

VANGUARD-RAPTORS

WITH LONGSTRIKE CROSSBOWS

Raining death upon the enemy from afar, Vanguard-Raptors armed with longstrike crossbows are marksmen with few equals. Poised in well-chosen vantage points, they wait with bolts loaded until the perfect prey appears.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Longstrike Crossbow	24"	1	2+	3+	-2	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Heavy Stock	1"	1	4+	3+	-	1
Beak and Claws	1"	2	4+	3+	-	1

DESCRIPTION

A unit of Vanguard-Raptors with Longstrike Crossbows has any number of models, each armed with a Longstrike Crossbow and a Heavy Stock.

RAPTOR-PRIME: The leader of this unit is a Raptor-Prime. A Raptor-Prime is accompanied by an Aetherwing, which attacks with its Beak and Claws. For rules purposes, it is treated in the same manner as a mount.

ABILITIES

Headshot: *Vanguard-Raptors have the uncanny ability to kill with a single shot.*

If the unmodified hit roll for an attack made with a Longstrike Crossbow is 6, that attack inflicts 2 mortal wounds on the target and the attack sequence ends (do not make a wound or save roll).

Hunting Call: *A loyal Aetherwing is an excellent look-out.*

If an enemy unit finishes a charge move within 1" of a friendly unit that includes a Raptor-Prime, roll a dice for each model in that Raptor-Prime's unit. For each 6+, the charging unit suffers 2 mortal wounds.

Longshot: *Vanguard-Raptors are unerringly accurate at extreme ranges when established in a static formation.*

Add 6" to the Range characteristic of this unit's Longstrike Crossbows if this unit did not move in the movement phase of the same turn.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, JUSTICAR, VANGUARD-RAPTORS