

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

2× Heavy rail cannon

DEVASTATING WOUNDS

R	A	BS	S	AP	D
120"	1	4+	26	-5	12

VERWUNDET

2+	3+	4+	5+	6+
T1–13	T14–25	T26	T27–51	T52+

2× Long-barrelled burst cannon array

R	A	BS	S	AP	D
24"	32	4+	6	-1	1

VERWUNDET

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

Missile pod

R	A	BS	S	AP	D
30"	2	4+	7	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Seeker missile ONE SHOT

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

VERWUNDET

2+	3+	4+	5+	6+
T1–7	T8–13	T14	T15–27	T28+

6× ► Ion cannon - overcharge

BLAST HAZARDOUS

R	A	BS	S	AP	D
60"	D6+3	4+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

6× ► Ion cannon - standard

BLAST

R	A	BS	S	AP	D
60"	D6+3	4+	7	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Aggressive Deployment

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this TRANSPORT this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

4 ANGRIF

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5 NAHKAMPF

Armoured hull

R	A	WS	S	AP	D
Melee	8	5+	6	0	1

VERWUNDET

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

VERTEIDIGUNG

∞ IMMER / EINMALIG

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Air Caste Colossus

Each time you target this model with a Stratagem, you must spend three times that Stratagem's stated CP cost to do so.

GEGEN DIESE EINHEIT

W14 · RW 2+ · 5++ · 60 LP je Modell

WIRD VERWUNDET MIT

2+ S28+	3+ S15–27	4+ S14	5+ S8–13	6+ S1–7
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RETTUNGSWURF JE DS

DS 0 2+	DS -1 3+	DS -2 4+	DS -3 5+	DS -4 5++
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Damaged: 1-20 Wounds Remaining

While this model has 1-20 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise 3D6 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.

Hover Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

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

AUFSTELLUNG

1x Manta

Ausrüstung: 2x Heavy rail cannon, 2x Long-barrelled burst cannon array, Missile pod, Seeker missile, 6x ► Ion cannon - overcharge, 6x ► Ion cannon - standard, Armoured hull

Transport

This model has a transport capacity of all of the following:

- 200 T'AU EMPIRE INFANTRY or TACTICAL DRONE models
- 4 DEVILFISH, SKY RAY GUNSHIP or HAMMERHEAD models
- 8 BATTLESUIT models with a Wounds characteristic of 9 or less

KEYWORDS Vehicle, Aircraft, Fly, Titanic, Transport, Markerlight, Manta, Non-Kroot, Frame · FRAKTION T'au Empire