

AVENGER STRIKE FIGHTER

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

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Avenger bolt cannon SUSTAINED HITS 1	36"	10	4+	6	-1	2
Heavy stubber 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

RULES - Deadly Demise D6

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 RULES

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).*