

IMPERIUM - ASTRA MILITARUM

AVENGER STRIKE FIGHTER

Deadly Demise D6

M	T	SV	W	LD	OC
-	9	3+	14	7+	-

130 PTS

Base 120x92mm Oval Base



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Avenger bolt cannon

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	10	4+	6	-1	2

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Heavy stubber

RAPID FIRE 3

R	A	BS	S	AP	D
36"	3	4+	4	0	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Lascannon

R	A	BS	S	AP	D
48"	1	4+	12	-3	D6+1

VERWUNDET

2+T1-6

3+T7-11

4+T12

5+T13-23

6+T24+

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).

4ANGRIFF

5NAHKAMPF

Armoured hull

Melee

R	A	WS	S	AP	D
6	4+	8	0	1	

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

VERTEIDIGUNG

∞

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W9 · RW 3+ · 14 LP je Modell

WIRD VERWUNDET MIT

2+ S18+	3+ S10-17	4+ S9	5+ S5-8	6+ S1-4
RETTUNGSWURF JE DS				
DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -

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.

REGELN & KEYWORDS KURZ

Deadly Demise D6 This ability always takes the form Deadly Demise X.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

AUFSTELLUNG

1x Avenger Strike Fighter

Ausrüstung: Avenger bolt cannon, Heavy stubber, Lascannon, Armoured hull