

AVENGER STRIKE FIGHTER - IMPERIUM -  
ASTRA MILITARUM

130 PTS

|   |   |    |    |    |    |
|---|---|----|----|----|----|
| M | T | Sv | W  | LD | OC |
| - | 9 | 3+ | 14 | 7+ | -  |

**AUFSTELLUNG**  
1x Avenger Strike Fighter (120x92mm Oval Base)  
**Equipped with:** Avenger bolt cannon, Heavy stubber, Lascannon, Armoured hull

**KEYWORDS:** Vehicle, Fly, Aircraft, Imperium, Avenger Strike Fighter, Frame  
**FACTION KEYWORDS:** Astra Militarum

 RANGED WEAPONS

| WEAPON                                  | RANGE | A  | BS | S  | AP | D    |
|-----------------------------------------|-------|----|----|----|----|------|
| Avenger bolt cannon<br>SUSTAINED HITS 1 | 36"   | 10 | 4+ | 6  | -1 | 2    |
| Heavy stubber<br>RAPID FIRE 3           | 36"   | 3  | 4+ | 4  | 0  | 1    |
| Lascannon                               | 48"   | 1  | 4+ | 12 | -3 | D6+1 |

 MELEE WEAPONS

| WEAPON        | RANGE | A | WS | S | AP | D |
|---------------|-------|---|----|---|----|---|
| Armoured hull | Melee | 6 | 4+ | 8 | 0  | 1 |

ABILITIES

**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.

**Fiery Vengeance**  
Once per turn, in your opponent's Shooting phase, when another friendly ASTRA MILITARUM unit within 6" of this model is destroyed by an attack made by a unit that can Fly, one model from your army with this ability can use it. If it does, after the attacking unit has finished making its attacks, that model can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

WEAPON ABILITIES

**Rapid Fire**  
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.  
*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

**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).*

CORE RULES

**Deadly Demise D6**  
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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*