BATTLESUIT VETERAN [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	7+	1

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast javelin ASSAULT BLAST	18"	D6	4+	10	-2	2
Burst cannon	18"	4	3+	5	0	1
Dart-bow and tri-blade ANTI-INFANTRY 3+ ASSAULT HEAVY	24"	D3+1	4+	4	0	2
Dvorgite skinner IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
Fireblade pulse rifle RAPID FIRE 1	30"	1	3+	5	0	2
Fusion blaster MELTA 2	12"	1	3+	9	-4	D6
Heavy rail rifle DEVASTATING WOUNDS HEAVY	60"	2	3+	12	-4	D6+1
High-yield missile pods TWIN-LINKED	30"	6	3+	7	-1	2
Kroot carbine	18"	1	4+	4	0	2
Kroot long gun HEAVY PRECISION	36"	1	3+	6	-2	3
Kroot pistol PISTOL	12"	1	4+	4	0	1
Kroot pistol and hunting javelins ASSAULT PISTOL	12"	2	4+	4	0	1
Kroot rifle RAPID FIRE 1	24"	1	4+	4	0	1
Kroot scattergun ASSAULT	12"	2	4+	4	0	1
Londaxi tribalest ANTI-VEHICLE 4+ DEVASTATING WOUNDS HEAVY	18"	3	5+	7	-1	1
Pulse blaster ASSAULT	10"	2	3+	6	-1	1
Pulse carbine	20"	2	3+	5	0	1
Pulse pistol PISTOL	12"	1	3+	5	0	1
Rail rifle DEVASTATING WOUNDS HEAVY	30"	1	4+	10	-4	3
Seeker missile ONE SHOT	48"	1	3+	14	-3	D6+1
Tanglebomb launcher BLAST	24"	D3	4+	5	0	1
Twin plasma rifle TWIN-LINKED	18"	1	3+	8	-3	3

AUFSTELLUNG

1x Battlesuit Veteran [Crucible]

Equipped with: Blast javelin, Burst cannon, Dart-bow and tri-blade, Dvorgite skinner, Fireblade pulse rifle, Fusion blaster, Heavy rail rifle, High-yield missile pods, Kroot carbine, Kroot long gun, Kroot pistol, Kroot pistol and hunting javelins, Kroot rifle, Kroot scattergun, Londaxi tribalest, Pulse blaster, Pulse carbine, Pulse pistol, Rail rifle, Seeker missile, Tanglebomb launcher, Twin plasma rifle, Twin smart missile system, ➤ Ion rifle - overcharge, ➤ Ion rifle - standard, ➤ Semi-automatic grenade launcher - EMP, ➤ Semi-automatic grenade launcher - [illegible], Bladestave and prey-ho[illegible], [illegible]mbat weapon, Cru[illegible] blades, [illegible]

KEYWORDS: Character, Infantry, Crucible, Fly, Battlesuit, Battlesuit Veteran, Leader
FACTION KEYWORDS: T'au Empire

BATTLESUIT VETERAN [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	7+	1

INVULNERABLE SAVE 4+

Twin smart missile system INDIRECT FIRE TWIN-LINKED	30"	4	3+	5	0	1
➤ Ion rifle - overcharge HAZARDOUS HEAVY	30"	3	4+	8	-2	2
➤ Ion rifle - standard HEAVY	30"	3	4+	7	-1	1
➤ Semi-automatic grenade launcher - EMP ANTI-VEHICLE 4+ DEVASTATING WOUNDS	18"	1	3+	3	0	1
➤ Semi-automatic grenade launcher - fusion	18"	1	3+	6	-1	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladestave and prey-hook LETHAL HITS	Melee	4	2+	5	-1	2
Close combat weapon	Melee	3	4+	3	0	1
Crushing bulk	Melee	3	4+	6	0	1
Hunting blades LANCE	Melee	3	3+	4	-1	1
Kalamandra's bite EXTRA ATTACKS	Melee	4	4+	5	-1	1
Rampager fists EXTRA ATTACKS SUSTAINED HITS 1	Melee	4	3+	6	-1	2
Shaper's blade	Melee	4	2+	5	0	1
Twin ritualistic blades TWIN-LINKED	Melee	4	2+	5	-1	1

ABILITIES

CORE - Leader

Broadside Battlesuit
Battlesuit Veteran only. Change this model's Move characteristic to 5", its Toughness characteristic to 6, its Save characteristic to 2+, and its Wounds characteristic to 10. Remove the Infantry keyword, add the Vehicle and Walker keywords, and remove the Infiltrators and Stealth abilities. It can be equipped with up to three ranged weapons, and replace the list of units this model can be attached to: Broadside Battlesuits.

