

FIRE RAPTOR GUNSHIP [LEGENDS]

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.

⚔ 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

ABILITIES

RULES - Deadly Demise D6, Hover

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

WEAPON RULES

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.

