T'AU EMPIRE

TA'UNAR SUPREMACY ARMOUR

Deadly Demise D6+3 | For The Greater Good | Super-Heavy Walker

M	T	SV	W	LD	OC	RW
8"	13	2+	30	7+	10	5+

790 PTS
Base 160mm

1 KOMMANDO

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2 BEWEGUNG

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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+

Fragmentation cluster shell launcher

BLAST

R	A	BS	S	AP	D
24"	2D6+6	4+	6	-1	1

VERWUNDET

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

Fusion eradicator MELTA 3

R	A	BS	S	AP	D
24"	5	4+	10	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–5	T6–9	T10	T11–19	T20+

Heavy rail cannon array

DEVASTATING WOUNDS | HEAVY

R	A	BS	S	AP	D
120"	2	4+	26	-5	16

VERWUNDET

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

2× Nexus missile launcher

R	A	BS	S	AP	D
36"	8	4+	8	-3	2

VERWUNDET

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

3× Pulse ordnance driver

ANTI-INFANTRY 2+

R	A	BS	S	AP	D
60"	8	4+	5	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Smart missile system INDIRECT FIRE

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Tri-axis ion cannon - standard BLAST

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

VERWUNDET

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

➤ Tri-axis ion cannon - supercharge

BLAST | HAZARDOUS

R	A	BS	S	AP	D
36"	D6+3	4+	9	-3	3

VERWUNDET

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

4 ANGRIFF

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5 NAHKAMPF

Crushing feet

R	A	WS	S	AP	D
Melee	6	5+	8	-1	2

VERWUNDET

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

VERTEIDIGUNG

Coordinated Strike

While this model is a Guided unit, each time it makes an attack that targets its Spotted unit, re-roll a Hit roll of 1.

∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W13 · RW 2+ · 5++ · 30 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S26+	S14–25	S13	S7–12	S1–6

RETTUNGSWURF JE DS

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

Damaged: 1-10 Wounds Remaining
While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D6+3 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.

Super-Heavy Walker Each time a unit with this ability makes a normal, advance or fall-back move: - Models in that unit can move through models (including MONSTER/VEHICLE models, but exclud…

ANTI This ability always takes the form [ANTI-X Y+].

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…

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…

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

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

AUFSTELLUNG

1x Ta'unar Supremacy Armour

Ausrüstung: Burst cannon, Fragmentation cluster shell launcher, Fusion eradicator, Heavy rail cannon array, 2x Nexus missile launcher, 3x Pulse ordnance driver, Smart missile system, ➤ Tri-axis ion cannon - standard, ➤ Tri-axis ion cannon - supercharge, Crushing feet

- This model must be equipped with 2 of: Tri-axis ion cannon, Fusion eradicator.
- This model can replace its 3 Pulse ordnance drivers with 2 Nexus missile launchers or Heavy rail cannon array and fragmentation cluster shell launcher.

KEYWORDS Vehicle, Titanic, Walker, Towering, Ta'unar Supremacy Armour, Non-Kroot, Frame · **FRAKTION** T'au Empire