



# STORMRAVEN GUNSHIP

280 PTS

| M   | T  | SV | W  | LD | OC |
|-----|----|----|----|----|----|
| 14" | 10 | 3+ | 14 | 6+ | 0  |



## RANGED WEAPONS

| WEAPON                                                                    | RANGE | A   | BS | S  | AP | D    |
|---------------------------------------------------------------------------|-------|-----|----|----|----|------|
| Hurricane bolter<br>RAPID FIRE 6, TWIN-LINKED                             | 24"   | 6   | 3+ | 4  | 0  | 1    |
| 2x Stormstrike missile launcher                                           | 48"   | 1   | 3+ | 10 | -3 | D6+2 |
| Twin assault cannon<br>DEVASTATING WOUNDS, TWIN-LINKED                    | 24"   | 6   | 3+ | 6  | 0  | 1    |
| Twin heavy bolter<br>SUSTAINED HITS 1, TWIN-LINKED                        | 36"   | 3   | 3+ | 5  | -1 | 2    |
| Twin lascannon<br>TWIN-LINKED                                             | 48"   | 1   | 3+ | 12 | -3 | D6+1 |
| Twin multi-melta<br>MELTA 2, TWIN-LINKED                                  | 18"   | 2   | 3+ | 9  | -4 | D6   |
| ► Twin heavy plasma cannon - standard<br>BLAST, TWIN-LINKED               | 36"   | 3   | 3+ | 7  | -2 | 2    |
| ► Twin heavy plasma cannon - supercharge<br>BLAST, HAZARDOUS, TWIN-LINKED | 36"   | 3   | 3+ | 8  | -3 | 3    |
| ► Typhoon missile launcher - frag<br>BLAST                                | 48"   | 2D6 | 3+ | 4  | 0  | 1    |
| ► Typhoon missile launcher - krak                                         | 48"   | 2   | 3+ | 9  | -2 | D6   |

## ABILITIES

### Armoured Resilience

Each time an attack is allocated to this model, subtract 1 from the Damage characteristic of that attack.

### Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

### Stormraven Gunship (Transport)

Capacity: This model has a transport capacity of 12 Grey Knights Infantry models and 1 Grey Knights Venerable Dreadnought model. Each Terminator model takes up the space of 2 models.



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## ⚔ MELEE WEAPONS

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

### AUFSTELLUNG

1x Stormraven Gunship

**Equipped with:** Hurricane bolter, Stormstrike missile launcher, Twin assault cannon, Twin heavy bolter, Twin lascannon, Twin multi-melta, ➤ Twin heavy plasma cannon - standard, ➤ Twin heavy plasma cannon - supercharge, ➤ Typhoon missile launcher - frag, ➤ Typhoon missile launcher - krak, Armoured hull

### Wargear Options:

- This model can replace its Twin assault cannon with Twin heavy plasma cannon or Twin lascannon.
- This model can replace its Typhoon missile launcher with Twin multi-melta or Twin heavy bolter.

## WEAPON RULES

### 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).*

### Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*



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## Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

## 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.*

## 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).*



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## 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.

## 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").

### Hover

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