

STORM SPEEDER THUNDERSTRIKE -
IMPERIUM - SPACE MARINES

135 PTS

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

AUFSTELLUNG 1x Storm Speeder Thunderstrike Equipped with: Stormfury Missiles, Thunderstrike Las-talon, Twin Icarus Rocket Pod, Close combat weapon	KEYWORDS: Vehicle, Fly, Imperium, Storm Speeder Thunderstrike, Frame FACTION KEYWORDS: Adeptus Astartes
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⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Stormfury Missiles	48"	1	2+	12	-3	D6+1
Thunderstrike Las-talon	36"	2	2+	9	-3	D6+1
Twin Icarus Rocket Pod ANTI-FLY 2+, TWIN-LINKED	24"	D3	3+	8	-1	2

⌘ MELEE WEAPONS

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

ABILITIES

Thunderstrike Each time this model has shot, select one enemy MONSTER or VEHICLE unit that was hit by one or more of those attacks. Until the end of the phase, each time a friendly ADEPTUS ASTARTES unit makes a ranged attack that targets that enemy unit, add 1 to the Wound roll.

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. <i>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+.</i>
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"). <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.