

STORM SPEEDER HAILSTRIKE

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

AUFSTELLUNG

1x Storm Speeder Hailstrike (90mm)

Equipped with: Fragstorm Grenade Launchers, Ironhail Heavy Stubber Array, Onslaught gatling cannon, Armoured Impact

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fragstorm Grenade Launchers BLAST 2	18"	6	3+	4	-1	1
Ironhail Heavy Stubber Array IGNORES COVER, RAPID FIRE 6	36"	6	3+	4	-1	1
Onslaught gatling cannon DEVASTATING WOUNDS: NON-MONSTER/VEHICLE	24"	8	3+	5	-1	1

✂ MELEE WEAPONS

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

ABILITIES

RULES - Combat Doctrines, Deadly Demise D3, Deep Strike

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 **Ignore Cover**.



WEAPON RULES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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).

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).*

