

STORMWOLF [LEGENDS] - IMPERIUM -
SPACE WOLVES

250 PTS

M	T	Sv	W	LD	OC
20+''	10	3+	14	6+	0

AUFSTELLUNG
1x Stormwolf [Legends]
Equipped with: Skyhammer Missile Launcher, Twin heavy bolter, Twin lascannon, Twin multi-melta, ► Twin helfrost cannon - dispersed, ► Twin helfrost cannon - focused, Armoured hull
Wargear Options:
■ This model can replace its Two skyhammer missile launchers with Two twin multi-meltas or Two twin heavy bolters.

KEYWORDS: Vehicle, Aircraft, Fly, Transport, Stormwolf, Imperium
FACTION KEYWORDS: Adeptus Astartes, Space Wolves

🎯 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Skyhammer Missile Launcher <small>ANTI-FLY 2+</small>	48"	3	3+	8	-1	D3
Twin heavy bolter <small>SUSTAINED HITS 1, TWIN-LINKED</small>	36"	3	3+	5	-1	2
Twin lascannon <small>TWIN-LINKED</small>	48"	1	3+	12	-3	D6+1
Twin multi-melta <small>MELTA 2, TWIN-LINKED</small>	18"	2	3+	9	-4	D6
► Twin helfrost cannon - dispersed <small>TORRENT, TWIN-LINKED</small>	12"	D6	N/A	6	-1	2
► Twin helfrost cannon - focused <small>TWIN-LINKED</small>	36"	1	3+	9	-3	5

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Into the Foe
If a unit disembarks from this TRANSPORT before it moves, until the end of the turn, that unit is eligible to charge in a turn in which it Advanced.

TRANSPORT

Stormwolf
This model has a transport capacity of 16 ADEPTUS ASTARTES INFANTRY models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models and each CENTURION model takes up the space of 3 models.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Sustained Hits
This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Torrent
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

FACTION RULES

Combat Doctrines
At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase
Assault Doctrine
When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.
Devastator Doctrine
This unit's ranged attacks have [ASSAULT]
Tactical Doctrine
When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.
Unless otherwise stated.
- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.