

SOKAR PATTERN STORMBIRD

All but a legend by the final years of the 41st Millennium, no new examples of the Stormbird have been constructed in almost a millennia, for much of the technology that allows such a behemoth to function is no longer understood. With armour as thick as the largest of the Imperium's main battle tanks and the craft mounting an array of void shield generators, the Sokar is all but impervious to ground fire short of silo-mounted defence lasers and can unleash a significant battery of defensive weaponry.

Sokar Pattern Stormbird.....850 Points

	BS	Armour			HP	Combat Role	Pursuit	Agility
		Front	Side	Rear				
Sokar	4	14	13	12	12	Attack Flyer	4	1

Unit Composition

- 1 Sokar pattern Stormbird

Unit Type

- Super-heavy Flyer (Hover, Transport)

Wargear

- Four turret-mounted twin-linked lascannon
- Three twin-linked heavy bolters
- Six wing-mounted dreadstrike missiles
- Armoured ceramite
- Dual void shield generator

Special Rules

- Assault Vehicle
- Shield Projection
- Reinforced Structure
- Power of the Machine Spirit

Transport Capacity

The Sokar pattern Stormbird has a transport capacity of 50 models and may carry Dreadnoughts of any type (each counting as 10 models – these Dreadnoughts may only embark/disembark using the rear ramp), Jump Infantry, Rapier batteries, and Bikes*.

The Sokar may also transport a single Rhino, including a squad within, occupying 25 models of its transport capacity. The Rhino may only use the rear ramp.

*Counting as Extremely Bulky models.

Access Points

One access hatch on each side and a rear assault ramp.

Options

- The Sokar may replace all six of its dreadstrike missiles with a:
- Single macro-bomb cluster payload +50 points
 - The Sokar pattern Stormbird may exchange any of its twin-linked lascannon for:
 - Quad heavy bolters..... Free
 - The Sokar may be upgraded with the ability to use:
 - Orbital strikes +150 points

The Sokar Pattern Stormbird is a Lords of War choice for any Detachment with the Space Marines, Blood Angels, Dark Angels, Space Wolves, Grey Knights*, Deathwatch and Chaos Space Marines faction.

**When selected as part of a Detachment with the Faction Grey Knights, the vehicle may not purchase any upgrades other than those listed here.*



Special Rules

Dual Void Shield Generator

Whilst the model's void shields are active, any hits scored by shooting attacks against it strike its void shields instead. The Sokar has two void shields, each with an Armour value of 12. A Glancing hit or Penetrating hit or any hit by a Destroyer weapon scored against a shield causes it to collapse. After this, further hits strike the original target instead. At the end of each of its controlling player's turns, roll a D6 for each collapsed shield – a roll of 5+ instantly restores it.

Shield Projection

So long as the Sokar is in Hover mode and remains stationary this turn, its controlling player may declare that it is projecting its void shields at the start of their turn. This means that their area extends to cover all units within 12" of the Sokar's main hull and wings in their protection.

Reinforced Structure

The Sokar has an invulnerable save of 5+ against any attacks that have breached its void shields.

Sokar Battle Transporter Weapons

The Sokar carries additional wing-mounted ordnance of prodigious firepower in addition to its defensive turrets, and can also be equipped to serve as a targeting relay for orbital strike craft, allowing shatteringly precise strikes from the edge of space in close support of its assault operations.

Weapon	Range	Str	AP	Type
Dreadstrike missile	120"	10	2	Ordnance 1, Blast (3"), One Use
Macro-bomb cluster	–	8	3	Bomb 1, Sunder, Apocalyptic Barrage (3D6), One Use
Orbital strike	Unlimited	D	1	Primary Weapon 1, Massive Blast (7"), Barrage (Indirect Fire only)

