

ARCHAEOPTER STRATORAPTOR

M	T	SV	W	LD	OC
-	9	3+	10	7+	-

AUFSTELLUNG

1x Archaeopter Stratoraptor (170x109mm Oval Base)

Equipped with: 2x Cognis heavy stubber, 2x Heavy phosphor blaster, Twin cognis lascannon, Armoured hull

Wargear Options:

- This model can replace its Command Uplink with Chaff Launcher.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Cognis heavy stubber RAPID FIRE 3, SUSTAINED HITS 1	36"	3	4+	4	0	1
2x Heavy phosphor blaster IGNORES COVER	36"	3	4+	6	-1	2
Twin cognis lascannon SUSTAINED HITS 1, TWIN-LINKED	48"	1	4+	12	-3	D6+1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

RULES - Deadly Demise D3, Doctrina Imperatives

Chaff Launcher

The bearer has the Smoke keyword. ⚡

Command Uplink

Each time you select the bearer's unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

Strafing Run

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

WEAPON RULES

Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).



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).

