

# Example Unit

M

9"

T

4

Sv

3+

W

8

Ld

7+

OC

1

| RANGED WEAPONS                                                     | RANGE | A    | BS | S  | AP | D  |
|--------------------------------------------------------------------|-------|------|----|----|----|----|
| Example Gun                                                        | 10"   | 12   | 2+ | 90 | -4 | 12 |
| <a href="#">[TWIN-LINKED]</a> <a href="#">[DEVASTATING WOUNDS]</a> |       |      |    |    |    |    |
| More Gun                                                           | 20"   | D6+2 | 2+ | 10 | -3 | 3  |
| MELEE WEAPONS                                                      | RANGE | A    | WS | S  | AP | D  |
| Close Combat Weapon                                                | melee | 3    | 3+ | 6  | -2 | 2  |

Invulnerable 5+ save

ABILITIES

CORE: Deadly Demise D6+2, Stealth, Lone Operative

FACTION: For the Greater Good

Example: Your ability description goes here

Another: You can even have more than one!

UNIT COMPOSITION

5 models : 100 points

10 models : 100 points

DAMAGED: 1-3 WOUNDS REMAINING

While this model has 1-3 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS: T'AU EMPIRE

KEYWORDS: EXAMPLE, WALKER, BATTLESUIT