

TIGER SHARK

Deadly Demise D6+2 For The Greater Good

M

-

T

11

SV

3+

W

18

LD

7+

OC

-

RW

5+

395 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+

T1-2

T3-4

T5

T6-9

T10+

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+

2x Skyspear missile rack

ANTI-FLY 3+

BLAST

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

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

2x Swiftstrike burst cannon

R	A	BS	S	AP	D
36"	16	4+	6	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-5

T6

T7-11

T12+

Swiftstrike railgun

DEVASTATING WOUNDS

R	A	BS	S	AP	D
72"	1	4+	20	-5	D6+6

VERWUNDET

2+

3+

4+

5+

6+

T1-10

T11-19

T20

T21-39

T40+

Cyclic ion blaster - overcharge

HAZARDOUS

R	A	BS	S	AP	D
18"	3	4+	8	-2	2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Cyclic ion blaster - standard

R	A	BS	S	AP	D
18"	3	4+	7	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

2x Ion cannon - overcharge

BLAST

HAZARDOUS

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

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

2x Ion cannon - standard

BLAST

R	A	BS	S	AP	D
60"	D6+3	4+	7	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

Strafing Run
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks that cannot FLY. That enemy unit must take a Battle-shock test.

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+

GEGEN DIESE EINHEIT

W11 · RW 3+ · 5++ · 18 LP je Modell
WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S22+	S12-21	S11	S6-10	S1-5
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	5++	5++

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

1
KOMMANDO

2
BEWEGUNG

4
ANGRIFF


VERTEIDIGUNG

 IMMER / EINMALIG

Transport bay
The bearer has the TRANSPORT keyword and has a transport capacity of 12 TACTICAL DRONES models.

REGELN & KEYWORDS KURZ

Deadly Demise D6+2 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.
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...
ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.

AUFSTELLUNG

1x Tiger Shark
Ausrüstung: Burst cannon, Missile pod, Seeker missile, 2x Skyspear missile rack, 2x Swiftstrike burst cannon, Swiftstrike railgun, ► Cyclic ion blaster - overcharge, ► Cyclic ion blaster - standard, 2x ► Ion cannon - overcharge, 2x ► Ion cannon - standard, Armoured hull
▪ This model can replace its 2 burst cannons with 2 cyclic ion blasters.
▪ This model can replace its 2 Ion cannons with 2 Swiftstrike burst cannons or 2 Swiftstrike railguns.
▪ This model can be equipped with up to 6x Seeker missile.
▪ This model can replace its Transport bay with 2 Skyspear missile racks.