ARKURIAN STORMHAMMER [LEGENDS]

M	T	SV	W	LD	OC
9"	13	2+	24	7+	8

AUFSTELLUNG

1x Arkurian Stormhammer [Legends]

Equipped with: Heavy bolter, Heavy flamer, Heavy stubber, Hunter-killer missile, Lascannon, Multi-laser, Storm bolter, Stormhammer cannon, Twin battle cannon, Armoured tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can replace its 7 Multi-lasers with 7 Heavy Bolters, 7 Heavy Flamers or 7 Lascannons.
- This model can be equipped with one of: Storm bolter, Heavy stubber.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter SUSTAINED HITS 1	36"	3	4+	5	-1	2
Heavy flamer IGNORES COVER, TORRENT	12"	D6	N/A	5	-1	1
Heavy stubber RAPID FIRE 3	36"	3	4+	4	0	1
Hunter-killer missile ONE SHOT	48"	1	4+	14	-3	D6
Lascannon	48"	1	4+	12	-3	D6+1
7x Multi-laser	48"	4	4+	6	0	1

ABILITIES

RULES - Deadly Demise D6+2

Damaged: 1-8 Wounds Remaining

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Rolling Fortress

Each time a ranged attack is allocated to an ASTRA MILITARUM model from your army, if that model is not fully visible to every model in the attacking unit because of this Arkurian Stormhammer model, that model has the Benefit of Cover against that attack

KEYWORDS: Vehicle, Titanic, Imperium, Arkurian Stormhammer, Frame

FACTION: Astra Militarum **480 PTS**

Storm bolter RAPID FIRE 2	24"	2	4+	4	0	1
Stormhammer cannon BLAST	72"	3D6	4+	12	-2	3
Twin battle cannon BLAST, TWIN-LINKED	48"	D6+3	4+	9	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured tracks	Melee	6	4+	8	0	1

WEAPON RULES

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).*

Ignores Cover

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two 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).*

Torrent

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

Twin-linked

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