

VENDETTA GUNSHIP [LEGENDS]

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

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.

⦿ 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

RULES - Deadly Demise D3, Hover

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 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+.

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.