

T'AU EMPIRE

DARKSTRIDER

Leader

For The Greater Good

Infiltrators

Scouts 7"

M7"

T3

SV4+

W3

LD7+

OC1

60 PTS

Base 32mm



1KOMMANDO

2BEWEGUNG

Jammer Array
Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this model.

3BESCHUSS

Shade **ASSAULT**

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

VERWUNDET

2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+
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Structural Analyser
While this model is leading a unit, each time a model in that unit makes a ranged attack, add 1 to the Wound roll.

4ANGRIFF

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	3	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+
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VERTEIDIGUNG

∞IMMER / EINMALIG

GEGEN DIESE EINHEIT
W3 · RW 4+ · 3 LP je Modell
WIRD VERWUNDET MIT

2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 -	DS -4 -
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REGELN & KEYWORDS KURZ
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.
Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployom...
Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.
Scouts 7" 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).

AUFSTELLUNG
1x Darkstrider
Ausrüstung: Shade, Close combat weapon
Anführer
This model can be attached to the following unit:
- Pathfinder Team

KEYWORDS Character, Epic Hero, Darkstrider, Markerlight, Infantry, Non-Kroot, Leader · FRAKTION T'au Empire