



SKY RAY GUNSHIP

140 PTS

M	T	SV	W	LD	OC
10"	10	3+	14	7+	3

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Seeker missile rack TWIN-LINKED	48"	3	4+	14	-3	D6+1
Smart missile system INDIRECT FIRE	30"	3	4+	5	0	1
Twin pulse carbine TWIN-LINKED, ASSAULT	20"	2	4+	5	0	1

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

ABILITIES

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.

Targeting Array

Each time this model is selected to shoot, you can re-roll one Hit roll or you can re-roll one Wound roll when resolving those attacks.

Velocity Tracker

Each time this model makes an attack with a ranged weapon that targets a unit that can FLY, you can re-roll the Hit roll.

WEAPON RULES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Indirect Fire

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

Twin-linked

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



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AUFSTELLUNG

1x Sky Ray Gunship

Equipped with: Accelerator burst cannon, Seeker missile rack, Smart missile system, Twin pulse carbine, Armoured hull

Wargear Options:

- This model can replace its 2 Twin pulse carbines with 2 Accelerator burst cannons or 2 Smart missile systems.

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").