

BJORN THE FELL-HANDED

160 PTS



M9"9"2+86+35+

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

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.

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 RULES

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.

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").

◇ 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.

