

FIRESTORM [LEGENDS]

115 PTS

M	T	Sv	W	LD	OC
14"	9	3+	12	6+	3

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Firestorm Scatter Laser ANTI-FLY 2+	36"	16	3+	5	0	1
Shuriken Cannon SUSTAINED HITS 1	24"	3	3+	6	-1	2
Twin Shuriken Catapult ASSAULT TWIN LINKED	18"	2	3+	4	-1	1

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Wraithbone Hull	Melee	3	4+	6	0	1

ABILITIES

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Skyfire

Each time you target this model with the Fire Overwatch Stratagem just after an enemy unit that can Fly starts or ends a Normal, Advance or Fall Back move, when resolving that Stratagem, in addition to shooting that enemy unit, you can select up to 3 other enemy units within 24" of this model that can Fly; this model can also shoot at each of those units with its Firestorm scatter laser (provided each one is an eligible target), but when doing so, an unmodified Hit roll of 6 is required to score a hit.

WEAPON ABILITIES

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+.

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

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").
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.



AUFSTELLUNG

1x Firestorm [Legends]

Equipped with: Firestorm Scatter Laser, Shuriken Cannon, Twin Shuriken Catapult, Wraithbone Hull

Wargear Options:

This model can replace its Twin Shuriken Catapult with Shuriken Cannon.



KEYWORDS: Vehicle, Fly, Firestorm, Aeldari, Frame

FACTION KEYWORDS: Asuryani

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TRANSPORT

Transport

This model has a transport capacity of 6 Aeldari Infantry models. Each Wraith Construct model takes the space of 2 models. It cannot transport Jump Pack models