



STORMTALON GUNSHIP

170 PTS

M	T	SV	W	LD	OC
-	9	3+	10	6+	-

🎯 RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Skyhammer missile launcher <small>ANTI-FLY 2+</small>	48"	3	3+	8	-1	D3
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
► 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	3	4+	6	0	1

ABILITIES

Strafing Run

Each time this model makes a ranged attack that targets a unit that cannot Fly, add 1 to the Hit roll

AUFSTELLUNG

1x Stormtalon Gunship (120x92mm Oval Base)

Equipped with: Skyhammer missile launcher, Twin assault cannon, Twin heavy bolter, Twin lascannon, ► Typhoon missile launcher - frag, ► Typhoon missile launcher - krak, Armoured hull

Wargear Options:

- This model can replace its Skyhammer missile launcher with Twin lascannon, Twin heavy bolter or Typhoon missile launcher.

WEAPON RULES

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+.*

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.*

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.

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").