

# GREY KNIGHTS THUNDERHAWK GUNSHIP

805 PTS



| M   | T  | SV | W  | LD | OC |
|-----|----|----|----|----|----|
| 20" | 12 | 2+ | 30 | 6+ | 0  |

## RANGED WEAPONS

| WEAPON                                                       | RANGE | A    | BS | S  | AP | D    |
|--------------------------------------------------------------|-------|------|----|----|----|------|
| Hellstrike missile battery <b>ANTI-FLY 4+</b>                | 72"   | 4    | 3+ | 8  | -2 | 3    |
| 2x Lascannon                                                 | 48"   | 1    | 3+ | 12 | -3 | D6+1 |
| Thunderhawk heavy cannon <b>BLAST</b>                        | 48"   | D6+6 | 3+ | 10 | -2 | 3    |
| Turbo-laser destructor <b>BLAST</b>                          | 96"   | D3+1 | 3+ | 20 | -4 | D6+6 |
| Twin heavy bolter <b>SUSTAINED HITS 1</b> <b>TWIN-LINKED</b> | 36"   | 3    | 3+ | 5  | -1 | 2    |

## MELEE WEAPONS

| WEAPON       | RANGE | A | WS | S | AP | D |
|--------------|-------|---|----|---|----|---|
| Armored Hull | Melee | 6 | 4+ | 8 | 0  | 1 |

### AUFSTELLUNG

1x Grey Knights Thunderhawk Gunship

**Equipped with:** Hellstrike missile battery, Lascannon, Thunderhawk heavy cannon, Turbo-laser destructor, Twin heavy bolter, Armored Hull

#### Wargear Options:

- This model can replace its Thunderhawk heavy cannon with Turbo-laser destructor.
- This model can replace its Thunderhawk cluster bombs with Hellstrike missile battery.

## ABILITIES

### Aerial Assault

Each time a unit with the Deep Strike ability disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.

### 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.

### Thunderhawk cluster bombs

Each time the bearer ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

### Grey Knights Thunderhawk Gunship (Transport)

Capacity: This model has a transport capacity of 30 Grey Knights Infantry models. Each Terminator model takes up the space of 2 models.



## 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).*

### TWIN-LINKED

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

## CORE RULES

### ◇ Deadly Demise D6+2

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.