

IMPERIUM - GREY KNIGHTS

STORMHAWK  
INTERCEPTOR

160 PTS



|   |   |    |    |    |    |
|---|---|----|----|----|----|
| M | T | SV | W  | LD | OC |
| - | 9 | 3+ | 10 | 6+ | -  |

RANGED WEAPONS

| WEAPON                                                              | RANGE | A   | BS | S  | AP | D    |
|---------------------------------------------------------------------|-------|-----|----|----|----|------|
| Icarus stormcannon <b>ANTI-FLY 2+</b>                               | 48"   | 6   | 3+ | 7  | -1 | 2    |
| Las-talon                                                           | 36"   | 2   | 3+ | 10 | -3 | D6+1 |
| Skyhammer missile launcher <b>ANTI-FLY 2+</b>                       | 48"   | 3   | 3+ | 8  | -1 | D3   |
| Twin assault cannon <b>DEVASTATING WOUNDS</b><br><b>TWIN-LINKED</b> | 24"   | 6   | 3+ | 6  | 0  | 1    |
| Twin heavy bolter <b>SUSTAINED HITS 1</b> <b>TWIN-LINKED</b>        | 36"   | 3   | 3+ | 5  | -1 | 2    |
| ► Typhoon missile launcher - frag <b>BLAST</b>                      | 48"   | 2D6 | 3+ | 4  | 0  | 1    |
| ► Typhoon missile launcher - krak                                   | 48"   | 2   | 3+ | 9  | -2 | D6   |

MELEE WEAPONS

| WEAPON        | RANGE | A | WS | S | AP | D |
|---------------|-------|---|----|---|----|---|
| Armoured hull | Melee | 3 | 4+ | 6 | 0  | 1 |

AUFSTELLUNG

1x Stormhawk Interceptor

**Equipped with:** Icarus stormcannon, Las-talon, Skyhammer missile launcher, Twin assault cannon, Twin heavy bolter, ► Typhoon missile launcher - frag, ► Typhoon missile launcher - krak, Armoured hull

Wargear Options:

- This model can replace its Skyhammer missile launcher with Twin heavy bolter or Typhoon missile launcher.
- This model can replace its Las-talon with Icarus stormcannon.

ABILITIES

Interceptor

Each time this model makes a ranged attack that targets a unit that can Fly, add 1 to the Hit roll.



## 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).*

### 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.*

### 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 D3

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").