

# THUNDERHAWK TRANSPORTER

## [LEGENDS]

495 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 |
| Twin heavy bolter          | SUSTAINED HITS 1 TWIN-LINKED | 36"   | 3 | 3+ | 5 | -1 | 2 |

### MELEE WEAPONS

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

### AUFSTELLUNG

1x Thunderhawk Transporter [Legends]

Equipped with: Hellstrike missile battery, Twin heavy bolter, Armoured hull

### ABILITIES

#### Aerial Deployment

If this model starts the game in Hover mode and in Strategic Reserves, it can be set up in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules.

#### 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.

### Transport

This model has a transport capacity of 15 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. This model can also transport up to 2 Adeptus Astartes Vehicle models (excluding Aircraft and Titanic models). Models embarked within Transport Vehicles that are themselves being transported by this model do not count towards the transport capacity of this model.

### 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.



## 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.

