

IMPERIUM - SPACE WOLVES

STORMWOLF

[LEGENDS]

250 PTS



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

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
➤ Twin helfrost cannon - dispersed TORRENT TWIN-LINKED	12''	D6	N/A	6	-1	2
➤ Twin helfrost cannon - focused TWIN-LINKED	36''	1	3+	9	-3	5

AUFSTELLUNG

1x Stormwolf [Legends]

Equipped with: ➤ Twin helfrost cannon - dispersed, ➤ Twin helfrost cannon - focused

Wargear Options:

- This model can replace its Two skyhammer missile launchers with Two twin multi-meltas or Two twin heavy bolters.

ABILITIES

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.

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

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.

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.

