CADRE FIREBLADE - T'AU EMPIRE

50 PTS

M	T	Sv	W	LD	OC
6"	3	4+	3	7+	1

AUFSTELLUNG

1x Cadre Fireblade (25mm)

Equipped with: Fireblade pulse rifle, Missile pod, Twin pulse carbine, Close combat weapon

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.

KEYWORDS: Character, Infantry, Grenades, Cadre Fireblade, Non-Kroot, Leader

FACTION KEYWORDS: T'au Empire

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fireblade pulse rifle RAPID FIRE 1	30"	1	3+	5	0	2
Missile pod	30"	2	5+	7	-1	2
Twin pulse carbine ASSAULT, TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	3	0	1

ABILITIES

CORE - Leader

Crack Shot
Each time this model makes a ranged attack, on a Critical Wound, that attack has an Armour Penetration characteristic of -3.

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.

Volley Fire
While this model is leading a unit, add 1 to the Attacks characteristic of ranged weapons equipped by models in that unit.

Leader
This model can be attached to the following units:

- Breacher Team

- Strike Team

WEAPON ABILITIES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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

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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

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.