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

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.

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.

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

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).*

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").

Hover

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