

FIRE RAPTOR GUNSHIP [LEGENDS] -
LIBRARY - ASTARTES HERESY LEGENDS

290 PTS

M	T	Sv	W	LD	OC
20+''	10	3+	18	6+	0

AUFSTELLUNG

1x Fire Raptor Gunship [Legends]

Equipped with: Quad heavy bolter, Twin autocannon, Twin avenger bolt cannon, Twin hellstrike launcher, Twin lascannon, Armoured hull

Wargear Options:

- This model can replace its Two twin autocannons with Two quad heavy bolters.
- This model can replace its Two twin hellstrike launchers with Two twin lascannons.

KEYWORDS:

Vehicle, Fly, Aircraft, Fire Raptor Gunship

FACTION KEYWORDS:

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RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Quad heavy bolter TWIN-LINKED, SUSTAINED HITS 1	36"	6	3+	5	-1	2
Twin autocannon TWIN-LINKED	48"	2	3+	9	-1	3
Twin avenger bolt cannon TWIN-LINKED	36"	10	3+	6	-1	2
2x Twin hellstrike launcher ANTI-FLY 2+, TWIN-LINKED	72"	2	3+	10	-3	D6
Twin lascannon TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	6	4+	8	0	1

ABILITIES

Damaged: 1-6 wounds remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Strafing Run

Each time this model makes a ranged attack that targets a unit that cannot FLY, add 1 to the Hit roll.

WEAPON ABILITIES

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).*

Twin-linked

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

CORE RULES

Deadly Demise D6

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.

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Hover
Each time this unit takes to the skies (21.03), do not subtract 2'' from the maximum distance.