

TA'UNAR SUPREMACY ARMOUR

M	T	SV	W	LD	OC	
8"	13	2+	30	7+	10	5+

AUFSTELLUNG

1x Ta'unar Supremacy Armour

Equipped with: Burst cannon, Fragmentation cluster shell launcher, Fusion eradicator, Heavy rail cannon array, Nexus missile launcher, Pulse ordnance driver, Smart missile system, ► Tri-axis ion cannon - standard, ► Tri-axis ion cannon - supercharge, Crushing feet

Wargear Options:

- This model must be equipped with 2 of: Tri-axis ion cannon, Fusion eradicator.
- This model can replace its 3 Pulse ordnance drivers with 2 Nexus missile launchers or Heavy rail cannon array and fragmentation cluster shell launcher.

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Fragmentation cluster shell launcher BLAST	24"	2D6+6	4+	6	-1	1
Fusion eradicator MELTA 3	24"	5	4+	10	-4	D6
Heavy rail cannon array DEVASTATING WOUNDS, HEAVY	120"	2	4+	26	-5	16
2x Nexus missile launcher	36"	8	4+	8	-3	2

ABILITIES

RULES - Deadly Demise D6+3, Super-Heavy Walker

Coordinated Strike

While this model is a Guided unit, each time it makes an attack that targets its Spotted unit, re-roll a Hit roll of 1.

Damaged: 1-10 Wounds Remaining

While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.



3x Pulse ordnance driver ANTI-INFANTRY 2+	60"	8	4+	5	-1	3
Smart missile system INDIRECT FIRE	30"	3	4+	5	0	1
► Tri-axis ion cannon - standard BLAST	36"	D6+3	4+	8	-2	2
► Tri-axis ion cannon - supercharge BLAST, HAZARDOUS	36"	D6+3	4+	9	-3	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing feet	Melee	6	5+	8	-1	2

WEAPON RULES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*



Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

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.

