GREY KNIGHTS THUNDERHAWK GUNSHIP

805 PTS

M	T	Sv	W	LD	OC
20"	12	2+	30	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellstrike missile battery **ANTI-FLY 4+**	72"	4	3+	8	-2	3
2x Lascannon	48"	1	3+	12	-3	D6+1
Thunderhawk heavy cannon **BLAST**	48"	D6+6	3+	10	-2	3
Turbo-laser destructor **BLAST**	96"	D3+1	3+	20	-4	D6+6
Twin heavy bolter **SUSTAINED HITS 1** **TWIN-LINKED**	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armored Hull	Melee	6	4+	8	0	1

ABILITIES

Aerial Assault
Each time a unit with the Deep Strike ability disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

Damaged: 1-10 Wounds Remaining
While this model has 1-10 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Thunderhawk cluster bombs
Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

TRANSPORT

Grey Knights Thunderhawk Gunship
This model has a transport capacity of 30 Grey Knights Infantry models. Each Terminator model takes up the space of 2 models.

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+.*

AUFSTELLUNG

1x Grey Knights Thunderhawk Gunship (Unique)

Equipped with: Hellstrike missile battery, 2x Lascannon, Thunderhawk heavy cannon, Turbo-laser destructor, Twin heavy bolter, Armored Hull

Wargear Options:
- This model can replace its Thunderhawk heavy cannon with Turbo-laser destructor.
- This model can replace its Thunderhawk cluster bombs with Hellstrike missile battery.

KEYWORDS: Thunderhawk Gunship, Titanic, Vehicle, Fly, Transport, Imperium
FACTION KEYWORDS: Grey Knights

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Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.

CORE RULES

Deadly Demise D6+2
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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