

T'AU EMPIRE

THE TWIN LANCE

Deep Strike For The Greater Good Scouts 8"

Ri'LANTAR	M	T	SV	W	LD	OC	RW
	10"	6	2+	8	6+	2	4+
Ri'LOCAL	M	T	SV	W	LD	OC	RW
	10"	6	2+	8	6+	2	4+

240 PTS

Base 60mm



1

KOMMANDO

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2

BEWEGUNG

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3

BESCHUSS

Fusion eliminator

MELTA 2

R	A	BS	S	AP	D
18"	2	2+	10	-4	D6

VERWUNDET

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

Shardstorm burst system

PISTOL

R	A	BS	S	AP	D
18"	D6	2+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3-4	T5	T6-9	T10+

Twin pulse blaster

ASSAULT

TWIN-LINKED

R	A	BS	S	AP	D
10"	2	5+	6	-1	1

VERWUNDET

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

XV pulse pistol

RAPID FIRE 2

R	A	BS	S	AP	D
12"	2	2+	6	-1	2

VERWUNDET

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

► Ion scattercannon - overcharge

HAZARDOUS

RAPID FIRE 2

R	A	BS	S	AP	D
18"	4	2+	8	-3	3

VERWUNDET

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

► Ion scattercannon - standard

RAPID FIRE 2

R	A	BS	S	AP	D
18"	4	2+	7	-2	2

VERWUNDET

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

Exemplars of Mont'ka

Each time a model in this unit makes a ranged attack that targets the closest eligible target, that attack has the [SUSTAINED HITS 1] and [IGNORES COVER] abilities.

4

ANGRIFF

Neocapacitor Shields

At the start of your opponent's Charge phase, you can select one visible enemy unit (excluding MONSTER and VEHICLE units) within 12" of this unit. That unit must take a Battle-shock test and, until the end of the turn, subtract 1 from Charge rolls made for that unit.

5

NAHKAMPF

Fusion eliminator

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	1	4+	10	-4	D6+2

VERWUNDET

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

Ion scattercannon

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	3	4+	7	-2	2

VERWUNDET

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

XV pulse pistol

R	A	WS	S	AP	D
Melee	4	3+	6	-1	2

VERWUNDET

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

Retro-thrusters

At the end of the Fight phase, if this unit was eligible to fight this phase, this unit can either make a Normal move of up to 6" or a Fall Back move.

VERTEIDIGUNG

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IMMER / EINMALIG

MV15 Gun Drone

The bearer is equipped with 1 twin pulse blaster.

GEGEN DIESE EINHEIT

Ri'Lantar				
W6 · RW 2+ · 4++ · 8 LP je Modell				
WIRD VERWUNDET MIT				
2+	3+	4+	5+	6+
S12+	S7-11	S6	S4-5	S1-3
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	4++	4++

REGELN & KEYWORDS KURZ

Deep Strike Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizo...

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 8" 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).

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

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...

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...

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

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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

AUFSTELLUNG

1x Ri'Lantar - Equipped with: Shardstorm burst system, Twin pulse blaster, XV pulse pistol, Fusion eliminator

1x Ri'Local - Equipped with: Shardstorm burst system, Twin pulse blaster, XV pulse pistol, ► Ion scattercannon - overcharge, Ion scattercannon, ► Ion scattercannon - standard