

STORM EAGLE GUNSHIP

[LEGENDS]

250 PTS

M	T	Sv	W	LD	OC
20+''	10	3+	18	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin heavy bolter SUSTAINED HITS 1 TWIN-LINKED	36''	3	3+	5	-1	2
2x Twin hellstrike launcher ANTI-FLY 2+ TWIN-LINKED	72''	2	3+	10	-3	D6
Twin lascannon TWIN-LINKED	48''	1	3+	12	-3	D6+1
Twin multi-melta MELTA 2 TWIN-LINKED	18''	2	3+	9	-4	D6
Vengeance launcher BLAST	48''	2D6	3+	6	0	1
► 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

ABILITIES

- Armoured Resilience
- Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.
- Damaged: 1-6 wounds remaining
- While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

- 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).
- 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.
- 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.



- AUFSTELLUNG
- 1x Storm Eagle Gunship
[Legends]
- Equipped with: Twin heavy bolter, Twin hellstrike launcher, Twin lascannon, Twin multi-melta, Vengeance launcher, ► Typhoon missile launcher - frag, ► Typhoon missile launcher - krak, Armoured hull
- Wargear Options:
- This model can replace its Twin heavy bolter with Twin multi-melta or Typhoon missile launcher.

■ This model can replace its Two twin hellstrike launchers with Two twin lascannons.



KEYWORDS: Vehicle, Fly, Aircraft, Transport, Storm Eagle Gunship

FACTION KEYWORDS: -

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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").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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

TRANSPORT

Storm Eagle Gunship
This model has a transport capacity of 22 <FACTION> INFANTRY models and 1 DREADNOUGHT model. Each JUMP PACK, WULFEN, GRAVIS, TERMINATOR or POSSESSED model takes up the space of 2 models and each CENTURION or OBLITERATOR model takes up the space of 3 models.

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