

STORM SPEEDER HAMMERSTRIKE -
IMPERIUM - SPACE MARINES

140 PTS

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

AUFSTELLUNG 1x Storm Speeder Hammerstrike Equipped with: Hammerstrike Missile Launcher, Krakstorm Grenade Launcher, Melta Destroyer, Close combat weapon	KEYWORDS: Imperium, Fly, Vehicle, Storm Speeder Hammerstrike, Frame FACTION KEYWORDS: Adeptus Astartes
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 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hammerstrike Missile Launcher	36"	2	3+	9	-3	D6
2x Krakstorm Grenade Launcher	18"	1	3+	9	-1	D3
Melta Destroyer MELTA 2	18"	3	3+	9	-4	D6

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	4	3+	4	0	1

ABILITIES

Hammerstrike Each time this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

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"). <i>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.</i>
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" horizontally from all enemy units, even if that is within your opponent's deployment zone.