

STORM SPEEDER HAILSTRIKE

Combat Doctrines Deadly Demise D3 Deep Strike

M

14"

T

9

SV

3+

W

11

LD

6+

OC

3

110 PTS
Base 90mm



1
KOMMANDO

2
BEWEGUNG

3
BESCHUSS

4
ANGRIFF

5
NAHKAMPF

6
VERTEIDIGUNG

7
IMMER / EINMALIG

18"

6

3+

4

-1

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

36"

6

3+

4

-1

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

24"

8

3+

5

-1

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Hailstrike

In your Shooting phase, when this unit has shot, select one enemy unit hit by those attacks. Friendly Adeptus Astartes units' ranged attacks that target that enemy unit have [Ignores Cover](#).

Melee

3

4+

6

0

1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

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...

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

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...

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

AUFSTELLUNG

1x Storm Speeder Hailstrike
Ausrüstung: Fragstorm Grenade Launchers, Ironhail Heavy Stubber Array, Onslaught gatling cannon, Armoured Impact