

RAVEN STRIKE FIGHTER

[LEGENDS]

170 PTS

|       |   |    |    |    |    |
|-------|---|----|----|----|----|
| M     | T | Sv | W  | LD | OC |
| 20+'' | 8 | 4+ | 10 | 7+ | 0  |

INVULNERABLE  
SAVE

5+



AUFSTELLUNG

1x Raven Strike Fighter [Legends]

Equipped with: Dark lance,  
Splinterstorm cannon, Bladed wings

RANGED WEAPONS

| WEAPON                                                       | RANGE | A | BS | S  | AP | D    |
|--------------------------------------------------------------|-------|---|----|----|----|------|
| 2x Dark lance                                                | 36"   | 1 | 3+ | 12 | -3 | D6+2 |
| Splinterstorm cannon<br>ANTI-INFANTRY 3+<br>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 |

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 ABILITIES

- 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+.*
- 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).*

CORE 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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*
- 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).



KEYWORDS: Vehicle, Fly, Aircraft,  
Aeldari, Raven Strike Fighter, Frame  
FACTION KEYWORDS: Drukhari