BJORN THE FELL-HANDED

160 PTS

M	T	SV	W	LD	OC
9"	10	2+	8	6+	3

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon SUSTAINED HITS 1	24"	6	2+	6	0	1
Heavy Flamer BLAST 2, TORRENT	12"	3	-	5	-1	1
Multi-melta MELTA 3	18"	2	2+	10	-3	D3+2
➤ Helfrost cannon - dispersed TORRENT	12"	3	-	6	-1	2
➤ Helfrost cannon - focused	36"	1	2+	10	-3	5

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Trueclaw LETHAL HITS	Melee	6	2+	12	-2	3

ABILITIES

Ancient Tactician
(Once per turn, per army)
When you target this unit with a stratagem, that use is -1CP

Legendary Tenacity
Attacks that target this unit with a S greater than this unit's T have -1 to wound rolls.

KEYWORDS: Vehicle, Walker, Character, Epic Hero, Smoke, Imperium, Bjorn the Fell-Handed, Dreadnought

FACTION: Adeptus Astartes, Space Wolves

AUFSTELLUNG

1x Bjorn the Fell-Handed (60mm)

Equipped with: Assault cannon, Heavy Flamer, Multi-melta, ➤ Helfrost cannon - dispersed, ➤ Helfrost cannon - focused, Trueclaw

Wargear Options:

■ This model can replace its Assault cannon with Multi-melta or Helfrost cannon.

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).*

Lethal Hits

Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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.

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.

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Deadly Demise 1

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").

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