TX42 PIRANHA [LEGENDS]

M	T	SV	W	LD	OC
14"	7	4+	7	7+	2

AUFSTELLUNG

1x TX42 Piranha [Legends]

Equipped with: Fusion blaster, Missile pod, Plasma rifle, 2x Rail rifle, Armoured hull

Wargear Options:

- This model can replace its 2 Plasma rifles with 2 Fusion blasters, 2 Missile pods or 2 Rail rifles.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion blaster MELTA 2	12"	1	4+	9	-4	D6
Missile pod	30"	2	4+	7	-1	2
Plasma rifle	18"	1	4+	8	-3	3
2x Rail rifle DEVASTATING WOUNDS	30"	1	4+	10	-4	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	2	5+	4	0	1

ABILITIES

RULES - Deadly Demise 1, For The Greater Good, Scouts 9"

Outflank
When this unit arrives from Strategic Reserves, it can be set up within your opponent's deployment zone (all other restrictions still apply).

KEYWORDS: Vehicle, Fly, TX42 Piranha, Non-Kroot

WEAPON RULES

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.*

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*