

WHIRLWIND [LEGENDS]

M	T	SV	W	LD	OC
10"	10	3+	11	6+	3

AUFSTELLUNG

1x Whirlwind [Legends]

Equipped with: Hunter-killer missile, Storm bolter, Whirlwind Vengeance Launcher, Armoured Tracks

Wargear Options:

- This model can be equipped with 1x Hunter-killer missile.
- This model can be equipped with 1x Storm bolter.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hunter-killer missile <small>ONE SHOT</small>	48"	1	2+	14	-3	D3+3
Storm bolter <small>RAPID FIRE 2</small>	24"	2	3+	5	-1	1
Whirlwind Vengeance Launcher <small>BLAST, INDIRECT FIRE</small>	72"	D6+3	3+	8	-2	2

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured Tracks	Melee	3	4+	6	0	1

ABILITIES

RULES - Combat Doctrines, Deadly Demise D3

Pinning Bombardment

In your Shooting phase, after this model has shot, if one or more of those attacks made with its Whirlwind vengeance launcher scored a hit against an enemy Infantry unit, that unit must take a Battle-shock test.



WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Indirect Fire

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.



Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

