

# THE SUNSTORM

POINTS: AS MODELS

The Fire Prism is a lethal and graceful predator in its own right. When the fury of its prism cannon is focused through others of its kind, it becomes a devastating weapon with the power to unleash a localised solar flare. It is said that should a Sunstorm Squadron be of sufficient size, they could scar the surface of a distant moon with their firepower, and those who have witnessed them in action well believe it.

Sunstorm Squadrons take their name from the legendary Sunstorm called down by the father of all Eldar gods, Asuryan. The Eldar tell of a great conflict between Asuryan and Kaelis

Ra, the Destroyer of Worlds. Such was the power of these immortal beings that neither foe could gain supremacy over the other. The Father of the Eldar was sorely pressed, however, for it was his children that were suffering as the battle raged across the void. In desperation, Asuryan rearranged the suns themselves so that their constellations spelt a time of ill omen for Kaelis Ra. With the speed of thought, Asuryan then harnessed the power of the outraged stars, and with a mighty barrage of solar flares he dealt Kaelis Ra a mortal blow that all but destroyed him. It is this act that the Sunstorm Squadrons call upon when they open fire.

FIRE PRISM  
COMMAND VEHICLE



Lauria'h (The Soul of the Sun)

The diamond-hard substance at the heart of each prism cannon is formed from psychotropic crystal. Each is a shard that has been retrieved from the Dome of Crystal Seers, and some Eldar say that they are the physical manifestations of revelation. The crystals are encouraged to grow under the auspices of the Spiritseers, who meditate on the nature of light and how it can bring death as well as life. When these crystals reach a certain size they begin to hum with the potential to cause harm, each harbouring a reservoir of malevolent energy that is amplified a hundredfold by the technologies of the prism cannon.

FIRE PRISM



Kiliaq (The Flare of the Present)

FIRE PRISM



Alenthrais (The Retribution of the Morning)

FIRE PRISM



Thrensis (The Nova's Wrath)

FIRE PRISM



Ghi'loquis (Truth Revealed in Death)

## FORMATION:

3-6 Fire Prisms.

One Fire Prism must be designated as the command tank.

## SPECIAL RULES

**Strike Force:** All tanks in the squadron must be deployed within 12" of the command tank or, if coming on from reserve, they must enter the table within 12" of the point entered by the command tank.

**The Sunstorm:** Up to three Fire Prisms can combine their firepower as described in Codex: Eldar. Additional Fire Prisms can add their prism cannons to those of their comrades to produce a truly devastating blast. On the following chart, use the appropriate profile for the number of Fire Prisms in the Sunstorm Squadron. Remember that all contributing Fire Prisms must have line of sight to the firing Prism and that the firing Fire Prism's shot counts as twin-linked.

NO. FIRING	RANGE	STR	AP	SPECIAL
3 (focused)	60"	10	1	Heavy 1, Blast
3 (dispersed)	60"	7	2	Heavy 1, Large Blast
4 (focused)	72"	D	1	Heavy 1, Large Blast
4 (dispersed)	72"	8	1	Heavy 1, 7" Blast
5 (focused)	84"	D	1	Heavy 1, 7" Blast, Pinning
5 (dispersed)	84"	9	1	Apocalyptic Barrage 5, Pinning
6 (focused)	Unlimited	D	1	Heavy 1, 10" Blast, Pinning
6 (dispersed)	Unlimited	10	1	Apocalyptic Barrage 6, Pinning