

WHIRLWIND SQUADRON

60 POINTS



Heavy Support

The relatively light and mobile Whirlwind multiple missile launcher tank, which has the advantage of being based on the Rhino chassis and therefore easy to repair and support, was the most common artillery vehicle employed within the Legiones Astartes. Equippable with 4 different kinds of ammunition, the Whirlwind was one the most versatile heavy fire support vehicles and made it perfectly suitable for every combat situation.

	BS	Front	Side	Rear	HP
Whirlwind	4	11	11	10	3

Unit Composition

- 1 Whirlwind

Unit Type

- Vehicle (Tank)

Wargear

- Whirlwind launcher equipped with Vengeance and Castellán Warheads
- Twin-linked bolter
- Searchlight
- Smoke Launcher

Options

- The Unit may include:
 - Up to 2 additional Whirlwinds +60 points
- Any Whirlwind may exchange any of its Warheads for one any of the following:
 - Sky Seeker Warhead..... +free points
 - Mine launcher Warhead..... +free points
- Any model may take any of the following:
 - Hunter-killer missile..... +5 points
 - Doter blade +5 points
 - Auxiliary drive..... +10 points
 - Extra Armour +5 points
- Any model may take any of the following pintle-mounted weapons:
 - Twin-linked bolter..... +5 points
 - Combi-weapon..... +5 points
 - Heavy Bolter..... +20 points
 - Heavy Flamer +10 points
 - Multi-melta..... +15 points
 - Havoc launcher +15 points
- In squadrons of three, one model may be upgraded to a:
 - Squadron Command tank..... +35 points

Whirlwind Squadron may be taken as a Heavy Support choice in a Legiones Astartes army.

	Range	Str	AP	Type
Vengeance Warhead	48"	6	4	Ordnance 1, Large Blast (5") Twin-linked, barrage
Castellan Warhead	48"	5	4	Ordnance 1, Large Blast (5") Twin-linked, ignores cover, barrage
Sky Seeker Warhead	48"	8	3	Heavy 2, Skyfire, twin-linked, interceptor
Mine launcher Warhead	48"	*	*	Ordnance 1, Large Blast (5") Twin-linked, Minefield, barrage

Unofficial Document

Minefield

Handle the shot as usual. You can instead choose to target a point on the battlefield that is in range with no model under the template, scatter as usual.

Instead of wounding, mark the area with your template. This area counts as Mined for the rest of the game.

Mined

This area counts as dangerous terrain with the following exceptions:

The Dangerous Terrain Test must always be taken and may never be re-rolled, even though there is a special rule stating otherwise.

These Dangerous Terrain Test only succeeds on a 6, the test fails on a 1-5.

If the test failed, the model gets a S6 DS4 hit. Vehicles are always hit in the rear.

Mine plough

If a model equipped with a Mine plough moves within a Mined area, ignore the Mined special rule.

If the dangerous terrain test is passed, remove the Minefield.

v1.00