VENDETTA GUNSHIP [LEGENDS]

255 PTS

M	T	Sv	W	LD	OC
14"	10	2+	14	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy bolter **SUSTAINED HITS 1**	36"	3	4+	5	-1	2
Vendetta hellstrike rack **ANTI-FLY 2+**	48"	2	4+	10	-3	D6
Vendetta twin lascannon **TWIN-LINKED**	48"	1	4+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

Anti-armour Gunship
Each time a ranged attack made by this model is allocated to a Monster or Vehicle model, re-roll a Damage roll of 1

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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).*

Twin-linked
Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Vendetta Gunship [Legends]

Equipped with: Heavy bolter, Vendetta hellstrike rack, Vendetta twin lascannon, Armoured hull

Wargear Options:
- This model can replace its 2 Vendetta Twin Lascannons with Vendetta hellstrike rack.

KEYWORDS: Vendetta Gunship, Vehicle, Fly, Imperium, Transport
FACTION KEYWORDS: -

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CORE RULES

Deadly Demise D3
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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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

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FACTION KEYWORDS: -