# COMMANDER IN CRISIS BATTLESUIT [LEGENDS]

**80 PTS**

| M | T | Sv | W | LD | OC |
|---|---|---|---|---|---|
| 10" | 5 | 3+ | 5 | 7+ | 2 |

## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Airbursting fragmentation projector<br>BLAST<br>INDIRECT FIRE | 24" | D6 | 3+ | 3 | 0 | 1 |
| Burst cannon | 18" | 4 | 3+ | 5 | 0 | 1 |
| Fusion blaster<br>MELTA 2 | 12" | 1 | 3+ | 9 | -4 | D6 |
| Missile pod | 30" | 2 | 5+ | 7 | -1 | 2 |
| Missile pod | 30" | 2 | 3+ | 7 | -1 | 2 |
| Plasma rifle | 18" | 1 | 3+ | 8 | -3 | 3 |
| T'au flamer<br>IGNORES COVER<br>TORRENT | 12" | D6 | N/A | 4 | 0 | 1 |
| Twin pulse carbine<br>ASSAULT<br>TWIN-LINKED | 20" | 2 | 5+ | 5 | 0 | 1 |
| ➤ Cyclic ion blaster - overcharge<br>HAZARDOUS | 18" | 3 | 3+ | 8 | -2 | 2 |
| ➤ Cyclic ion blaster - standard | 18" | 3 | 3+ | 7 | -1 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Battlesuit fists | Melee | 3 | 4+ | 5 | 0 | 1 |

## ABILITIES

**CORE** - Leader

**Battlesuit Support System**
The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.

**Crisis Commander**
While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

**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.

**Shield Generator**
The bearer has a 4+ invulnerable save.

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

### AUFSTELLUNG

1x Commander in Crisis Battlesuit [Legends]

**Equipped with:** Airbursting fragmentation projector, Burst cannon, Fusion blaster, Missile pod, Plasma rifle, T'au flamer, Twin pulse carbine, ➤ Cyclic ion blaster - overcharge, ➤ Cyclic ion blaster - standard, Battlesuit fists

**Wargear Options:**
- This model can be equipped with up to 2x Marker Drone.
- This model can be equipped with up to 2x Shield Drone.
- This model can be equipped with 1x Guardian Drone.
- This model can be equipped with up to 2x Missile Drone.
- This model can be equipped [illegible] suit support [illegible]

**KEYWORDS:** Character, Vehicle, Walker, Fly, Battlesuit, Commander in Crisis Battlesuit, Non-Kroot, Leader
**FACTION KEYWORDS:** T'au Empire

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### Leader

This model can be attached to the following units:

- CRISIS BATTLESUITS
- CRISIS FIREKNIFE BATTLESUITS
- CRISIS STARSCYTHE BATTLESUITS
- CRISIS SUNFORGE BATTLESUITS

## WEAPON ABILITIES

**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).*

**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.

**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).

**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.*

**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.

## 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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**FACTION KEYWORDS:** T'au Empire

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## CORE RULES

**Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

**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.

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