

VAMPIRE HUNTER

V 0.2

The Vampire Hunter is a variant of the Vampire Raider. It Forgoes any transport capacity for additional heavy armament, and carries massive pulse lasers and multiple missile pods. The Vampire Hunter is a super heavy gunship, capable of taking on the heaviest enemy units, including Titans and will only be deployed into the fiercest battlefields against the largest targets. They fly on missions to engage and destroy specific enemy targets, such as an attacking titan, and each Vampire Hunter squadron will have its own Nightwing fighter cover to support their attack runs and drive off enemy interceptors.

Unité	Mvt	Svg	FA	Armes	Portée	Dés d'attaque	Touché sur	Modif Svg	Notes
Vampire Hunter	75 cm	5+	0	Scatter Laser Twin-linked Pulse laser Missiles x2	25 cm 75 cm 50 cm	3 varies 6 PB	5+ 2+ 4+	0 varies -1	Holo-field

Special rules :

Holo-field : the Vampire hunter has a non-titan holo-field.

Twin-linked Pulse laser : the Twin-linked Pulse laser can be fired in two ways. It can fire multiple volleys against one target, hitting on a 2+ and inflicting D3 hits at -2 TSM. This mode of fire will Damage Buildings. Alternately, place the standard barrage template anywhere within range and line of sight, and hit everything underneath on a 2+ with 0 TSM. Although this weapon has an option of using a barrage template it is not artillery.

Missiles : these missiles can be fired independently, they need not touch.

Army card :

The card of Vampire Hunter is a support card and can be taken only by an eldar army.

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The Vampire Hunter fighting independently and form one unit each in its own .



POINTS VALUE : 200 POINTS

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Break point : the Vampire Hunter can not be demoralized. The Victory Points are awarded only when it is destroyed.
Moral : 3. A Vampire Hunter can not be demoralized but his morale is needed in case of demonic attacks or other cases.

VICTORY POINTS : 2
 Your opponent gains 2 VPs when the Vampire Hunter is destroyed