T'AU EMPIRE

SUN SHARK BOMBER

Deadly Demise D3 | For The Greater Good

M	T	SV	W	LD	OC
-	9	3+	12	7+	-

150 PTS

Base 120 x 92mm flying base

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	◆ VERTEIDIGUNG	∞ IMMER / EINMALIG
—	—	—	—	—

3 BESCHUSS

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+

Twin missile pod TWIN-LINKED

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+

2× ➤ Twin ion rifle - overcharged HAZARDOUS TWIN-LINKED

R	A	BS	S	AP	D
30"	3	4+	8	-2	2

VERWUNDET

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

2× ➤ Twin ion rifle - standard TWIN-LINKED

R	A	BS	S	AP	D
30"	3	4+	7	-1	1

VERWUNDET

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

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+

Pulse Bombs

At the end of your opponent's Fight phase, select one visible enemy unit (excluding Lone Operative units) within 24" of this unit, and roll six D6 for that unit: For each 4+, that unit suffers 1 mortal wound.

GEGEN DIESE EINHEIT

W9 · RW 3+ · 12 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S18+	S10–17	S9	S5–8	S1–4

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 Sun Shark Bomber

Ausrüstung: Missile pod, Seeker missile, Twin missile pod, 2x ➤ Twin ion rifle - overcharged, 2x ➤ Twin ion rifle - standard, Armoured hull

▪ This model can replace its Missile pod with Twin missile pod.

KEYWORDS Vehicle, Aircraft, Fly, Sun Shark Bomber, Non-Kroot · **FRAKTION** T'au Empire