise X.

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" horizo…

AUFSTELLUNG

1x Storm Speeder Hammerstrike

Ausrüstung: Hammerstrike Missile Launcher, Krakstorm Grenade Launchers, Melta Destroyer, Armoured Impact

KEYWORDS Imperium, Fly, Vehicle, Storm Speeder Hammerstrike, Frame, Speeder · **FRAKTION** Adeptus Astartes