



DEVILFISH

75 PTS

M	T	SV	W	LD	OC
12"	9	3+	13	7+	2

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Seeker missile ONE SHOT	48"	1	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

ABILITIES

Rapid Deployment

Units can disembark from this TRANSPORT after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.

Devilfish (Transport)

Capacity: This model has a transport capacity of 12 T'AU EMPIRE INFANTRY models. It cannot transport BATTLESUIT, KROOT or VESPID STINGWINGS models.



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AUFSTELLUNG

1x Devilfish

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

Wargear Options:

- This model can replace its 2 Twin pulse carbines with 2 Smart missile systems.
- This model can be equipped with up to 2x Seeker missile.

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).

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

Twin-linked

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



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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").

KEYWORDS: Vehicle, Fly, Transport, Dedicated Transport, Devilfish, Non-Kroot, Frame

FACTION: T'au Empire