

# STORMSWORD

| M   | T  | SV | W  | LD | OC |
|-----|----|----|----|----|----|
| 12" | 13 | 2+ | 24 | 7+ | 8  |

## AUFSTELLUNG

1x Stormsword

**Equipped with:** Lascannon, Stormsword siege cannon, Twin heavy bolter, Twin heavy flamer, Armoured tracks

### Wargear Options:

- This model can replace its 2 Twin Heavy Flamers with 2 Twin Heavy Bolters.
- This model can be equipped with one of: 2 Lascannons and 2 Twin Heavy Bolters, 2 Lascannons and 2 Twin Heavy Flamers.

## ⚔ RANGED WEAPONS

| WEAPON                                                   | RANGE | A    | BS  | S  | AP | D    |
|----------------------------------------------------------|-------|------|-----|----|----|------|
| Lascannon                                                | 48"   | 1    | 4+  | 12 | -3 | D6+1 |
| Stormsword siege cannon<br>BLAST, IGNORES COVER          | 48"   | D6+6 | 4+  | 16 | -4 | D6+2 |
| Twin heavy bolter<br>SUSTAINED HITS 1, TWIN-LINKED       | 36"   | 3    | 4+  | 5  | -1 | 2    |
| Twin heavy flamer<br>IGNORES COVER, TORRENT, TWIN-LINKED | 12"   | D6   | N/A | 6  | -1 | 1    |

## ⚔ MELEE WEAPONS

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

## ABILITIES

**RULES** - Deadly Demise D6+2

### Concussive Wave

In your Shooting phase, just after selecting a target for this model's Stormsword siege cannon, roll one D6 for the target unit and every other unit within 3" of that unit: on a 5+, the unit being rolled for is struck by a concussive wave. After this model has finished making its attacks against that target unit this phase, each unit struck by a concussive wave suffers D3 mortal wounds.

### 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.



## 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).

### 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.

