TETRAS [LEGENDS]

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

AUFSTELLUNG

2-4x Tetra

Equipped with: Pulse rifle, Close combat weapons

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Pulse rifle RAPID FIRE 1	30"	1	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	5+	3	0	1

ABILITIES

RULES - Deadly Demise 1, For The Greater Good, Infiltrators

High-intensity Markerlights
Each time this unit is an Observer unit, until the end of the phase, each time a model in its Guided unit makes an attack that targets their Spotted unit, you can re-roll the Hit roll.

WEAPON RULES

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

KEYWORDS: Vehicle, Fly, Markerlight, Tetras, Non-Kroot