

FIRE RAPTOR GUNSHIP

[LEGENDS]

290 PTS



M	T	SV	W	LD	OC
20+"	10	3+	18	6+	0

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		72"	2	3+	10	-3	D6
ANTI-FLY 2+							
	TWIN-LINKED						
Twin lascannon	TWIN-LINKED	48"	1	3+	12	-3	D6+1

MELEE WEAPONS

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

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.

ABILITIES

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 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.

CORE RULES

Deadly Demise D6

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").

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

