

HAMMERHEAD GUNSHIP

M	T	SV	W	LD	OC
10"	10	3+	14	7+	3

AUFSTELLUNG

1x Hammerhead Gunship

Equipped with: Accelerator burst cannon, Railgun, Seeker missile, Smart missile system, Twin pulse carbine, ► Ion cannon - overcharge, ► Ion cannon - standard, Armoured hull

Wargear Options:

- This model can replace its Railgun with Ion cannon.
- This model can be equipped with up to 2x Seeker missile.
- This model can replace its 2 Twin pulse carbines with 2 Accelerator burst cannons or 2 Smart missile systems.

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Railgun HEAVY, DEVASTATING WOUNDS	72"	1	4+	20	-5	D6+6
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Smart missile system INDIRECT FIRE	30"	3	4+	5	0	1
2x Twin pulse carbine TWIN-LINKED	20"	2	4+	5	0	1
► Ion cannon - overcharge BLAST, HAZARDOUS	60"	D6+3	4+	8	-2	3

ABILITIES

RULES - Deadly Demise D3

Armour Hunter

Each time this model makes an attack that targets a MONSTER or VEHICLE, add 1 to the Hit roll.

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.

Targeting Array

Each time this model is selected to shoot, you can re-roll one Hit roll or you can re-roll one Wound roll when resolving those attacks.



► Ion cannon - standard BLAST	60"	D6+3	4+	7	-1	2
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✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

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.

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.