

STORMRAVEN GUNSHIP

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

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 heavy bolter or Twin multi-melta.

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Hurricane Bolter RAPID FIRE 6, TWIN-LINKED	24"	6	3+	4	0	1
2x Stormstrike Missile Launcher	48"	1	3+	10	-2	3
Twin assault cannon DEVASTATING WOUNDS, TWIN-LINKED	24"	6	3+	6	0	1
Twin heavy bolter SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

ABILITIES

RULES - Deadly Demise D6, Hover

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.



Twin multi-melta MELTA 2, TWIN-LINKED	18"	2	3+	9	-4	D6
► Twin Heavy Plasma Cannon - Standard BLAST, TWIN-LINKED	36"	D3	3+	7	-2	2
► Twin Heavy Plasma Cannon - Supercharge BLAST, HAZARDOUS, TWIN-LINKED	36"	D3	3+	8	-3	3
► 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

Transport

This model has a transport capacity of 12 Adeptus Astartes Infantry models and 1 Dreadnought model. Each Jump Pack, Wulfen, Gravis or Terminator model takes up the space of 2 models and each Centurion model takes up the space of 3 models.



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.*



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).

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.

