

LAND RAIDER BANISHER

M	T	SV	W	LD	OC
10"	12	2+	16	6+	5



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Heavy incinerator [IGNORES COVER, TORRENT]

18"

2D6

N/A

6

-1

1

Hunter-killer missile [ONE SHOT]

48"

1

2+

14

-3

D6

One Shot: The bearer can only shoot with this weapon once per battle.

Multi-melta [MELTA 2]

18"

2

3+

9

-4

D6

Storm bolter [RAPID FIRE 2]

24"

2

3+

4

0

1

Twin psycannon [PSYCHIC, SUSTAINED HITS 1, TWIN-LINKED]

24"

3

3+

8

-1

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Armoured tracks

Melee

6

4+

8

0

1

ABILITIES

CORE: Deadly Demise D6

Assault Ramp: Each time a unit disembarks from this model after it has made a Normal move, that unit is still eligible to declare a charge this turn.



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.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, IMPERIUM, LAND RAIDER, BANISHER



FACTION KEYWORDS:
GREY KNIGHTS

LAND RAIDER BANISHER

Land Raider Banishers are configured to carry the Chapter's holy warriors into the midst of daemonic foes. Sacred unguents and runes guard their hulls, and their assault launchers are primed with psyk-out charges. More potent still, each vehicle boasts a hull-mounted twin psycannon – an arcane weapon that is the doom of warp-spawn.

WARGEAR OPTIONS

- This model can be equipped with 1 hunter-killer missile.
- This model can be equipped with 1 storm bolter.
- This model can be equipped with 1 multi-melta.

UNIT COMPOSITION

- **1 Land Raider Banisher**

This model is equipped with: 2 heavy incinerators; twin psycannon; armoured tracks.

TRANSPORT

This model has a transport capacity of 12 **GREY KNIGHTS INFANTRY** models. Each **TERMINATOR** model takes up the space of 2 models.

KEYWORDS: VEHICLE, TRANSPORT, SMOKE, IMPERIUM, LAND RAIDER, BANISHER





FACTION KEYWORDS:
GREY KNIGHTS

GREY KNIGHTS THUNDERHAWK GUNSHIP

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



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Hellstrike missile battery [ANTI-FLY 4+]	72"	4	3+	8	-2	3
Lascannon	48"	1	3+	12	-3	D6+1
Thunderhawk heavy cannon [BLAST]	48"	D6+6	3+	10	-2	3
Turbo-laser destructor [BLAST]	96"	D3+1	3+	20	-4	D6+6
Twin heavy bolter [SUSTAINED HITS 1, TWIN-LINKED]	36"	3	3+	5	-1	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

CORE: **Deadly Demise D6+2, Hover**

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.

WARGEAR ABILITIES

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.

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.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, THUNDERHAWK GUNSHIP



FACTION KEYWORDS:
GREY KNIGHTS

GREY KNIGHTS THUNDERHAWK GUNSHIP

Mighty Thunderhawk Gunships serve the Grey Knights Chapter as any other. Powerful, versatile flyers, they deploy squads of Titan's sons into the heart of battle whilst slaughtering hosts of enemies with their vast array of anti-personnel and anti-armour weapons.

WARGEAR OPTIONS

- This model's Thunderhawk heavy cannon can be replaced with 1 turbo-laser destructor.
- This model's Thunderhawk cluster bombs can be replaced with 1 hellstrike missile battery.

UNIT COMPOSITION

- **1 Grey Knights Thunderhawk Gunship**

This model is equipped with: 2 lascannons; Thunderhawk heavy cannon; 4 twin heavy bolters; armoured hull; Thunderhawk cluster bombs.

TRANSPORT

This model has a transport capacity of 30 **GREY KNIGHTS INFANTRY** models. Each **TERMINATOR** model takes up the space of 2 models.

KEYWORDS: VEHICLE, TITANIC, FLY, AIRCRAFT, TRANSPORT, IMPERIUM, THUNDERHAWK GUNSHIP



FACTION KEYWORDS: GREY KNIGHTS