

ARCHAEOPTER STRATORAPTOR -
IMPERIUM - ADEPTUS MECHANICUS

185 PTS

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

AUFSTELLUNG
1x Archaeopter Stratoraptor
Equipped with: Cognis heavy stubber, Heavy phosphor blaster, Twin cognis lascannon, Armoured hull
Wargear Options:
■ This model can replace its Command Uplink with Chaff Launcher.

KEYWORDS: Archaeopter Stratoraptor, Skitarii, Vehicle, Aircraft, Fly, Imperium
FACTION KEYWORDS: Adeptus Mechanicus

 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

- 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 ABILITIES

- 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).*

FACTION RULES

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Doctrina Imperatives
At the start of the battle round, you can select one of the Doctrina Imperatives below. Until the end of the battle round, that Doctrina Imperative is active for your army, and all units from your army that have the Doctrina Imperatives ability gain the relevant abilities shown below.

PROTECTOR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [HEAVY] ability.
- Improve the Ballistic Skill characteristic of ranged weapons equipped by models in this unit by 1.
- Each time a melee attack targets this unit, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, subtract 1 from the Hit roll.

CONQUEROR IMPERATIVE

- Ranged weapons equipped by models in this unit have the [ASSAULT] ability.
- Improve the Weapon Skill characteristic of melee weapons equipped by models in this unit by 1.
- Each time a model in this unit makes an attack, if this unit has the Battleline keyword and/or it is within 6" of one or more friendly Adeptus Mechanicus Battleline units, improve the Armour Penetration characteristic of that attack by 1.

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.