

STORMFANG GUNSHIP

[LEGENDS]

300 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin stormstrike missile launcher TWIN-LINKED	48''	1	3+	10	-2	3
► Helfrost destructor - dispersed SUSTAINED HITS D3	36''	D3	3+	11	-3	7
► Helfrost destructor - focused TORRENT	12''	D6+6	N/A	8	-1	2

ABILITIES

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.

WEAPON ABILITIES

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.

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.

TRANSPORT

Stormfang Gunship
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.



AUFSTELLUNG

- 1x Stormfang Gunship [Legends]
- Equipped with:** Twin stormstrike missile launcher, ► Helfrost destructor - dispersed, ► Helfrost destructor - focused
- Wargear Options:**
- 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.



KEYWORDS: Vehicle, Aircraft, Fly, Transport, Stormfang Gunship, Imperium

FACTION KEYWORDS: Adeptus Astartes, Space Wolves