



1

KOMMANDO

—

2

BEWEGUNG

Heavy Walker
Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there.

3

BESCHUSS

Cluster rocket system **BLAST** **HEAVY**

R	A	BS	S	AP	D
48"	4D6	4+	5	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

Destroyer missiles **HEAVY**

R	A	BS	S	AP	D
72"	1	4+	16	-4	D6+2

VERWUNDET

2+

3+

4+

5+

6+

T1-8

T9-15

T16

T17-31

T32+

Pulse Driver Cannon **BLAST** **HEAVY**

R	A	BS	S	AP	D
72"	D6+3	4+	12	-3	3

VERWUNDET

2+

3+

4+

5+

6+

T1-6

T7-11

T12

T13-23

T24+

Twin T'au flamer **IGNORES COVER** **TORRENT**
TWIN-LINKED

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3

T4

T5-7

T8+

Twin airbursting fragmentation projector **BLAST** **HEAVY** **INDIRECT FIRE**
TWIN-LINKED

R	A	BS	S	AP	D
24"	D6	4+	3	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1

T2

T3

T4-5

T6+

4

ANGRIFF

—

5

NAHKAMPF

Thunderous footfalls

R	A	WS	S	AP	D
Melee	3	5+	8	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W11 · RW 2+ · 4++ · 20 LP je Modell

WIRD VERWUNDET MIT

2+

S22+

3+

S12-21

4+

S11

5+

S6-10

6+

S1-5

RETTUNGSWURF JE DS

DS 0

2+

DS -1

3+

DS -2

4+

DS -3

4++

DS -4

4++

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, subtract 3 from this models Objective Control characteristic, and each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D6+2 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.

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...

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

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

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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

AUFSTELLUNG

1x Stormsurge

Ausrüstung: Cluster rocket system, Destroyer missiles, Pulse Driver Cannon, Twin T'au flamer, Twin airbursting fragmentation projector, Twin burst cannon, 2x Twin smart missile system, ► Pulse blast cannon - dispersed, ► Pulse blast cannon - focused, Thunderous footfalls

- This model can replace its Pulse driver cannon with Pulse blast cannon.
- This model can replace its Twin T'au flamer with Twin airbursting fragmentation projector or Twin burst cannon.

KEYWORDS Vehicle, Walker, Titanic, Towering, Stormsurge, Non-Kroot · FRAKTION T'au Empire