CRISIS BATTLESUITS [LEGENDS] - T'AU EMPIRE

200–400 PTS

CRISIS SHAS'UI

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

AUFSTELLUNG

2-5x Crisis Shas'ui - Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, T'au flamer, Burst cannon, Plasma rifle, Airbursting fragmentation projector, ➤ Cyclic ion blaster - standard, ➤ Cyclic ion blaster - overcharge, Fusion blaster
1x Crisis Shas'vre

Wargear Options:

- Each Crisis Shas'ui can be equipped with up to 2x Marker Drone.
- Each Crisis Shas'ui can be equipped with up to 2x Shield Drone.
- Each Crisis Shas'ui can be equipped with 1x Battlesuit support system.
- Each Crisis Shas'ui can be equipped with 1x Shield generator.
- Each Crisis Shas'ui can be equipped with up to 3x T'au flamer.
- Each Crisis Shas'ui can be equipped with 1x Weapon support system.
- Each Crisis Shas'ui can be equipped with up to 3x Burst cannon.
- Each Crisis Shas'ui can be equipped with up to 3x Missile pod.
- Each Crisis Shas'ui can be equipped with up to 3x Plasma rifle.
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- Each Crisis Shas'ui can be equipped with up to 3x Cyclic ion blaster.
- Each Crisis Shas'ui can be equipped with up to 3x Fusion blaster.
- Each Crisis Shas'vre can be equipped with up to 2x Marker Drone.
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KEYWORDS: Vehicle, Walker, Fly, Battlesuit, Crisis, Non-Kroot

FACTION KEYWORDS: T'au Empire

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Airbursting fragmentation projector BLAST, INDIRECT FIRE	24"	D6	4+	3	0	1
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
Missile pod	30"	2	4+	7	-1	2
Plasma rifle	18"	1	4+	8	-3	3
T'au flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Twin pulse carbine ASSAULT, TWIN-LINKED	20"	2	5+	5	0	1
➤ Cyclic ion blaster - overcharge HAZARDOUS	18"	3	4+	8	-2	2
➤ Cyclic ion blaster - standard	18"	3	4+	7	-1	1

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⚔ 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.

Crisis Bodyguard
If a Character unit from your army with the Leader ability can be attached to a Crisis Fireknife Battlesuit unit, it can be attached to this unit 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.

Shield Generator
The bearer has a 4+ invulnerable save.

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FACTION KEYWORDS: T'au Empire

Turbo-jets
Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

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).

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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).

Indirect Fire
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

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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.

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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.