

STORMFANG GUNSHIP

[LEGENDS]

Combat Doctrines Deadly Demise D6 Hover

M

20+

T

10

SV

3+

W

14

LD

6+

OC

0

300 PTS

Base —



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Skyhammer Missile Launcher

ANTI-FLY 2+

R	A	BS	S	AP	D
48"	3	3+	8	-1	D3

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Twin heavy bolter

SUSTAINED HITS 1

TWIN-LINKED

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Twin lascannon

TWIN-LINKED

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1

VERWUNDET

2+

T1-6

3+

T7-11

4+

T12

5+

T13-23

6+

T24+

Twin multi-melta

MELTA 2

TWIN-LINKED

R	A	BS	S	AP	D
18"	2	3+	9	-4	D6

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

Twin stormstrike missile launcher

TWIN-LINKED

R	A	BS	S	AP	D
48"	1	3+	10	-2	3

VERWUNDET

2+

T1-5

3+

T6-9

4+

T10

5+

T11-19

6+

T20+

► Helfrost destructor - dispersed

SUSTAINED HITS D3

R	A	BS	S	AP	D
36"	D3	3+	11	-3	7

VERWUNDET

2+

T1-5

3+

T6-10

4+

T11

5+

T12-21

6+

T22+

► Helfrost destructor - focused

TORRENT

R	A	BS	S	AP	D
12"	D6+6	N/A	8	-1	2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Frozen Prey

In your Shooting phase, after this model has shot, if an enemy MONSTER or VEHICLE unit was hit by one or more of those attacks made with this model's helfrost destructor, until the end of your opponent's next turn, that enemy unit is Frozen. While a unit is Frozen, subtract 2 from that unit's Move characteristic, and subtract 2 from Advance and Charge rolls made for that unit.

4

ANGRIFF

—

5

NAHKAMPF

Armoured hull

R	A	WS	S	AP	D
Melee	6	4+	8	0	1

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

VERTEIDIGUNG

—

∞

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W10 · RW 3+ · 14 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11-19	S10	S6-9	S1-5
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	-

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.

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Deadly Demise D6 This ability always takes the form Deadly Demise X.

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

ANTI This ability always takes the form [ANTI-X Y+].

MELTA This ability always takes the form [MELTA X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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.

AUFSTELLUNG

1x Stormfang Gunship [Legends]

Ausrüstung: Skyhammer Missile Launcher, Twin heavy bolter, Twin lascannon, Twin multi-melta, Twin stormstrike missile launcher, ► Helfrost destructor - dispersed, ► Helfrost destructor - focused, Armoured hull

- This model can replace its Twin stormstrike missile launcher with Twin lascannon.
- This model can replace its Two skyhammer missile launchers with Two twin multi-meltas or Two twin heavy bolters.

Transport

This model has a transport capacity of 6 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.