IMPERIUM - SPACE MARINES

THUNDERHAWK GUNSHIP

Combat Doctrines | Deadly Demise D6+2 | Hover

M	T	SV	W	LD	OC
20+"	12	2+	30	6+	0

850 PTS
Base Unique

1 KOMMANDO

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2 BEWEGUNG

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.

3 BESCHUSS

Hellstrike missile battery — ANTI-FLY 4+

R	A	BS	S	AP	D
72"	4	3+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Lascannon

R	A	BS	S	AP	D
48"	1	3+	12	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

Thunderhawk heavy cannon — BLAST

R	A	BS	S	AP	D
48"	D6+6	3+	10	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Turbo-laser destructor — BLAST

R	A	BS	S	AP	D
96"	D3+1	3+	20	-4	D6+6

VERWUNDET

2+	3+	4+	5+	6+
T1–10	T11–19	T20	T21–39	T40+

Twin heavy bolter — RAPID FIRE 2 — SUSTAINED HITS 1 — TWIN-LINKED

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4 ANGRIFF

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5 NAHKAMPF

Armoured hull

R	A	WS	S	AP	D
Melee	6	4+	8	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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.

GEGEN DIESE EINHEIT

W12 · RW 2+ · 30 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S24+	S13–23	S12	S7–11	S1–6

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
2+	3+	4+	5+	6+

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.

REGELN & KEYWORDS KURZ

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Deadly Demise D6+2 This ability always takes the form Deadly Demise X.

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

ANTI This ability always takes the form [ANTI-X Y+].

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 (roun…

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Thunderhawk Gunship

Ausrüstung: Hellstrike missile battery, Lascannon, Thunderhawk heavy cannon, Turbo-laser destructor, Twin heavy bolter, Armoured hull

- This model can replace its Thunderhawk cluster bombs with Hellstrike missile battery.
- This model can replace its Thunderhawk heavy cannon with Turbo-laser destructor.

Transport

This model has a transport capacity of 30 ADEPTUS ASTARTES INFANTRY or ADEPTUS ASTARTES MOUNTED models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models. Each CENTURION model takes up the space of 3 models. Each MOUNTED model takes up the space of 4 models.

KEYWORDS Vehicle, Titanic, Fly, Transport, Imperium, Thunderhawk Gunship · **FRAKTION** Adeptus Astartes