

TETRAS [LEGENDS]

Deadly Demise 1 For The Greater Good Infiltrators

M

14"

T

7

SV

4+

W

7

LD

7+

OC

2

80–160 PTS

Base —



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Pulse rifle

RAPID FIRE 1

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4

ANGRIFF

—

5

NAHKAMPF

Close combat weapons

R	A	WS	S	AP	D
Melee	2	5+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

VERTEIDIGUNG

High-intensity
Markerlights

Each time this unit is an Observer unit, until the end of the phase, each time a model in its Guided unit makes an attack that targets their Spotted unit, you can re-roll the Hit roll.

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IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W7 · RW 4+ · 7 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S14+	S8–13	S7	S4–6	S1–3

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
4+	5+	6+	–	–

REGELN & KEYWORDS KURZ

Deadly Demise 1 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.

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

AUFSTELLUNG

2-4x Tetra

Ausrüstung: Pulse rifle, Close combat weapons