T'AU EMPIRE

SKY RAY GUNSHIP

140 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Seeker missile rack TWIN-LINKED	48"	3	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

MELEE WEAPONS

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

AUFSTELLUNG

1x Sky Ray Gunship (60mm flying base)

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

Wargear Options:

- This model can replace its 2 Twin pulse carbines with 2 Accelerator burst cannons or 2 Smart missile systems.

ABILITIES

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.

Velocity Tracker
Each time this model makes an attack with a ranged weapon that targets a unit that can FLY, you can re-roll the Hit roll.

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).

TWIN-LINKED
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

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.