

LIBER ADDENDA

As the range of Horus Heresy miniatures grows, new Units will need to be added to Army Lists as part of the Liber Addenda. This Liber Addenda adds the Whirlwind Missile Tank to the Legiones Astartes Army List.



WHIRLWIND MISSILE TANK

UNIT COMPOSITION: 1 WHIRLWIND

100 Points

The Whirlwind Missile Tank provides mobile fire support to the Legiones Astartes, destroying or heavily suppressing enemy forces in support of advancing Legionaries. The Whirlwind's high mobility also enables it to fire before repositioning, keeping it safe from enemy barrages or infantry assault.

USING THIS UNIT: This Core Unit can be included in Detachments selected using the Legiones Astartes Army List.

| | M | BS | Front | Armour Side | Rear | HP | Transport Capacity |
|-----------|----|----|-------|-------------|------|----|--------------------|
| Whirlwind | 10 | 4 | 12 | 11 | 10 | 5 | - |

WARGEAR

- Turret Mounted Whirlwind missile launcher
- Two Pintle Mounted bolters
- Smoke launchers

SPECIAL RULES

- None

UNIT TYPE

- Vehicle

TRAITS

- [Allegiance]
- [Legiones Astartes]

OPTIONS

- This Model's Turret Mounted Whirlwind missile launcher may have Pyrax missiles selected for it for +10 Points.
- This Model may have one of its Pintle Mounted bolters exchanged for one item from the Legion Pintle Weapons list.
- This Model may have one of each of the following selected for it:
 - One Hull (Front) Mounted hunter-killer missile.....+5 Points
 - Searchlights.....+5 Points
 - Dozer blade+5 Points

WARGEAR

Smoke Launchers

Many armoured fighting vehicles bear simple grenade systems rigged to distribute smoke upon being triggered, granting the vehicle a brief and passing cover that can prove crucial in the worst of situations.

A Model with smoke launchers has the Smokescreen Trait.

Whirlwind Missile Launcher

A box-form missile launching system, this weapon houses multiple warheads of different payloads, and features complex range-finding and targeting auspex allowing each to be fired independently or as part of a pre-designated barrage.

Some Weapon Profiles are marked with an *. Such Profiles may not be used when this Weapon is selected to make attacks with unless the Controlling Player has selected the appropriate Wargear option on the firing Model's Unit entry.

| Ranged Weapon | R | FP | RS | AP | D | Special Rules | Traits |
|----------------------------|----|----|----|----|---|------------------------------------|---------|
| Whirlwind Missile Launcher | | | | | | | |
| - HE missiles | 48 | 1 | 6 | 4 | 1 | Blast (5"), Stun (1), Barrage (1) | Missile |
| - Pyrax missiles* | 48 | 1 | 5 | 5 | 1 | Blast (5"), Panic (1), Barrage (1) | Missile |