XV9 HAZARD BATTLESUITS [LEGENDS]

M	T	Sv	W	LD	OC
8"	6	3+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion cascade MELTA 4	12"	1	4+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Phased ion gun	30"	4	4+	6	-1	1
Twin hazard burst cannon TWIN-LINKED	24"	4	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	3	5+	5	0	1

ABILITIES

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.

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.

Photon Casters
In your Shooting phase, after this unit has shot, if an enemy Infantry unit was hit by one or more of those attacks, until the end of your opponent's next turn, that enemy unit is stunned. While a unit is stunned, subtract 2 from that unit's Move characteristic, and subtract 2 from Advance and Charge rolls made for that unit.

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.

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.

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

AUFSTELLUNG

1-2x XV9 Hazard Battlesuit

Equipped with: Fusion cascade, Missile pod, Phased ion gun, Twin hazard burst cannon, Twin pulse carbine, Battlesuit fists

Wargear Options:
- Each XV9 Hazard Battlesuit can be equipped with up to 2x Marker Drone.
- Each XV9 Hazard Battlesuit can be equipped with up to 2x Shield Drone.
- Each XV9 Hazard Battlesuit can be equipped with 1x Guardian Drone.
- Each XV9 Hazard Battlesuit can be equipped with up to 2x Missile Drone.
- Each XV9 Hazard Battlesuit can be equipped with one [illegible] support

KEYWORDS: Vehicle, Walker, Fly, XV9 Hazard, Battlesuit, 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.

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.

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