

DEATHSTORM DROP POD [LEGENDS] -
LIBRARY - ASTARTES HERESY LEGENDS

95 PTS

M	T	Sv	W	LD	OC
-	7	3+	8	6+	2

AUFSTELLUNG
1x Deathstorm Drop Pod [Legends]
Equipped with: Deathstorm cannon array, Deathstorm missile array
Wargear Options:
■ This model can replace its Deathstorm cannon array with Deathstorm missile array.

KEYWORDS: Vehicle, Imperium, Deathstorm Drop Pod
FACTION KEYWORDS: Adeptus Astartes

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Deathstorm cannon array SUSTAINED HITS 2	18"	12	4+	6	0	1
Deathstorm missile array BLAST	18"	2D6	4+	8	-2	2

ABILITIES

Deathstorm Assault
This model must start the battle in Reserves, but it is not counted towards any limits placed on the maximum number of Reserves units you can start the battle with. This model can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

WEAPON ABILITIES

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

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).

CORE RULES

Deadly Demise 1
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.

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.