STEALTH BATTLESUITS

100 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Fusion blaster MELTA 2	12"	1	4+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Pulse pistol PISTOL	12"	1	4+	5	0	1
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	2	5+	4	0	1

ABILITIES

Forward Observers
Each time this unit is an Observer unit, until the end of the phase, each time a ranged attack is made by a model in a Guided unit that targets their Spotted unit, re-roll a Hit roll of 1 and re-roll a Wound 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.

Homing Beacon
Once per battle, you can use the Rapid Ingress Stratagem for 0CP. The target must be set up within 3" of the bearer's unit and more than 8" away from all enemy units.

Designer's Note: *Place a Homing Beacon token next to this unit, removing it once this ability is used.*

Localised Stealth Projectors (Aura)
When a friendly KROOT/VESPID STINGWINGS unit within 6" of this unit has shot, those attacks do not prevent that unit from being hidden.

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).

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.*

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.

AUFSTELLUNG

4x Stealth Shas'ui w/ burst cannon oder Stealth Shas'ui w/ fusion blaster (32mm)

1x Stealth Shas'vre (32mm)

Equipped with: Burst cannon, Fusion blaster, Missile pod, Pulse pistol, Twin pulse carbine, Battlesuit fists

Wargear Options:
- Each Stealth Shas'vre can be equipped with 1x Pulse pistol.
- Each Stealth Shas'vre can be equipped with up to 2x Marker Drone.
- Each Stealth Shas'vre can be equipped with up to 2x Shield Drone.
- Each Stealth Shas'vre can be equipped with 1x Guardia

KEYWORDS: Infantry, Fly, Battlesuit, Stealth, Grenades, Markerlight, Non-Kroot
FACTION KEYWORDS: T'au Empire

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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.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Infantry, Fly, Battlesuit, Stealth, Grenades, Markerlight, Non-Kroot
FACTION KEYWORDS: T'au Empire