



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 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

AUFSTELLUNG

2-4x Tetra

Equipped with: Pulse rifle, Close combat weapons

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 RULES

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).

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").



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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.