

ARCHAEOPTER FUSILAVE

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

AUFSTELLUNG

1x Archaeopter Fusilave

Equipped with: Cognis heavy stubber array, Armoured hull

Wargear Options:

- This model can replace its Command Uplink with Chaff Launcher.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cognis heavy stubber array RAPID FIRE 9, SUSTAINED HITS 1, TWIN-LINKED	36"	9	4+	4	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	4+	6	0	1

ABILITIES

RULES - Deadly Demise D3, Doctrina Imperatives

Bomb Rack

At the end of your opponent's Fight phase, select one visible enemy unit (excluding Lone Operative units) within 24" of this unit, and roll six D6 for that unit: for each 4+, that unit suffers 1 mortal wound.

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.



WEAPON RULES

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).*

Twin-linked

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

