GHOSTKEEL BATTLESUIT

150 PTS

M	T	Sv	W	LD	OC
10"	8	2+	12	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion collider MELTA 2	18"	2	4+	12	-4	D6
Twin T'au flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	4	0	1
Twin burst cannon TWIN-LINKED	18"	4	4+	5	0	1
Twin fusion blaster MELTA 2 TWIN-LINKED	12"	1	4+	9	-4	D6
➤ Cyclic ion raker - overcharge HAZARDOUS	36"	6	4+	8	-2	3
➤ Cyclic ion raker - standard	36"	6	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ghostkeel fists	Melee	3	5+	6	0	2

ABILITIES

Battlesuit Support System
The bearer is eligible to shoot in a turn in which it Fell Back but it loses the Smoke keyword.

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

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.

Stealth Drones
Twice per battle, after an attack has been allocated to this model, you can change the Damage characteristic of that attack to 0.

Designer's Note: Place two Stealth Drone tokens next to the unit, removing one each time this ability has been used.

WEAPON ABILITIES

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).

AUFSTELLUNG

1x Ghostkeel Battlesuit (105 x 70mm)

Equipped with: Fusion collider, Twin T'au flamer, Twin burst cannon, Twin fusion blaster, ➤ Cyclic ion raker - overcharge, ➤ Cyclic ion raker - standard, Ghostkeel fists

Wargear Options:
- This model can replace its Twin T'au flamer with Twin burst cannon or Twin fusion blaster.
- This model can replace its Fusion collider with Cyclic ion raker.

KEYWORDS: Vehicle, Walker, Fly, Smoke, Battlesuit, Ghostkeel, Non-Kroot
FACTION KEYWORDS: T'au Empire

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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.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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.

Lone Operative
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

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: Vehicle, Walker, Fly, Smoke, Battlesuit, Ghostkeel, Non-Kroot
FACTION KEYWORDS: T'au Empire