

AELDARI - DRUKHARI

TANTALUS

[LEGENDS]

230 PTS



M

16"

T

10

SV

4+

W

18

LD

7+

OC

5

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Pulse Disintegrators	36"	12	3+	10	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Dire Scythe Blades	Melee	6	4+	8	-1	2

AUFSTELLUNG

1x Tantalus [Legends]

Equipped with: Pulse Disintegrators, Dire Scythe Blades

ABILITIES

- Damaged: 1-6 Wounds Remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Engine of Destruction (Pain)

In your Shooting phase, when you select this model to shoot, you can spend 1 Pain token to Empower this model. While Empowered, this model's pulse disintegrators have the [RAPID FIRE 8] ability.
- Scything Charge

Each time this model ends a Charge move, select one enemy unit within Engagement Range of it and roll one D6: on a 2-3, that enemy unit suffers D3 mortal wounds; on a 4-5, that enemy unit suffers 3 mortal wounds; on a 6, that enemy unit suffers D3+3 mortal wounds.

Tantalus (Transport)
Capacity: This model has a transport capacity of 16 Drukhari Infantry models. Each Grotesque model takes up the space of 3 models. This model cannot transport models that can Fly.

WEAPON RULES

ASSAULT
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).



CORE RULES

◆ **Deadly Demise D6**

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").

◆ **Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ **Firing Deck 16**

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

