

RAZORWING JETFIGHTER

170 PTS



M

T

SV

W

LD

OC

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Dark Lance	36"	1	3+	12	-3	D6+2
2x Disintegrator Cannon	36"	3	3+	6	-3	2
Splinter Cannon ANTI-INFANTRY 3+ SUSTAINED HITS 1	36"	3	3+	3	-1	2
Twin Splinter Rifle ANTI-INFANTRY 3+ ASSAULT RAPID FIRE 2 TWIN LINKED	24"	2	3+	2	0	1
► Razorwing Missiles - Monoscythe Missiles BLAST	48"	D6	3+	6	-1	2
► Razorwing Missiles - Neurotoxin Missiles ANTI-INFANTRY 2+ BLAST	48"	D6+3	3+	2	0	1
► Razorwing 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

AUFSTELLUNG

1x Razorwing Jetfighter

Equipped with: Dark Lance, Disintegrator Cannon, Splinter Cannon, Twin Splinter Rifle, ► Razorwing Missiles - Monoscythe Missiles, ► Razorwing Missiles - Neurotoxin Missiles, ► Razorwing Missiles - Shatterfield Missiles, Bladed Wings

Wargear Options:

- This model can replace its Two dark lances with Two disintegrator cannons.
- This model can replace its Twin Splinter Rifle with Splinter Cannon.

ABILITIES

Ground-attack Craft

Each time a model in this unit makes a ranged attack that targets an enemy unit (excluding units that can Fly), add 1 to the Hit roll.

Nowhere to Run (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 (excluding Monsters and Vehicles) hit by one or more of those attacks; until the start of your next turn, that enemy unit is pinned. While a unit is pinned, subtract 2 from that unit's Move characteristic and subtract 2 from Charge rolls made for that unit.



WEAPON RULES

ANTI

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

ASSAULT

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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.

CORE RULES

◇ Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

◇ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

