

THUNDERHAWK GUNSHIP - IMPERIUM -
SPACE MARINES

840 PTS

M	T	Sv	W	LD	OC
20+''	12	2+	30	6+	0

AUFSTELLUNG
1x Thunderhawk Gunship
Equipped with: Hellstrike missile battery, Thunderhawk heavy cannon, Turbo-laser destructor
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.

KEYWORDS: Vehicle, Titanic, Fly, Transport, Imperium, Thunderhawk Gunship
FACTION KEYWORDS: Adeptus Astartes

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hellstrike missile battery ANTI-FLY 4+	72''	4	3+	8	-2	3
Thunderhawk heavy cannon BLAST	48''	D6+6	3+	10	-2	3
Turbo-laser destructor BLAST	96''	D3+1	3+	20	-4	D6+6

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.

WEAPON ABILITIES

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).

CORE RULES

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'').
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.

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

TRANSPORT

Thunderhawk Gunship
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.