

STORM SPEEDER THUNDERSTRIKE

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

AUFSTELLUNG

1x Storm Speeder Thunderstrike (90mm)

Equipped with: Stormfury Missile Launcher, Thunderstrike Icarus Rocket Pod, Thunderstrike Las-talon, Armoured Impact

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stormfury Missile Launcher	48"	2	3+	10	-3	D3+3
Thunderstrike Icarus Rocket Pod <small>ANTI-FLY 2+</small>	24"	6	3+	6	-1	2
Thunderstrike Las-talon	36"	2	3+	10	-3	D3+3

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

Shattered Defences

In your Shooting phase, when this unit has shot, select one enemy Monster/Vehicle unit hit by those attacks. Friendly Adeptus Astartes units' ranged attacks that target that enemy unit have +1 AP.

Thunderstrike

This unit's ranged attacks that target a Monster/Vehicle unit have +1 to wound rolls.



WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

