

IMPERIUM - SPACE WOLVES

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	48"	1	3+	10	-2	3
TWIN-LINKED						
➤ Helfrost destructor - dispersed	SUSTAINED HITS D3 36"	D3	3+	11	-3	7
➤ Helfrost destructor - focused	TORRENT 12"	D6+6	N/A	8	-1	2

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.

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.

Stormfang Gunship (Transport)

Capacity: 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.

WEAPON RULES

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").

⬠ Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

