IMPERIUM - SPACE MARINES

THUNDERHAWK GUNSHIP

850 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
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 RAPID FIRE 2 SUSTAINED HITS 1 TWIN-LINKED	36"	3	3+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

AUFSTELLUNG

1x Thunderhawk Gunship (Unique)

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

Wargear Options:

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

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.

Thunderhawk Gunship (Transport)
Capacity: 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.

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).*

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

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

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.