

VOIDRAVEN BOMBER

M	T	SV	W	LD	OC	
-	9	4+	12	7+	-	

AUFSTELLUNG

1x Voidraven Bomber

Equipped with: Dark Scythe, Void Lance, ► Voidraven Missiles - Implosion Missiles, ► Voidraven Missiles - Shatterfield Missiles, Bladed Wings

Wargear Options:

- This model can replace its 2 Void Lances with 2 Dark Scythes.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Dark Scythe	24"	6	3+	8	-4	2
2x Void Lance	36"	2	3+	14	-4	D6+2
► Voidraven Missiles - Implosion Missiles BLAST	48"	D3	3+	9	-2	3
► Voidraven Missiles - Shatterfield Missiles BLAST	48"	D6	3+	7	-2	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladed Wings	Melee	3	4+	6	-1	1

ABILITIES

RULES - Deadly Demise D3, Stealth

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Nowhere to Hide (Pain)

In your Shooting phase, when you select this unit to shoot, you can spend 1 Pain token to Empower this unit. While Empowered, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.



Void Mine

At the end of your opponent's Fight phase, select one visible enemy model (excluding Lone Operative units) within 24" of this unit, and roll one D6 for each enemy unit within D6" of that model:

- For each 4+, that enemy unit suffers D6 mortal wounds.

WEAPON RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

