

SOKAR-PATTERN STORMBIRD

[LEGENDS]

900 PTS

M	T	SV	W	LD	OC	
20"+	13	2+	40	6+	0	Ran

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellstrike missile battery ANTI-FLY 3+	48"	4	3+	10	-3	D6
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	9	4+	9	0	1

AUFSTELLUNG

1x Sokar-pattern Stormbird [Legends]

Equipped with: Hellstrike missile battery, Twin heavy bolter, Twin lascannon, Armoured hull

ABILITIES

Aerial Assault

Each time a unit with the Deep Strike ability disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-13 wounds remaining

While this model has 1-13 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Sokar-pattern Stormbird (Transport)

Capacity: This model has a transport capacity of 55 <FACTION> Infantry or <FACTION> MOUNTED models. Each JUMP PACK, WULFEN, GRAVIS, POSSESSED or TERMINATOR model takes up the space of 2 models and each MOUNTED, CENTURION or OBLITERATOR model takes up the space of 3 models. This model can also transport up to 1 RHINO model (this model – and any models embarked within it – take up the space of 25 models).

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+.*

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).*

TWIN-LINKED

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



CORE RULES

◆ **Deadly Demise 2D6**

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").

