T'AU EMPIRE

BARRACUDA [LEGENDS]

Deadly Demise D3 | For The Greater Good

M	T	SV	W	LD	OC	RW
-	10	3+	14	7+	-	5+

220 PTS

Base —

1 KOMMANDO

—

2 BEWEGUNG

—

3 BESCHUSS

2× Long-barrelled burst cannon

R	A	BS	S	AP	D
24"	8	4+	6	0	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+

Swiftstrike burst cannon

R	A	BS	S	AP	D
36"	16	4+	6	-1	1

VERWUNDET

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

Swiftstrike railgun

DEVASTATING WOUNDS

R	A	BS	S	AP	D
72"	1	4+	20	-5	D6+6

VERWUNDET

2+	3+	4+	5+	6+
T1–10	T11–19	T20	T21–39	T40+

➤ Cyclic ion blaster - overcharge

HAZARDOUS

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

VERWUNDET

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

➤ Cyclic ion blaster - standard

R	A	BS	S	AP	D
18"	3	4+	7	-1	1

VERWUNDET

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

➤ 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+

➤ 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+

4 ANGRIFF

—

5 NAHKAMPF

Armoured hull

R	A	WS	S	AP	D
Melee	3	5+	6	0	1

VERWUNDET

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

VERTEIDIGUNG

Agile Dogfighter

Each time an attack targets this model, subtract 1 from the Hit roll.

∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W10 · RW 3+ · 5++ · 14 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S20+	S11–19	S10	S6–9	S1–5

RETTUNGSWURF JE DS

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

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D3 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…

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 Barracuda [Legends]

Ausrüstung: 2x Long-barrelled burst cannon, Missile pod, Seeker missile, Swiftstrike burst cannon, Swiftstrike railgun, ➤ Cyclic ion blaster - overcharge, ➤ Cyclic ion blaster - standard, ➤ Ion cannon - overcharge, ➤ Ion cannon - standard, Armoured hull

- This model can replace its Swiftstrike burst cannon with Ion cannon or Swiftstrike railgun.
- This model can replace its 2 Long-barrelled burst cannons with 2 Cyclic ion blasters.
- This model can be equipped with up to 4x Seeker missile.

KEYWORDS Vehicle, Aircraft, Fly, Barracuda, Non-Kroot · **FRAKTION** T'au Empire