



1KOMMANDO

2BEWEGUNG

Drone Harassment Tactics

At the end of your Movement phase, select one enemy unit within 12" of this unit; that enemy unit must take a Battle-shock test.

3BESCHUSS

Piranha 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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Piranha fusion blaster

MELTA 4

R	A	BS	S	AP	D
12"	1	4+	9	-4	D6

VERWUNDET

2+ T1–4	3+ T5–8	4+ T9	5+ T10–17	6+ T18+
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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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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	2	5+	4	0	1

VERWUNDET

2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+
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VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT					
W7 · RW 4+ · 7 LP je Modell					
WIRD VERWUNDET MIT					
2+ S14+	3+ S8–13	4+ S7	5+ S4–6	6+ S1–3	
RETTUNGSWURF JE DS					
DS 0 4+	DS -1 5+	DS -2 6+	DS -3 –	DS -4 –	

REGELN & KEYWORDS KURZ

Deadly Demise 1 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.

Scouts 9" This ability always takes the form Scouts X".

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

MELTA This ability always takes the form [MELTA X].

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

1-3x Piranhas - Equipped with: Armoured hull, Twin pulse carbine, Piranha burst cannon, Piranha fusion blaster, Seeker missile

• This model can replace its Piranha burst cannon with Piranha fusion blaster.

• This model can be equipped with up to 2x Seeker missile.