LONGSTRIKE [LEGENDS]

M	T	SV	W	LD	OC
10"	10	3+	14	7+	3

AUFSTELLUNG

1x Longstrike [Legends]

Equipped with: Accelerator burst cannon, Railgun, Seeker missile, Smart missile system, Twin pulse carbine, ➤ Ion cannon - overcharge, ➤ Ion cannon - standard, Armoured hull

Wargear Options:

- This model can be equipped with up to 2x Seeker missile.
- This model can replace its Railgun with Ion cannon.
- This model can replace its 2 Twin pulse carbines with 2 Accelerator burst cannons or 2 Smart missile systems.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Railgun DEVASTATING WOUNDS, HEAVY	72"	1	3+	20	-5	D6+6
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Smart missile system INDIRECT FIRE	30"	3	4+	5	0	1
Twin pulse carbine TWIN-LINKED, ASSAULT	20"	2	4+	5	0	1
➤ Ion cannon - overcharge BLAST, HAZARDOUS	60"	D6+3	3+	8	-2	3

ABILITIES

RULES - Deadly Demise D3, For The Greater Good

Armour Hunter
Each time this model makes an attack that targets a MONSTER or VEHICLE, add 1 to the Hit roll.

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.

Targeting Array
Each time this model is selected to shoot, you can re-roll one Hit roll or you can re-roll one Wound roll when resolving those attacks.

KEYWORDS: Epic Hero, Character, Fly, Vehicle, Longstrike, Non-Kroot

FACTION: T'au Empire **140 PTS**

➤ Ion cannon - standard BLAST	60"	D6+3	3+	7	-1	2

MELEE WEAPONS

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

XV02 Pilot Battlesuit
In your Command phase, you can select one friendly HAMMERHEAD GUNSHIP unit within 12". Until the start of your next Command phase, ranged weapons equipped by models in that unit have the [**LETHAL HITS**] ability.

WEAPON RULES

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

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

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 unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

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

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

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.