

DEVILFISH

M	T	SV	W	LD	OC
12"	9	3+	13	7+	2

AUFSTELLUNG

1x Devilfish (60mm flying base)

Equipped with: Accelerator burst cannon, Seeker missile, Smart missile system, Twin pulse carbine, Armoured hull

Wargear Options:

- This model can replace its 2 Twin pulse carbines with 2 Smart missile systems.
- This model can be equipped with up to 2x Seeker missile.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Seeker missile <small>ONE SHOT</small>	48"	1	4+	14	-3	D6+1
Smart missile system <small>INDIRECT FIRE</small>	30"	3	4+	5	0	1
Twin pulse carbine <small>TWIN-LINKED, ASSAULT</small>	20"	2	4+	5	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

ABILITIES

RULES - Deadly Demise D3, For The Greater Good

Rapid Deployment

Units can disembark from this TRANSPORT after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.

Devilfish (Transport)

Capacity: This model has a transport capacity of 12 T'AU EMPIRE INFANTRY models. It cannot transport BATTLESUIT, KROOT or VESPID STINGWINGS models.



WEAPON RULES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can 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.

