



65–165 PTS

PIRANHAS

M	T	SV	W	LD	OC
14"	7	4+	7	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Piranha burst cannon	18"	4	4+	6	-1	1
Piranha fusion blaster MELTA 4	12"	1	4+	9	-4	D6
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+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	2	5+	4	0	1

ABILITIES

Drone Harassment Tactics

At the end of your Movement phase, select one enemy unit within 12" of this unit; that enemy unit must take a Battle-shock test.



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AUFSTELLUNG

1-3x Piranhas - Equipped with: Armoured hull, Twin pulse carbine, Piranha burst cannon, Piranha fusion blaster, Seeker missile

Wargear Options:

- This model can replace its Piranha burst cannon with Piranha fusion blaster.
- 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).

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.*

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.



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Twin-linked

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

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").

Scouts 9"

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.