T'AU EMPIRE

THE TWIN LANCE

240 PTS

RI'LANTAR

M	T	SV	W	LD	OC	
10"	6	2+	8	6+	2	4+

RI'LOCAI

M	T	SV	W	LD	OC	
10"	6	2+	8	6+	2	4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion eliminator MELTA 2	18"	2	2+	10	-4	D6
Shardstorm burst system PISTOL	18"	D6	2+	5	0	1
Twin pulse blaster ASSAULT TWIN-LINKED	10"	2	5+	6	-1	1
XV pulse pistol RAPID FIRE 2	12"	2	2+	6	-1	2
➤ Ion scattercannon - overcharge HAZARDOUS RAPID FIRE 2	18"	4	2+	8	-3	3
➤ Ion scattercannon - standard RAPID FIRE 2	18"	4	2+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fusion eliminator EXTRA ATTACKS	Melee	1	4+	10	-4	D6+2
Ion scattercannon EXTRA ATTACKS	Melee	3	4+	7	-2	2
XV pulse pistol	Melee	4	3+	6	-1	2

AUFSTELLUNG

1x Ri'Lantar - Equipped with: Shardstorm burst system, Twin pulse blaster, XV pulse pistol, Fusion eliminator (60mm)
1x Ri'Locai - Equipped with: Shardstorm burst system, Twin pulse blaster, XV pulse pistol, ➤ Ion scattercannon - overcharge, Ion scattercannon, ➤ Ion scattercannon - standard (60mm)

ABILITIES

Exemplars of Mont'ka
Each time a model in this unit makes a ranged attack that targets the closest eligible target, that attack has the [SUSTAINED HITS 1] and [IGNORES COVER] abilities.

MV15 Gun Drone
The bearer is equipped with 1 twin pulse blaster.

Neocapacitor Shields
At the start of your opponent's Charge phase, you can select one visible enemy unit (excluding MONSTER and VEHICLE units) within 12" of this unit. That unit must take a Battle-shock test and, until the end of the turn, subtract 1 from Charge rolls made for that unit.

Retro-thrusters
At the end of the Fight phase, if this unit was eligible to fight this phase, this unit can either make a Normal move of up to 6" or a Fall Back move.

WEAPON RULES

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

EXTRA ATTACKS
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

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.

IGNORES COVER
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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.*

PISTOL
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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).*

SUSTAINED HITS
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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

CORE RULES

◈ Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◈ 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.

◈ Scouts 8"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.