

SOKAR-PATTERN STORMBIRD [LEGENDS] -
LIBRARY - ASTARTES HERESY LEGENDS

900 PTS

M	T	Sv	W	LD	OC
20"+	13	2+	40	6+	0

INVULNERABLE
SAVE



AUFSTELLUNG

1x Sokar-pattern Stormbird [Legends]

Equipped with: Hellstrike missile battery, Twin heavy bolter, Twin lascannon, Armoured hull

KEYWORDS: Vehicle, Titanic, Fly, Transport, Sokar-pattern Stormbird, Aircraft

FACTION KEYWORDS: -

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellstrike missile battery ANTI-FLY 3+	48"	4	3+	10	-3	D6
Twin heavy bolter SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	9	4+	9	0	1

ABILITIES

Aerial Assault

Each time a unit with the Deep Strike ability disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-13 wounds remaining

While this model has 1-13 wounds remaining, each time this model makes an attack, subtract 1 from the Hit 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.

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+.

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

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Deadly Demise 2D6

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.

TRANSPORT

Sokar-pattern Stormbird

This model has a transport capacity of 55 <FACTION> Infantry or <FACTION> MOUNTED models. Each JUMP PACK, WULFEN, GRAVIS, POSSESSED or TERMINATOR model takes up the space of 2 models and each MOUNTED, CENTURION or OBLITERATOR model takes up the space of 3 models. This model can also transport up to 1 RHINO model (this model – and any models embarked within it – take up the space of 25 models).