

STORMHAWK INTERCEPTOR

Like a javelin hurled from the hand of some wrathful god, the Stormhawk Interceptor plunges through enemy squadrons and tears out their hearts in a blaze of searing firepower.

MAXIMUM POWER	5	ACCELERATION/BRAKING	3+/3+	TOUGHNESS	4	STRUCTURE	5	DAMAGE CONTROL	3+
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WEAPONS

Twin-linked assault cannon, twin-linked heavy bolter, las-talon. *The twin-linked heavy bolter can be replaced with skyhammer missiles or a typhoon missile launcher, and the las-talon can be replaced with an Icarus stormcannon.*

SPECIAL RULES

Infernum Halo-launcher: You can force an opponent to re-roll one successful hit roll each time the Stormhawk is attacked.

Skyhammer Missiles: A Stormhawk Interceptor can be armed with six skyhammer missiles. Each may be used only once. Any number can be used as part of the same attack if desired.

Thick Frontal Armour: Add 1 to a Stormhawk Interceptor's toughness against attacking flyers that have any part of their base in the Stormhawk Interceptor's forward 180-degree weapon arc.

Weapon	Arc	Range	Hit Rolls	Damage	Ground Attack
Twin-linked assault cannon	Fixed	10"	3+ 3+	2	0
Twin-linked heavy bolter	Fixed	15"	4+ 4+ 4+	1	0
Las-talon	Forward 90°	10"	4+	3	0
Skyhammer missiles (6)	Forward 90°	25"	4+	2	+1 per pair fired
Typhoon missile launcher	Fixed	20"	5+ 5+	2	+1
Icarus stormcannon	Forward 90°	20"	3+ 3+	1	0

MANOEUVRE TABLE					
Manoeuvre	Power Setting & Danger Rolls				Execution
	2	3	4	5	
Level Flight	Always Safe				Move - Move
Bank	1+	1+	1+	1+	Move - Move - Turn
Overthrust	1+	1+	1+	1+	Move - Move - Move
Turn	1+	1+	1+	2+	Move - Turn - Move
Barrel Roll	1+	1+	1+	2+	Move
Snap Turn	1+	2+	3+	4+	Turn - Move - Move
Stall Turn	2+	3+	4+	5+	Move - Turn - Turn - Move