

Y'VAHRA BATTLESUIT [LEGENDS]

Deadly Demise D6 For The Greater Good

M

10"

T

9

SV

2+

W

15

LD

7+

OC

4

RW

5+

210 PTS
Base —



1KOMMANDO

2BEWEGUNG

Nova Burst

Once per battle, before this model makes a Normal, Advance or Fall Back move, it can use this ability. If it does, until the end of the phase, it has a Move characteristic of 18".

3BESCHUSS

Flechette pod

R	A	BS	S	AP	D
12"	5	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4-5	T6+

Missile pod

R	A	BS	S	AP	D
30"	2	5+	7	-1	2

VERWUNDET

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

Phased plasma-flamer

IGNORES COVER TORRENT

R	A	BS	S	AP	D
12"	10	N/A	6	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

► **Ionic discharge cannon - overcharge** BLAST HAZARDOUS

R	A	BS	S	AP	D
18"	D6+1	4+	8	-2	3

VERWUNDET

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

► **Ionic discharge cannon - standard** BLAST

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

VERWUNDET

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

Battlesuit Support System

The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.

Weapon Support System

Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

4ANGRIFF

5NAHKAMPF

Battlesuit fists

R	A	WS	S	AP	D
Melee	6	5+	6	0	2

VERWUNDET

2+	3+	4+	5+	6+
T1-3	T4-5	T6	T7-11	T12+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W9 · RW 2+ · 5++ · 15 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
2+	3+	4+	5+	5++

Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D6 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.

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...

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...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Y'vakra Battlesuit [Legends]

Ausrüstung: Flechette pod, Missile pod, Phased plasma-flamer, ► Ionic discharge cannon - overcharge, ► Ionic discharge cannon - standard, Battlesuit fists

- This model can be equipped with up to 2x Missile Drone.

KEYWORDS Vehicle, Walker, Fly, Battlesuit, Y'vakra, Non-Kroot · FRAKTION T'au Empire