

THUNDERHAWK TRANSPORTER

[LEGENDS] - IMPERIUM - SPACE MARINES

495 PTS

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

AUFSTELLUNG 1x Thunderhawk Transporter [Legends] Equipped with: Hellstrike missile battery, Armoured hull	KEYWORDS: Vehicle, Titanic, Fly, Aircraft, Transport, Imperium, Thunderhawk Transporter 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

⚔ MELEE WEAPONS

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

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 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. <i>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+.</i>

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''). <i>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.</i>
Hover Each time this unit takes to the skies (21.03), do not subtract 2'' from the maximum distance.