

T'AU EMPIRE

BARRACUDA

[LEGENDS]

220 PTS



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LD

OC

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Long-barrelled burst cannon	24"	8	4+	6	0	1
Missile pod	30"	2	4+	7	-1	2
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Swiftstrike burst cannon	36"	16	4+	6	-1	1
Swiftstrike railgun DEVASTATING WOUNDS	72"	1	4+	20	-5	D6+6
► Cyclic ion blaster - overcharge HAZARDOUS	18"	3	4+	8	-2	2
► Cyclic ion blaster - standard	18"	3	4+	7	-1	1
► Ion cannon - overcharge BLAST HAZARDOUS	60"	D6+3	4+	8	-2	3
► Ion cannon - standard BLAST	60"	D6+3	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

AUFSTELLUNG

1x Barracuda [Legends]

Equipped with: Long-barrelled burst cannon, Missile pod, Seeker missile, Swiftstrike burst cannon, Swiftstrike railgun, ► Cyclic ion blaster - overcharge, ► Cyclic ion blaster - standard, ► Ion cannon - overcharge, ► Ion cannon - standard, Armoured hull

Wargear Options:

- This model can replace its Swiftstrike burst cannon with Ion cannon or Swiftstrike railgun.
- This model can replace its 2 Long-barrelled burst cannons with 2 Cyclic ion blasters.
- This model can be equipped with up to 4x Seeker missile.

ABILITIES

Agile Dogfighter
Each time an attack targets this model, subtract 1 from the Hit roll.

Damaged: 1-5 Wounds Remaining
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



WEAPON RULES

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.

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.

CORE RULES

◇ Deadly Demise D3

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").