

STORMRAVEN GUNSHIP - IMPERIUM -
GREY KNIGHTS

280 PTS

M	T	Sv	W	LD	OC
14"	10	3+	14	6+	0

AUFSTELLUNG
1x Stormraven Gunship (120x92mm Oval Base)
Equipped with: Hurricane bolter, 2x Stormstrike missile launcher, Twin assault cannon, Twin heavy bolter, Twin lascannon, Twin multi-melta, ➤ Twin heavy plasma cannon - standard, ➤ Twin heavy plasma cannon - supercharge, ➤ Typhoon missile launcher - frag, ➤ Typhoon missile launcher - krak, Armoured hull
Wargear Options:
■ This model can replace its Twin assault cannon with Twin heavy plasma cannon or Twin lascannon.
■ This model can replace its Typhoon missile launcher with Twin multi-melta or Twin heavy bolter.

KEYWORDS: Stormraven Gunship, Vehicle, Transport, Fly, Imperium
FACTION KEYWORDS: Grey Knights

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hurricane bolter <small>RAPID FIRE 6, TWIN-LINKED</small>	24"	6	3+	5	-1	1
2x Stormstrike missile launcher	48"	1	3+	10	-3	D6+2
Twin assault cannon <small>DEVASTATING WOUNDS, TWIN-LINKED</small>	24"	6	3+	6	0	1
Twin heavy bolter <small>SUSTAINED HITS 1, TWIN-LINKED</small>	36"	3	3+	5	-1	2
Twin lascannon <small>TWIN-LINKED</small>	48"	1	3+	12	-3	D6+1
Twin multi-melta <small>MELTA 2, TWIN-LINKED</small>	18"	2	3+	9	-4	D6
➤ Twin heavy plasma cannon - standard <small>BLAST, TWIN-LINKED</small>	36"	3	3+	7	-2	2
➤ Twin heavy plasma cannon - supercharge <small>BLAST, HAZARDOUS, TWIN-LINKED</small>	36"	3	3+	8	-3	3
➤ Typhoon missile launcher - frag <small>BLAST</small>	48"	2D6	3+	4	0	1
➤ Typhoon missile launcher - krak	48"	2	3+	9	-2	D6

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

Armoured Resilience
Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

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.

TRANSPORT

Stormraven Gunship
This model has a transport capacity of 12 Grey Knights Infantry models and 1 Grey Knights Venerable Dreadnought model. Each Terminator model takes up the space of 2 models.

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WEAPON ABILITIES

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).*

Devastating Wounds
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

Melta
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Rapid Fire
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two 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
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.

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Hover

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