

TETRAS [LEGENDS]

80–160 PTS

|     |   |    |   |    |    |
|-----|---|----|---|----|----|
| M   | T | Sv | W | LD | OC |
| 14" | 7 | 4+ | 7 | 7+ | 2  |

RANGED WEAPONS

| WEAPON                      | RANGE | A | BS | S | AP | D |
|-----------------------------|-------|---|----|---|----|---|
| Pulse rifle<br>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

**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 ABILITIES

**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).*

CORE RULES

**Deadly Demise 1**  
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").  
*Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

**Infiltrators**  
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.



AUFSTELLUNG

2-4x Tetra

**Equipped with:** Pulse rifle, Close combat weapons



**KEYWORDS:** Vehicle, Fly, Markerlight, Tetras, Non-Kroot, Frame  
**FACTION KEYWORDS:** T'au Empire