

SPACE MARINE FIRE RAPTOR GUNSHIP220 POINTS

The Fire Raptor is a specialised variant of the Storm Eagle, known to have its origins in the Imperium's dim and distant past. The vehicle is configured to maximise ammunition stowage in order to feed the voracious appetite of its numerous weapons, and this is achieved by sacrificing the Storm Eagle's transport capacity. The Fire Raptor carries a formidable range of heavy weaponry, most destructive of which is its nose-mounted Avenger pattern bolt cannon. It is also equipped with two waist-mounted ball turrets, each manually operated by a Space Marine gunner, allowing them to engage targets independently of the vehicle's main weapons.

Like the Storm Eagle gunship on which it is based, the Fire Raptor was once utilised by all of the Legiones Astartes of old, but it largely vanished from the machine canon of the Cult Mechanicus for many thousands of years. It is now being fielded in increasing numbers across the countless war zones of the 41st Millennium, suggesting that an as-yet unidentified Adeptus Mechanicus Forge World or Adeptus Astartes Chapter Forge has come into possession of a complete STC imprint. A small number of far older Fire Raptors, some dating back to the Great Crusade, are known to exist within the armouries of a very small number of Chapters, precious relics of the lost age of glory that was so cruelly curtailed when the galaxy was consumed by the raging fires of the Horus Heresy.

	BS	Armour			HP
		Front	Side	Rear	
Fire Raptor	4	12	12	12	4

Unit Composition

- One Fire Raptor Gunship

Unit Type

- Vehicle (Flyer, Hover)

Access Points

- None

Special Rules

- Deep Strike
- Strafing Run
- Independent Turret Fire
- Relic of the Armoury*

*This special rule does not apply when selected as part of a Space Marine Legion Crusade army.

Wargear

- One hull-mounted twin-linked Avenger bolt cannon
- Two independent turret-mounted quad heavy bolters
- Four wing-mounted Hellstrike missiles
- Machine Spirit
- Extra Armour

Options

- The Fire Raptor may take:
 - Armoured Ceramite +20 points
- A Fire Raptor taken in a Space Marine Crusade Legion or *Codex: Chaos Space Marines* army may exchange its independent turret-mounted quad bolters for an:
 - Independent turret-mounted Reaper battery +10 points
- A Fire Raptor taken in a *Codex: Blood Angels* army may replace all Hellstrike missiles with a:
 - Revelation class warhead battery Free
- A Fire Raptor taken in a *Codex: Space Marines*, *Codex: Blood Angels*, *Codex: Space Wolves*, *Codex: Dark Angels*, Tyrant's Legion army list or a Siege Assault Vanguard army may exchange its independent turret-mounted quad bolters for an:
 - Independent turret-mounted twin-linked autocannon Free

A Fire Raptor Gunship is a Heavy Support choice for any of the following armies:

- Space Marine Legion Crusade Army list (see *The Horus Heresy Book One – Betrayal*, page 183)
- *Codex: Space Marines*
- *Codex: Dark Angels*
- *Codex: Space Wolves*
- *Codex: Chaos Space Marines*
- *Codex: Blood Angels*
- *Siege Assault Vanguard Army list*
- *In addition, a Fire Raptor may be selected as a Chapter Support choice in a Tyrant's Legion army.*

Experimental Rules
Imperial sanction
not yet granted



Fire Raptor Weapons

The Fire Raptor gunship carries vast firepower for a vehicle of its size. Mounting heavy anti-personnel and anti-materiel weaponry, the Fire Raptor forgoes the Storm Eagle's transport capacity for a reinforced airframe and substantial ammunition capacity to feed the hunger of its guns.

Weapon	Range	Str	AP	Special
Avenger bolt cannon	36"	6	3	Heavy 7
Quad heavy bolter	36"	5	4	Heavy 6, Twin-linked
Reaper battery	36"	7	4	Heavy 4, Twin-linked

Independent Turret Fire

The Fire Raptor is equipped with two waist-mounted rapid-tracking independent turrets which are capable of individual operation. So long as the Fire Raptor is eligible to fire a weapon in the Shooting phase, each independent turret-mounted weapon may fire at a target of its own and these weapons do not count towards the number of weapons the gunship may fire each turn.

Revelation Class Warhead Battery (*Codex: Blood Angels* armies only)

The Revelation class warhead replaces the missile's explosive payload with a locator beacon and a disruptor emitter, keyed to the battle doctrines of the Blood Angels Chapter. The missile is fired at a given point on the battlefield and when it strikes, the beacon and emitter are activated, serving to summon the Blood Angels down upon the heads of the enemies of the Emperor in a blinding storm.

Weapon	Range	Str	AP	Special
Revelation class warhead battery	36"	-	-	Heavy 4, Barrage, Large Blast (5"), Blind, One Use, Descent Beacon

Descent Beacon: After the Revelation warhead battery attack has been fully resolved, the controlling player may place a beacon marker at the centre point of any one of the Large Blast (5") markers placed as part of the weapon's attack. This marker remains in place until the end of the Blood Angels player's next turn, and any friendly unit with the Descent of Angels special rule that deploys using the Deep Strike rules within 6" of the marker will not scatter.

Chaos Fire Raptor

Fire Raptors in the service of Chaos Space Marines warbands are identical to the profile given here, except that they do not have the Machine Spirit special rule and they have a base cost of 200 points. They may take a Reaper battery as described earlier, and may take the Daemonic Possession vehicle upgrade found in *Codex: Chaos Space Marines* at a cost of +20 points.

Relic of the Armoury (non-Horus Heresy era only)

Fire Raptors are rare and highly valued war machines, and those few Chapters with access to them are fortunate to possess even a handful. Most are ancient beyond reckoning, while a few are newly wrought and of mysterious provenance. Both types are so venerated that they are only ever committed to battle with the express blessing of the Chapter's most senior officers, one of whom must oversee their deployment in person in order to ensure the relic is afforded all due respect and that the proper machine supplications are made.

One Relic of the Armoury may be taken in the army's primary detachment, within the usual provisions of the army list. Further Relic vehicles may be chosen, in which case the detachment must also include a Keeper of Relics purchased as an HQ choice. This character must be a Master of the Forge in a *Codex: Space Marines* army, an Interrogator-Chaplain in a *Codex: Dark Angels* army, a Reclusiarch in a *Codex: Blood Angels* army, a Rune Priest with the Saga of the Beastslayer in a *Codex: Space Wolves* army, or a Warpsmith in a *Codex: Chaos Space Marines* army.