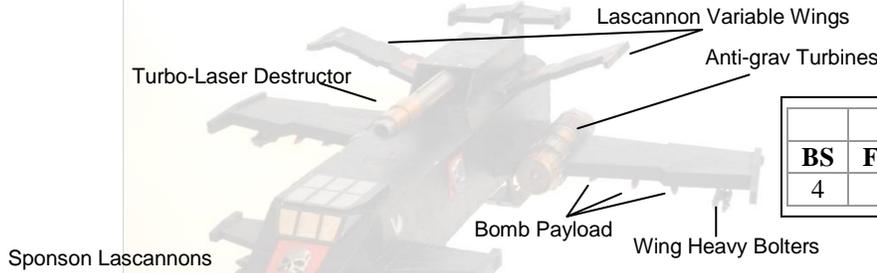


ECLIPSE-PATTERN THUNDERHAWK POINTS: 700+OPTIONS

The Techpriests of the Trumbull Forge World shook the sector to its core with the announcement of the discovery of a STC for a new variety of Thunderhawk, especially during such a time of plenty. The planetary governor declared that the Forge World would produce enough of these craft to darken the skies, giving the Trumbull Thunderhawk the nickname of the 'Eclipse' pattern. The name stuck and took on an ironic twist as the thrice-cursed Chief Librarian of the Thousand Sons initiated a full-scale rebellion on Trumbull and made away with fully half of the first production run of the Thunderhawks while seeing the STC destroyed.

The Eclipse-pattern Thunderhawks are known to have been available with a great number of weapon options, enabling them to take on a larger variety of roles than the standard Thunderhawk Gunship including air defense and ground support. This has ensured that the small handful of Space Marine chapters that managed to get their hands on an Eclipse prize them beyond the reverence that a craft of the machine cult normally receives.



ARMOUR			
BS	FRONT	SIDE	REAR
4	12	12	10

UNIT: 1 Eclipse-Pattern Thunderhawk Gunship
TYPE: Super-heavy Flyer (Hover, Transport)
HULL POINTS: 9

TRANSPORT: The Thunderhawk has a transport capacity of 30. It can also transport Jump Infantry and Bikes.

ACCESS POINTS: One access hatch on each side and a forward Assault Ramp.

FIRE POINTS: None

WEAPONS AND EQUIPMENT:

- Hull-mounted Turbo-laser Destructor
- Two hull-mounted Lascannons (on variable wings)
- A set of hull-mounted sponson weapons and a set of wing-mounted turret weapons. Choose once for each set from the following:
 - o Twin-linked Heavy Bolters for free
 - o Twin-linked Lascannons for +40 points
 - o Twin-linked AA Autocannons for +20 points
 - o Three twin-linked bolt guns (Hurricane Bolters) for free
 - o Inferno Cannons for +40 points
 - o Twin-linked Assault Cannons for +20 points
 - o Multi-melta for +20 points
- Symmetric Payload. Each wing may be loaded with a selection of bombs, missiles, or other weaponry. Both wings are loaded with the same choice. The number in parenthesis is how many total the vehicle will have. Choose from the following:
 - o Cluster Bomb (6)
 - o Fusion Bomb (6)
 - o Hellstrike Missile (6)
 - o Hellstorm Bomb (2)
 - o Hunter-Killer Missile (6)*
 - o Multi-Rocket Pod (4)*
 - o Punisher Cannon (1)
 - o Skystrike Missile (6)*

WEAPON	RANGE	STR	AP	SPECIAL
Turbo-laser Destructor	72"	D	2	Heavy 1, 5" Blast, Destroyer, Primary Weapon
AA Autocannon	48"	7	4	Heavy 2, Improved AA Mount
Heavy Bolter	36"	5	4	Heavy 3
Inferno Cannons	12" (Template)	6	4	Heavy 1, Torrent
Lascannon	48"	9	2	Heavy 1
Bolt Gun	24"	4	5	Rapid Fire
Assault Cannon	24"	6	4	Heavy 4, Rending
Multi-melta	24"	8	1	Heavy 1, Melta
Cluster Bomb	Bomb	6	4	Heavy 6, Bomb, Apoc Barrage
Fusion Bomb	Bomb	6	1	Heavy 1, Bomb, Apoc Barrage
Hellstrike Missile	70"	8	3	Ordinance 1, Missile, Hellstrike
Hellstorm Bomb	Hellstorm	7	3	Heavy 1, Bomb
Hunter-Killer Missile	70"	8	3	Heavy 1, Missile
Multi-Rocket Pod	24"	4	6	Heavy 1, 5" blast
Punisher Cannon	24"	5	-	Heavy 20
Skystrike Missile	60"	7	3	Heavy 1, Improved AA Mount, Heat Seeker, Missile

*Pairs of these weapons can be combined. 2 HK and 2 Rocket Pods, for example.

SPECIAL RULES:

Hover Mode, Assault Vehicle, Power of the Machine Spirit

Ceremite Shielding: In order to resist the heat of atmospheric entry a Thunderhawk has thick ceramite shielding. Melta bombs and weapons with the 'Melta' special rule never roll an extra dice for armour penetration against the Thunderhawk.

Weapon Payload: The Eclipse-pattern Thunderhawk is unique in that it may carry a wide variety of weapon systems on its wings, including a mix of bombs, missiles, and standard guns. During a single turn a Thunderhawk may drop bombs or shoot missiles, but not both. If bombs are dropped, only one type may be dropped in a single bombing run. Wing-mounted guns may be fired as normal.

Improved AA Mount: As a flyer the Eclipse Thunderhawk may choose to fire all weapons in Skyfire mode during any shooting phase. Weapons with an Improved AA Mount may be fired in Skyfire mode during any shooting phase although they do not have to.

Hellstrike: The Hellstrike Missile is a directly-targeted Ordinance weapon. Roll to-hit using Ballistic Skill and resolve damage as Ordinance. In any shooting phase in which a Hellstrike Missile is to be fired no other wing weapons may be fired, although any number of Hellstrike Missiles may be shot.

Heat Seeker: Skystrike missiles are fitted with heat-seeking warheads to target power signatures and engine exhaust; as such they re-roll misses against flyers.