

RAZORSHARK STRIKE FIGHTER

Deadly Demise D3 For The Greater Good

M

-

T

10

SV

3+

W

12

LD

7+

OC

-

160 PTS
Base 120 x 92mm 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+

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+

Quad ion turret - overcharge

HAZARDOUS

TWIN-LINKED

R	A	BS	S	AP	D
30"	8	4+	8	-2	2

VERWUNDET

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

Quad ion turret - standard

TWIN-LINKED

R	A	BS	S	AP	D
30"	8	4+	7	-1	1

VERWUNDET

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

Ground Strike Fighter

Each time this model makes a ranged attack that targets an enemy unit that cannot FLY, add 1 to the Hit roll.

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

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W10 · RW 3+ · 12 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+	6+	-

Damaged: 1-4 Wounds Remaining

While this model has 1-4 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.

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.

TWIN-LINKED

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

AUFSTELLUNG

1x Razorshark Strike Fighter

Ausrüstung: Accelerator burst cannon, Missile pod, Seeker missile,

► Quad ion turret - overcharge, ► Quad ion turret - standard, Armoured hull

• This model can replace its Accelerator burst cannon with Missile pod.

KEYWORDS Vehicle, Aircraft, Fly, Razorshark Strike Fighter, Non-Kroot · FRAKTION T'au Empire