

T'AU EMPIRE

TA'UNAR SUPREMACY

ARMOUR

Deadly Demise D6+3

For The Greater Good

Super-Heavy Walker

M8"

T13

SV2+

W30

LD7+

OC10

RW5+

790 PTS

Base 160mm



3 BESCHUSS

Burst cannon

R	A	BS	S	AP	D
18"	4	4+	5	0	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Fragmentation cluster shell launcher

BLAST

R	A	BS	S	AP	D
24"	2D6+6	4+	6	-1	1

VERWUNDET

2+3+4+5+6+

T1-3T4-5T6T7-11T12+

Fusion eradicator

MELTA 3

R	A	BS	S	AP	D
24"	5	4+	10	-4	D6

VERWUNDET

2+3+4+5+6+

T1-5T6-9T10T11-19T20+

Heavy rail cannon array

DEVASTATING WOUNDS

HEAVY

R	A	BS	S	AP	D
120"	2	4+	26	-5	16

VERWUNDET

2+3+4+5+6+

T1-13T14-25T26T27-51T52+

2x Nexus missile launcher

R	A	BS	S	AP	D
36"	8	4+	8	-3	2

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

3x Pulse ordnance driver

ANTI-INFANTRY 2+

R	A	BS	S	AP	D
60"	8	4+	5	-1	3

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Smart missile system

INDIRECT FIRE

R	A	BS	S	AP	D
30"	3	4+	5	0	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Tri-axis ion cannon - standard

BLAST

R	A	BS	S	AP	D
36"	D6+3	4+	8	-2	2

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

Tri-axis ion cannon - supercharge

BLAST

HAZARDOUS

R	A	BS	S	AP	D
36"	D6+3	4+	9	-3	3

VERWUNDET

2+3+4+5+6+

T1-4T5-8T9T10-17T18+

5 NAHKAMPF

Crushing feet

R	A	WS	S	AP	D
Melee	6	5+	8	-1	2

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

GEGEN DIESE EINHEIT

W13 · RW 2+ · 5++ · 30 LP je Modell

WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

Damaged: 1-10 Wounds Remaining

While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2</div> <div>BEWEGUNG</div> <div>—</div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div> VERTEIDIGUNG</div> <div>Coordinated Strike</div> <div>While this model is a Guided unit, each time it makes an attack that targets its Spotted unit, re-roll a Hit roll of 1.</div>	<div>∞</div> <div>IMMER / EINMALIG</div> <div>—</div>
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REGELN & KEYWORDS KURZ

- Deadly Demise D6+3** 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.
- Super-Heavy Walker** Each time a unit with this ability makes a normal, advance or fall-back move: - Models in that unit can move through models (including MONSTER/VEHICLE models, but exclud...
- ANTI** This ability always takes the form [ANTI-X Y+].
- 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).
- MELTA** This ability always takes the form [MELTA X].

AUFSTELLUNG

- 1x Ta'unar Supremacy Armour
- Ausrüstung:** Burst cannon, Fragmentation cluster shell launcher, Fusion eradicator, Heavy rail cannon array, 2x Nexus missile launcher, 3x Pulse ordnance driver, Smart missile system, ► Tri-axis ion cannon - standard, ► Tri-axis ion cannon - supercharge, Crushing feet
- This model must be equipped with 2 of: Tri-axis ion cannon, Fusion eradicator.
 - This model can replace its 3 Pulse ordnance drivers with 2 Nexus missile launchers or Heavy rail cannon array and fragmentation cluster shell launcher.