

T'AU EMPIRE

HEAVY GUN DRONES

[LEGENDS]

45 PTS



|    |   |    |   |    |    |
|----|---|----|---|----|----|
| M  | T | SV | W | LD | OC |
| 8" | 5 | 4+ | 2 | 8+ | 0  |

 RANGED WEAPONS

| WEAPON                               | RANGE | A | BS | S | AP | D |
|--------------------------------------|-------|---|----|---|----|---|
| Burst cannon                         | 18"   | 4 | 4+ | 5 | 0  | 1 |
| Twin burst cannon <b>TWIN-LINKED</b> | 18"   | 4 | 5+ | 5 | 0  | 1 |

 MELEE WEAPONS

| WEAPON              | RANGE | A | WS | S | AP | D |
|---------------------|-------|---|----|---|----|---|
| Close combat weapon | Melee | 1 | 6+ | 3 | 0  | 1 |

AUFSTELLUNG

2x Heavy Gun Drone w/ Burst cannon and markerlight oder Heavy Gun Drone w/ Twin burst cannon

Equipped with: Burst cannon, Twin burst cannon, Close combat weapon

ABILITIES

Drone Escort

Once per turn, in your opponent's Shooting phase, when a friendly T'AU EMPIRE unit within 6" of this unit is selected as the target of an attack, one unit from your army with this ability can use it. If it does, after that enemy unit has finished making its attacks, the unit using this ability can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

WEAPON RULES

**TWIN-LINKED**

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

