

T'AU EMPIRE

LONGSTRIKE

[LEGENDS]

Deadly Demise D3 For The Greater Good

M

10"

T

10

SV

3+

W

14

LD

7+

OC

3

140 PTS

Base —



3

BESCHUSS

Accelerator burst cannon

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

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Railgun

DEVASTATING WOUNDS

HEAVY

R	A	BS	S	AP	D
72"	1	3+	20	-5	D6+6

VERWUNDET

2+

T1-10

3+

T11-19

4+

T20

5+

T21-39

6+

T40+

Seeker missile

ONE SHOT

VERWUNDET

2+

T1-7

3+

T8-13

4+

T14

5+

T15-27

6+

T28+

Smart missile system

INDIRECT FIRE

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Twin pulse carbine

TWIN-LINKED

ASSAULT

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Ion cannon - overcharge

BLAST

HAZARDOUS

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Ion cannon - standard

BLAST

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

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.

5

NAHKAMPF

Armoured hull

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

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

GEGEN DIESE EINHEIT

W10 · RW 3+ · 14 LP je Modell

WIRD VERWUNDET MIT

2+

S20+

3+

S11-19

4+

S10

5+

S6-9

6+

S1-5

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

5+

DS -3

6+

DS -4

-

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.

1

KOMMANDO

XV02 Pilot Battlesuit

In your Command phase, you can select one friendly HAMMERHEAD GUNSHIP unit within 12". Until the start of your next Command phase, ranged weapons equipped by models in that unit have the [LETHAL HITS] ability.

2

BEWEGUNG

—

4

ANGRIFF

—

VERTEIDIGUNG

Armour Hunter

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

∞

IMMER / EINMALIG

—

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.
[ASSAULT] Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
[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).
[LETHAL HITS] Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
[ONE SHOT] Each weapon with this ability can only be selected to make attacks with once per battle.
[TWIN-LINKED] Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Longstrike [Legends]
Ausrüstung: Accelerator burst cannon, Railgun, Seeker missile, Smart missile system, Twin pulse carbine, ► Ion cannon - overcharge, ► Ion cannon - standard, Armoured hull
▪ This model can be equipped with up to 2x Seeker missile.
▪ This model can replace its Railgun with Ion cannon.
▪ This model can replace its 2 Twin pulse carbines with 2 Accelerator burst cannons or 2 Smart missile systems.