

1KOMMANDO

2BEWEGUNG

Rapid Deployment

Units can disembark from this TRANSPORT after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.

3BESCHUSS

Accelerator burst cannon

R	A	BS	S	AP	D
18"	4	4+	6	-1	1

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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Seeker missile **ONE SHOT**

R	A	BS	S	AP	D
48"	1	4+	14	-3	D6+1

VERWUNDET

2+ T1-7	3+ T8-13	4+ T14	5+ T15-27	6+ T28+
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Smart missile system **INDIRECT FIRE**

R	A	BS	S	AP	D
30"	3	4+	5	0	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Twin pulse carbine **TWIN-LINKED** **ASSAULT**

R	A	BS	S	AP	D
20"	2	4+	5	0	1

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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4ANGRIFF

5NAHKAMPF

Armoured hull

R	A	WS	S	AP	D
Melee	3	5+	6	0	1

VERWUNDET

2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W9 · RW 3+ · 13 LP je Modell

WIRD VERWUNDET MIT

2+ S18+	3+ S10-17	4+ S9	5+ S5-8	6+ S1-4
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -
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REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

For The Greater Good If your Army Faction is T'AU EMPIRE, at the start of your Shooting phase you can select units from your army with this ability to become Observer units.

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

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Devilfish

Ausrüstung: Accelerator burst cannon, Seeker missile, Smart missile system, Twin pulse carbine, Armoured hull

- This model can replace its 2 Twin pulse carbines with 2 Smart missile systems.
- This model can be equipped with up to 2x Seeker missile.

Transport

This model has a transport capacity of 12 T'AU EMPIRE INFANTRY models. It cannot transport BATTLESUIT, KROOT or VESPID STINGWINGS models.