

RAVEN STRIKE FIGHTER [LEGENDS]

M	T	SV	W	LD	OC	
20+"	8	4+	10	7+	0	

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 ANTI-INFANTRY 3+, 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

RULES - Deadly Demise D3, Stealth

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 RULES

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).