

CRISIS FIREKNIFE
BATTLESUITS

100 PTS

CRISIS FIREKNIFE SHAS'UI

M	T	Sv	W	LD	OC
10"	5	3+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	5+	7	-1	2
Missile pod	30"	2	4+	7	-1	2
Plasma rifle	18"	1	4+	8	-3	3
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

- Fireknife**
Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If that attack targets a unit that is at its Starting Strength, you can re-roll the Hit roll instead.
- 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 a model in this unit 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).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

2x Crisis Fireknife Shas'ui -
Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, Plasma rifle (50mm)
1x Crisis Fireknife Shas'vre (50mm)

Wargear Options:

■ Each Crisis Fireknife Shas'ui can be equipped with up to 2x Marker Drone.

■ Each Crisis Fireknife Shas'ui can be equipped with up to 2x Shield Drone.

■ Each Crisis Fireknife Shas'ui can be equipped with 1x Plasma rifle, Missile pod, or Twin pulse carbine.

KEYWORDS: Vehicle, Walker, Fly, Battlesuit, Crisis, Fireknife, 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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