

IMPERIUM - GREY KNIGHTS

STORMRAVEN
GUNSHIP

280 PTS



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

RANGED WEAPONS

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

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.

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.

Stormraven Gunship (Transport)

Capacity: 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.



WEAPON RULES

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").

◇ Hover

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

