T'AU EMPIRE

ORCA DROPSHIP [LEGENDS]

275 PTS

M	T	SV	W	LD	OC
20"	12	3+	28	7+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Long-barrelled burst cannon	36"	4	4+	5	0	1
Missile pod	30"	2	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	8	0	1

AUFSTELLUNG

1x Orca Dropship [Legends]

Equipped with: 2x Long-barrelled burst cannon, Missile pod, Armoured hull

ABILITIES

Damaged: 1-9 Wounds Remaining
While this model has 1-9 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Jet Pack Insertion
At the end of your opponent's Movement phase, one or more units embarked within this TRANSPORT can disembark from it, provided every model in each of those disembarking units has the Deep Strike ability.

Orca Dropship (Transport)
Capacity: This model has a transport capacity of 48 T'AU EMPIRE INFANTRY models. This model can also transport up to 6 BATTLESUIT models (these models take up the space of a number of models equal to their Wounds characteristic, e.g. a BATTLESUIT with a Wounds characteristic of 8 would take up the space of 8 models). This model cannot transport KROOT or VESPID STINGWINGS models.

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

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.

During your Shooting phase, for each Observer unit from your army that has not been selected to shoot this phase and is eligible to shoot (excluding FORTIFICATION and Battle-shocked units) select one enemy unit that is visible to be marked as their Spotted unit until the end of the phase. Each enemy unit can only be marked as a Spotted unit once per phase.

Units from your army with the For the Greater Good ability (excluding Observer units) are Guided units while targeting one or more Spotted units.

Until the end of the phase, each time a model from your army in a Guided unit makes an attack that targets a Spotted unit, improve the Ballistic Skill characteristic of that attack by 1 and, if the Spotted unit was marked by an Observer unit that has the Markerlight keyword, that attack has the [IGNORES COVER] ability.

Hover
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.