

STORMWOLF [LEGENDS]

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.

⦿ 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

ABILITIES

RULES - Combat Doctrines, Deadly Demise D6, Hover

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.



⌘ MELEE WEAPONS

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

Stormwolf (Transport)

Capacity: 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 RULES

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+.

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.

