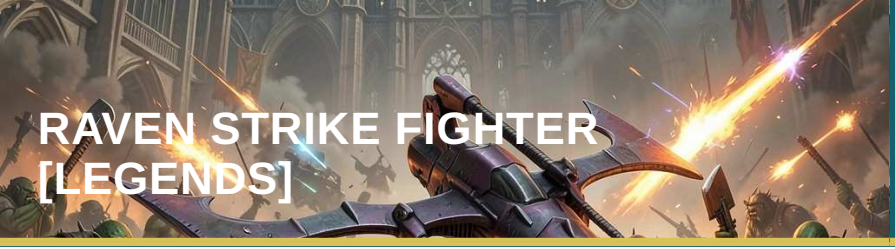

RAVEN STRIKE FIGHTER [LEGENDS]

170 PTS

M	T	SV	W	LD	OC
20+"	8	4+	10	7+	0

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Dark lance	36"	1	3+	12	-3	D6+2
Splinterstorm cannon ANTI-INFANTRY 3+, SUSTAINED HITS 2	36"	8	3+	3	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed wings	Melee	3	4+	6	-1	1

AUFSTELLUNG

1x Raven Strike Fighter [Legends]

Equipped with: 2x Dark lance, Splinterstorm cannon, Bladed wings

ABILITIES

Ground-attack Craft

Each time a model in this unit makes a ranged attack that targets an enemy unit (excluding unit that can Fly), add 1 to the Hit roll.

Shredding Fire (Pain)

In your Shooting phase, when you select this unit to shoot, you can spend 1 Pain token to Empower this unit. While Empowered, the Armour Penetration characteristic of its ranged weapons is increased by 1.

WEAPON RULES

Anti

This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

KEYWORDS: Vehicle, Fly, Aircraft, Aeldari, Raven Strike Fighter

FACTION: Drukhari

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).*

RULES

Deadly Demise D3

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").

Power from Pain

All Drukhari units have a Pain ability, tagged with the word 'Pain'. Pain abilities only apply to a unit while it is Empowered. If your Army Faction is Drukhari, you can Empower units from your army with Pain abilities by spending Pain tokens (see below).

GAINING PAIN TOKENS

If your Army Faction is Drukhari, you gain Pain tokens as follows:

- 1 Pain token at the start of your Command phase.
- 1 Pain token each time an enemy unit is destroyed.
- 1 Pain token each time an enemy unit fails a Battle-shock test.

Each time you gain a Pain token, keep it to one side – this is your Pain token pool. Each time you spend a Pain token, reduce your Pain token pool by the same amount.

EMPOWERED THROUGH PAIN

Each Pain ability will state when you can spend Pain tokens to Empower that unit. When you do, until the end of the phase, that unit is Empowered and all Pain abilities it has take effect. While an Attached unit is Empowered, the Pain abilities of all Leader and Bodyguard units in that unit take effect - you do not need to spend additional Pain tokens to activate each of those Pain abilities.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).