T'AU EMPIRE

HEAVY GUN DRONES [LEGENDS]

M	T	SV	W	LD	OC
8"	5	4+	2	8+	0

45 PTS

Base —

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

Burst cannon

R	A	BS	S	AP	D
18"	4	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Twin burst cannon TWIN-LINKED

R	A	BS	S	AP	D
18"	4	5+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Drone Escort

Once per turn, in your opponent's Shooting phase, when a friendly T'AU EMPIRE unit within 6" of this unit is selected as the target of an attack, one unit from your army with this ability can use it. If it does, after that enemy unit has finished making its attacks, the unit using this ability can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

4 ANGRIFF

—

5 NAHKAMPF

Close combat weapon

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

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

◆ VERTEIDIGUNG

—

∞ IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W5 · RW 4+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2

RETTUNGSWURF JE DS

DS 0	DS −1	DS −2	DS −3	DS −4
4+	5+	6+	–	–

REGELN & KEYWORDS KURZ

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

AUFSTELLUNG

2x Heavy Gun Drone w/ Burst cannon and markerlight oder Heavy Gun Drone w/ Twin burst cannon

Ausrüstung: Burst cannon, Twin burst cannon, Close combat weapon

KEYWORDS Vehicle, Fly, Heavy Gun Drones, Non-Kroot · **FRAKTION** T'au Empire