BREACHER TEAM

80 PTS

BREACHER FIRE WARRIORS

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	5+	7	-1	2
Pulse blaster ASSAULT	10"	2	3+	6	-1	1
Pulse pistol PISTOL	12"	1	4+	5	0	1
Support turret INDIRECT FIRE TWIN-LINKED	30"	2	5+	5	0	1
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	3	0	1

ABILITIES

Breach and Clear
Each time a model in this unit makes a ranged attack that targets an enemy unit within range of an objective marker, you can re-roll the Wound roll.

DS8 Support Turret
In your Movement phase, if this unit Remains Stationary, until the start of your next turn, its Shas'ui model is equipped with the support turret weapon.

Designer's Note: Place a Support Turret token next to this unit to remind you.

Guardian Drone
Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.

Marker Drone
The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.

Shield Drone
Add 1 to the bearer's Wounds characteristic.

WEAPON ABILITIES

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

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

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.

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

AUFSTELLUNG

9x Breacher Fire Warriors - Equipped with: Pulse pistol, Close combat weapon, Pulse blaster (25mm)

1x Breacher Fire Warrior Shas'ui (25mm)

Wargear Options:

- Each Breacher Fire Warrior Shas'ui can be equipped with up to 2x Marker Drone.
- Each Breacher Fire Warrior Shas'ui can be equipped with up to 2x Shield Drone.
- Each Breacher Fire Warrior Shas'ui can be equipped with 1x Guardian Drone.
- Each Breacher Fire Warrior Shas'ui can be equipped with up Missile Drone.

KEYWORDS: Infantry, Battleline, Grenades, Markerlight, Fire Warrior, Breacher Team, Non-Kroot
FACTION KEYWORDS: T'au Empire

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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.

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