

BROADSIDE BATTLESUITS

75-255 PTS

M	T	Sv	W	LD	OC
5"	6	2+	8	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy rail rifle HEAVY DEVASTATING WOUNDS	60"	2	4+	12	-4	D6+1
High-yield missile pods TWIN-LINKED	30"	6	4+	7	-1	2
Missile pod	30"	2	5+	7	-1	2
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Twin plasma rifle TWIN-LINKED	18"	1	4+	8	-3	3
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1
Twin smart missile system INDIRECT FIRE TWIN-LINKED	30"	4	4+	5	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing bulk	Melee	3	5+	6	0	1

ABILITIES

Advanced Armour

Models in this unit have the Feel No Pain 4+ ability against mortal wounds.

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 Support System

Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

WEAPON ABILITIES

Assault

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

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.



AUFSTELLUNG

2x Broadside Shas'ui (60mm)

1x Broadside Shas'vre (60mm)

Equipped with: Heavy rail rifle, High-yield missile pods, Missile pod, Seeker missile, Twin plasma rifle, Twin pulse carbine, Twin smart missile system, Crushing bulk

Wargear Options:

- Each Broadside Shas'ui can be equipped with up to 2x Marker Drone.
- Each Broadside Shas'ui can be equipped with up to 2x Shield Drone.
- Each Broadside Shas'ui can replace its Heavy rail rifle with High-yield missile pods.
- Each Broadside Shas'ui can be equipped with up to 2 of: Vulture, Seeker, or Hunter.



KEYWORDS: Vehicle, Walker, Battlesuit, Broadside, Non-Kroot
FACTION KEYWORDS: T'au Empire

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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.

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

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.

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

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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