

PIRANHAS

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

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.

⦿ 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

RULES - Deadly Demise 1, Scouts 9"

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.



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.

Twin-linked

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