



Blue Thunder

350



The ultimate weapon in surveillance and crowd control

Blue Thunder w/20mm cannon, 2xTwin .50cal Gunpods

Replace both Twin .50cal Gunpods with Hydra missiles

Size	Move	Close	Combat	Target	Armour	Kill
5	V/STOL	4xD10			7+	4+ 9+
	Loiter					

AIR

Weapons

20mm Cannon

Range 48" Damage 2xD6+1

Twin .50cal Gunpod

Range 36" Damage 3xD6+1

Hydra

Range 30" Damage D8

Special Rules

20mm Cannon: This weapon causes a -2 penalty to Armour rolls.

Flyer: It will ignore the effects of smoke (see main rulebook) and suppression. May be attacked only by weapons with AA trait unless it is at V/STOL speed. It must take Move as its first action in a turn.

Tough: The Apache will ignore the first three failed Armour rolls. An attack that rolls its Kill score will destroy it as normal.

Hydra: This weapon causes a -2 penalty to Armour rolls. It will roll its damage dice against every target in the firezone, the targets don't need to be in LOS. It is a four-shot system.

Twin .50cal Gunpod: This weapon causes a -1 penalty to Armour rolls. Every Damage Dice this weapon rolls will count as two for the purposes of Suppression only. If every model in the target unit is assigned two or more Damage Dice when this weapon is used, the unit will lose two actions from Suppression, rather than just one. May be used as an AA weapon.

Stealthy: SAMs and AAMs do not get re-rolls against this helicopter

Linked Weapons: The 20mm cannon and both Twin .50cal Gunpods may be fired in a single action. They all have to use the same firezone.

Ignore the effects of smoke (see main rulebook).