

THUNDERHAWK GUNSHIP

840 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 ANTI-FLY 4+	72"	4	3+	8	-2	3
Thunderhawk heavy cannon BLAST	48"	D6+6	3+	10	-2	3
Turbo-laser destructor BLAST	96"	D3+1	3+	20	-4	D6+6

AUFSTELLUNG

1x Thunderhawk Gunship

Equipped with: Hellstrike missile battery, Thunderhawk heavy cannon, Turbo-laser destructor

Wargear Options:

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

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.

Thunderhawk Gunship (Transport)

Capacity: This model has a transport capacity of 30 ADEPTUS ASTARTES INFANTRY or ADEPTUS ASTARTES MOUNTED models. Each JUMP PACK, WULFEN, GRAVIS or TERMINATOR model takes up the space of 2 models. Each CENTURION model takes up the space of 3 models. Each MOUNTED model takes up the space of 4 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).*



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.

