

STORM EAGLE GUNSHIP [LEGENDS]

M	T	SV	W	LD	OC
20+''	10	3+	18	6+	0

AUFSTELLUNG

1x Storm Eagle Gunship [Legends]

Equipped with: Twin heavy bolter, Twin hellstrike launcher, Twin lascannon, Twin multi-melta, Vengeance launcher, ➤ Typhoon missile launcher - frag, ➤ Typhoon missile launcher - krak, Armoured hull

Wargear Options:

- This model can replace its Twin heavy bolter with Twin multi-melta or Typhoon missile launcher.
- This model can replace its Two twin hellstrike launchers with Two twin lascannons.

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin heavy bolter SUSTAINED HITS 1, TWIN-LINKED	36"	3	3+	5	-1	2
2x Twin hellstrike launcher ANTI-FLY 2+, TWIN-LINKED	72"	2	3+	10	-3	D6
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1
Twin multi-melta MELTA 2, TWIN-LINKED	18"	2	3+	9	-4	D6
Vengeance launcher BLAST	48"	2D6	3+	6	0	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: 1-6 wounds remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



► Typhoon missile launcher - frag	48"	2D6	3+	4	0	1
BLAST						
► 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

Storm Eagle Gunship (Transport)

Capacity: This model has a transport capacity of 22 <FACTION> INFANTRY models and 1 DREADNOUGHT model. Each JUMP PACK, WULFEN, GRAVIS, TERMINATOR or POSSESSED model takes up the space of 2 models and each CENTURION or OBLITERATOR 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).*

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.*

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.

