

HAMMERHEAD GUNSHIP

Deadly Demise D3 For The Greater Good

M10"

T10

SV3+

W14

LD7+

OC3

150 PTS
Base 60mm flying base



1KOMMANDO

—

2BEWEGUNG

—

3BESCHUSS

Accelerator burst cannon

R	A	BS	S	AP	D
18"	4	4+	6	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Railgun

HEAVY

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+

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+

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+

2x Twin pulse carbine

TWIN-LINKED

R	A	BS	S	AP	D
20"	2	4+	5	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

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+

Targeting Array

Each time this model is selected to shoot, you can re-roll one Hit roll or you can re-roll one Wound roll when resolving those attacks.

4ANGRIFF

—

5NAHKAMPF

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

Armour Hunter

Each time this model makes an attack that targets a MONSTER or VEHICLE, add 1 to the Hit roll.

IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W10 - RW 3+ - 14 LP je Modell

WIRD VERWUNDET MIT

S20+

S11-19

S10

S6-9

S1-5

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

3+

4+

5+

6+

-

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.

KEYWORDS Vehicle, Fly, Hammerhead Gunship, Non-Kroot, Frame - FRAKTION T'au Empire

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.

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...)

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...

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...

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...

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

Each weapon with this ability can only be selected to make attacks with once per battle.

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

AUFSTELLUNG

1x Hammerhead Gunship

Ausrüstung: Accelerator burst cannon, Railgun, Seeker missile, Smart missile system, 2x Twin pulse carbine, Ion cannon - overcharge, Ion cannon - standard, Armoured hull

This model can replace its Railgun with Ion cannon.

This model can be equipped with up to 2x Seeker missile.

This model can replace its 2 Twin pulse carbines with 2 Accelerator burst cannons or 2 Smart missile systems.