

BJORN THE FELL-HANDED - IMPERIUM -
SPACE WOLVES

160 PTS

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

INVULNERABLE
SAVE



AUFSTELLUNG

1x Bjorn the Fell-Handed

Equipped with: Assault cannon, Multi-melta, ► Helfrost cannon - dispersed, ► Helfrost cannon - focused, Trueclaw

Wargear Options:

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

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

FACTION KEYWORDS: Adeptus Astartes, Space Wolves

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Assault cannon DEVASTATING WOUNDS	24"	6	2+	6	0	1
Multi-melta MELTA 2	18"	2	2+	9	-4	D6
► Helfrost cannon - dispersed TORRENT	12"	D6	N/A	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

At the start of your Command phase, if this model is on the battlefield, you gain 1 CP

Legendary Tenacity

Each time an attack is allocated to this model, if the Strength characteristic of that attack is greater than this model's Toughness characteristic, subtract 1 from the Wound roll.

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.

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Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

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").

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.

Feel No Pain 5+

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.