

THUNDERHAWK TRANSPORTER [LEGENDS]

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

AUFSTELLUNG

1x Thunderhawk Transporter [Legends]

Equipped with: Hellstrike missile battery, Armoured hull

⚔ 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

RULES - Deadly Demise D6+2, Hover

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 RULES

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+.*

