

# DEATHSTRIKE VORTEX MISSILE

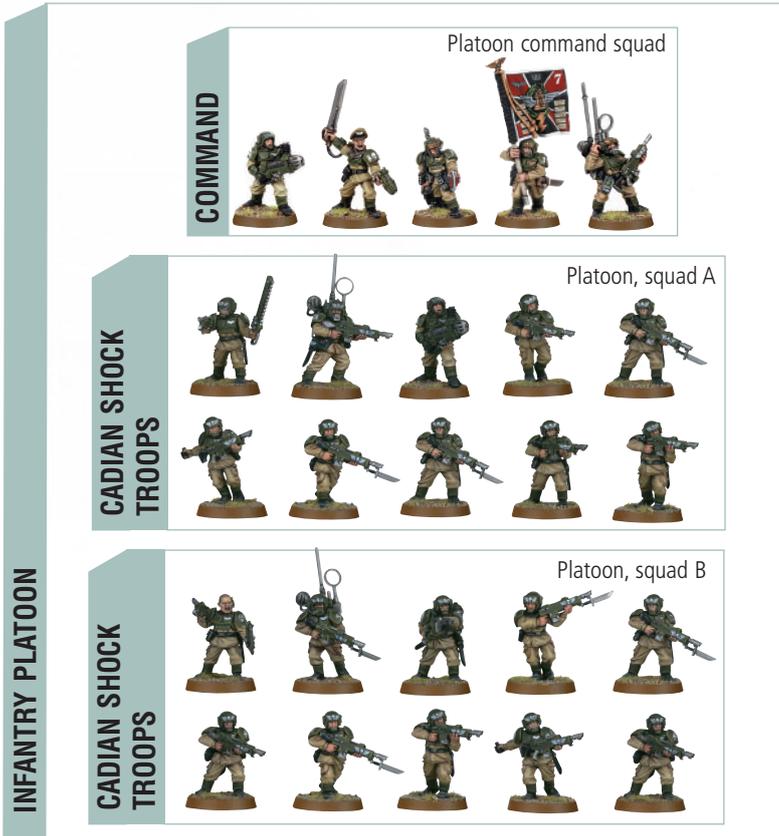
POINTS: 200 + MODELS

Of all the myriad of weapons at the Imperium's disposal, few are as revered or as devastating as a Deathstrike vortex missile – a doomsday weapon of truly apocalyptic proportions. When the missile's warhead explodes, it tears the very fabric of reality, creating a raging maelstrom of destruction that destroys anything and everything it touches. So rare and valuable are these weapons that Segmentum Command must nominally sanction their use, but unleashing such a battlefield asset can swing the course of a war.

A Deathstrike vortex missile is a cumbersome weapon. Not only do these technological relics require constant maintenance, they also require the utmost protection. Indeed, a vortex-armed Deathstrike Missile Launcher represents such high a priority target for enemy commanders that they are never deployed without a large, heavily

armed escort detail and it is common practice to attach at least an entire Infantry Platoon to their defence. These Guardsmen must create a strong defensive perimeter to protect the Deathstrike Missile Launcher, erecting camo-netting to conceal the launch site from prying eyes and maintaining a constant patrol for enemy saboteurs and kill-teams.

As the Deathstrike prepares for launch it will do so under the watchful guidance of a Lord Commissar. Only these officers are trusted with the sanctioned launch codes, for the sheer destructive power of a vortex missile is too much to grant to any but the most loyal servant of the Imperium. Furthermore, where a lesser man may waver at the critical moment, a Lord Commissar will resolutely fulfill his duty and fire the doomsday weapon, no matter the cost.



## FORMATION:

1 Deathstrike Missile Launcher  
armed with a single Deathstrike Vortex Missile

1 Lord Commissar  
1+ Infantry Platoon

## SPECIAL RULES:

**Strike Force:** Every unit in the formation must be deployed within 6" of the Deathstrike Missile Launcher, or, if coming on from reserve, they must enter the table within 6" of the point entered by the Deathstrike Missile Launcher.

**Secret Launch Site:** The Deathstrike Vortex Missile formation has the Camouflage strategic asset.

**Fuelled and Ready to Launch:** You may add +2 to the dice roll when determining if you can launch the vortex missile.

**Deathstrike Vortex Missile:** This doomsday weapon uses the following profile:

RANGE	STR	AP	TYPE
48"-Unlimited	n/a	n/a	Ordnance
Barrage, 10" Blast, One-shot Only			

This missile may only be fired once and it may not be fired directly. After determining the final position of the marker, any models and removable terrain features touched by the blast are removed from the game (flyers are unaffected). Don't even think about making any form of save, and the vortex isn't affected by your Eternal Warrior and other special rules either. Just remove them! - Gargantuan creatures are not removed, but automatically lose D6 Wounds (no saves of any kind allowed!). Super-heavy vehicles are not removed, but automatically lose D3 structure points.

After the initial damage has been resolved the vortex partially collapses. Replace the 10" marker with a 3" blast marker. At the beginning of every following player turn (of both sides!), the vortex tears through the fabric of reality, disappearing and reappearing 2D6" away in a direction shown by the roll of a scatter dice (use the little arrow if you roll a hit). After determining the final position of this marker, resolve any damage, as described for the initial blast above.

If a double is rolled for the distance moved, the vortex is removed instead.