

BJORN THE FELL-HANDED

M	T	SV	W	LD	OC	
9"	10	2+	8	6+	3	5+

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.

⚔ 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
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ABILITIES

RULES - Combat Doctrines, Deadly Demise 1

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.



Trueclaw	Melee	6	2+	12	-2	3
LETHAL HITS						

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.