

STORM SPEEDER THUNDERSTRIKE

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

⚔ 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

RULES - Deadly Demise D3, Deep Strike

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 RULES

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+.*



Twin-linked

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

