

SUN SHARK BOMBER

M	T	SV	W	LD	OC
-	9	3+	12	7+	-

AUFSTELLUNG

1x Sun Shark Bomber (120 x 92mm flying base)

Equipped with: Missile pod, Seeker missile, Twin missile pod, 2x ➤ Twin ion rifle - overcharged, 2x ➤ Twin ion rifle - standard, Armoured hull

Wargear Options:

- This model can replace its Missile pod with Twin missile pod.

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	4+	7	-1	2
Seeker missile <small>ONE SHOT</small>	48"	1	4+	14	-3	D6+1
Twin missile pod <small>TWIN-LINKED</small>	30"	2	4+	7	-1	2
2x ➤ Twin ion rifle - overcharged <small>HAZARDOUS, TWIN-LINKED</small>	30"	3	4+	8	-2	2
2x ➤ Twin ion rifle - standard <small>TWIN-LINKED</small>	30"	3	4+	7	-1	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

ABILITIES

RULES - Deadly Demise D3, For The Greater Good

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Pulse Bombs

At the end of your opponent's Fight phase, select one visible enemy unit (excluding Lone Operative units) within 24" of this unit, and roll six D6 for that unit: For each 4+, that unit suffers 1 mortal wound.



WEAPON RULES

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

