

IMPERIUM - ASTRA MILITARUM

VULTURE GUNSHIP

[LEGENDS]

225 PTS



|     |    |    |    |    |    |
|-----|----|----|----|----|----|
| M   | T  | SV | W  | LD | OC |
| 14" | 10 | 2+ | 14 | 7+ | 0  |

RANGED WEAPONS

| WEAPON                                            | RANGE | A  | BS | S  | AP | D  |
|---------------------------------------------------|-------|----|----|----|----|----|
| Heavy bolter <b>SUSTAINED HITS 1</b>              | 36"   | 3  | 4+ | 5  | -1 | 2  |
| 2x Multiple rocket pods <b>BLAST</b>              | 36"   | D6 | 4+ | 6  | 0  | 1  |
| 2x Vulture gatling cannon <b>SUSTAINED HITS 1</b> | 24"   | 18 | 4+ | 5  | 0  | 1  |
| Vulture hellstrike rack <b>ANTI-FLY 2+</b>        | 48"   | 2  | 4+ | 10 | -3 | D6 |

MELEE WEAPONS

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

AUFSTELLUNG

1x Vulture Gunship [Legends]

**Equipped with:** Heavy bolter, Multiple rocket pods, Vulture gatling cannon, Vulture hellstrike rack, Armoured hull

**Wargear Options:**

- This model can replace its Two rocket pods and hellstrike rack with Two Vulture gatling cannons.

ABILITIES

**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.

**Gunship Barrage**

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. That enemy unit must take a Battle-shock test.



## 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+.*

### 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).*

### 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).*

## CORE 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.