

STORM SPEEDER THUNDERSTRIKE

135 PTS



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

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	24"	D3	3+	8	-1	2

MELEE WEAPONS

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

AUFSTELLUNG

1x Storm Speeder Thunderstrike

Equipped with: Stormfury Missiles, Thunderstrike Las-talon, Twin Icarus Rocket Pod, Close combat weapon

ABILITIES

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.

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.

