



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: 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.



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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").

Hover

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