

# STORM SPEEDER HAMMERSTRIKE

140 PTS



| M   | T | SV | W  | LD | OC |
|-----|---|----|----|----|----|
| 14" | 9 | 3+ | 11 | 6+ | 3  |

## RANGED WEAPONS

| WEAPON                        | RANGE | A | BS | S | AP | D  |
|-------------------------------|-------|---|----|---|----|----|
| Hammerstrike Missile Launcher | 36"   | 2 | 3+ | 9 | -3 | D6 |
| 2x Krakstorm Grenade Launcher | 18"   | 1 | 3+ | 9 | -1 | D3 |
| Melta Destroyer<br>MELTA 2    | 18"   | 3 | 3+ | 9 | -4 | D6 |

## MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Close combat weapon | Melee | 4 | 3+ | 4 | 0  | 1 |

### AUFSTELLUNG

1x Storm Speeder Hammerstrike

**Equipped with:** Hammerstrike Missile Launcher, Krakstorm Grenade Launcher, Melta Destroyer, Close combat weapon

## ABILITIES

### Hammerstrike

Each time this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

## CORE RULES

### Deadly Demise D3

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").

### 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.

