

ATTACK FIGHTA [LEGENDS]

M	T	SV	W	LD	OC	
20+"	9	3+	10	7+	0	

AUFSTELLUNG

1x Attack Fighta [Legends]

Equipped with: Twin big shoota, Wing missiles, Armoured hull

Wargear Options:

- This model can be equipped with 1x Wing missiles.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin big shoota RAPID FIRE 2, TWIN-LINKED	36"	3	5+	5	0	1
Wing missiles	24"	1	5+	9	-2	3

MELEE WEAPONS

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

ABILITIES

RULES - Deadly Demise D3

Interceptor

Each time this model makes a ranged attack that targets a unit that can FLY, add 1 to the Hit roll.

Small Bomms

Each time the bearer ends a Normal move, you can select one enemy unit it moved across during that move and roll three D6: for each 4+, that unit suffers 1 mortal wound.



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).

Twin-linked

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