

RAZORSHARK STRIKE FIGHTER

M	T	SV	W	LD	OC
-	10	3+	12	7+	-

AUFSTELLUNG

1x Razorshark Strike Fighter

Equipped with: Accelerator burst cannon, Missile pod, Seeker missile, ► Quad ion turret - overcharge, ► Quad ion turret - standard, Armoured hull

Wargear Options:

- This model can replace its Accelerator burst cannon with Missile pod.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Missile pod	30"	2	4+	7	-1	2
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
► Quad ion turret - overcharge HAZARDOUS, TWIN-LINKED	30"	8	4+	8	-2	2
► Quad ion turret - standard TWIN-LINKED	30"	8	4+	7	-1	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

ABILITIES

RULES - Deadly Demise D3

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.

Ground Strike Fighter

Each time this model makes a ranged attack that targets an enemy unit that cannot FLY, add 1 to the Hit roll.

WEAPON RULES

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Twin-linked

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