Cunning Ambush
After both players have deployed their armies, you can redeploy this model's unit and one other friendly T'au Empire unit. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Fire Discipline
Each time this unit makes a ranged attack, re-roll a Hit roll of 1.

Fire and Fade
Kinband Champion only. In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

Kalamandra
Kinband Champion only. Change this model's Move characteristic to 12", its Toughness characteristic to 5, its Save characteristic to 5+, its Wounds characteristic to 6, and it is equipped with 1 kalamandra's bite in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted keyword and it gains the Lone Operative ability.

KEYWORDS: Character, Infantry, Crucible, Fly, Battlesuit, Battlesuit Veteran, Leader
FACTION KEYWORDS: T'au Empire

BATTLESUIT VETERAN [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	7+	1

INVULNERABLE SAVE 4+

Krootox
Kinband Champion only. Change this model's Toughness characteristic to 6, its Save characteristic to 5+ and its Wounds characteristic to 7, and it is equipped with 1 Rampager fists in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted keyword, and replace the list of units this model can be attached to: Krootox Rampagers, Krootox Riders.

Ritual Butchery
Kinband Champion only. While this model is leading a unit, melee weapons equipped by models in that unit have the [**SUSTAINED HITS** 1] ability.

Strategic Redeployment
The bearer's unit is eligible to shoot in a turn in which it Fell Back.

Veteran Scout
Shas'nel only. Change this model's Move characteristic to 7", it gains the Scouts 7" ability, and replace the list of units this model can be attached to: Pathfinder Team.

Warrior Bond
Once per battle, at the start of any phase, you can select one friendly T'au Empire unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Leader
This model can be attached to the following unit:

- Stealth Battlesuits

WEAPON ABILITIES

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+.*

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

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.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

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.

KEYWORDS: Character, Infantry, Crucible, Fly, Battlesuit, Battlesuit Veteran, Leader
FACTION KEYWORDS: T'au Empire

BATTLESUIT VETERAN [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	7+	1

INVULNERABLE SAVE 4+

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.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

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.*

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.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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

KEYWORDS: Character, Infantry, Crucible, Fly, Battlesuit, Battlesuit Veteran, Leader
FACTION KEYWORDS: T'au Empire

BATTLESUIT VETERAN [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	7+	1

INVULNERABLE SAVE 4+

FACTION RULES

For The Greater Good

If your Army Faction is T'AU EMPIRE, at the start of your Shooting phase you can select units from your army with this ability to become Observer units.

During your Shooting phase, for each Observer unit from your army that has not been selected to shoot this phase and is eligible to shoot (excluding FORTIFICATION and Battle-shocked units) select one enemy unit that is visible to be marked as their Spotted unit until the end of the phase. Each enemy unit can only be marked as a Spotted unit once per phase.

Units from your army with the For the Greater Good ability (excluding Observer units) are Guided units while targeting one or more Spotted units.

Until the end of the phase, each time a model from your army in a Guided unit makes an attack that targets a Spotted unit, improve the Ballistic Skill characteristic of that attack by 1 and, if the Spotted unit was marked by an Observer unit that has the Markerlight keyword, that attack has the [**IGNORES COVER**] ability.

CORE RULES

Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [**INDIRECT FIRE**] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [**INDIRECT FIRE**] weapons unless the attacking model is within X" of this unit.

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Character, Infantry, Crucible, Fly, Battlesuit, Battlesuit Veteran, Leader
FACTION KEYWORDS: T'au Empire