

CRISIS STARSCYTHE BATTLESUITS - T'AU EMPIRE

100 PTS

CRISIS STARSCYTHE SHAS'UI

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

AUFSTELLUNG

2x Crisis Starscythe Shas'ui - Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, Burst cannon, T'au flamer (50mm)

1x Crisis Starscythe Shas'vre (50mm)

Wargear Options:

- Each Crisis Starscythe Shas'ui can be equipped with up to 2x Marker Drone.
- Each Crisis Starscythe Shas'ui can be equipped with up to 2x Shield Drone.
- Each Crisis Starscythe Shas'ui must be equipped with 2 of: Burst cannon, T'au flamer.
- Each Crisis Starscythe Shas'vre can be equipped with up to 2x Marker Drone.
- Each Crisis Starscythe Shas'vre can be equipped with up to 2x Shield Drone.
- Each Crisis Starscythe Shas'vre can be equipped with 1x Guardian Drone.
- Each Crisis Starscythe Shas'vre can be equipped with up to 2x Missile Drone.
- Each Crisis Starscythe Shas'vre must be equipped with 2 of: Burst cannon, T'au flamer.

KEYWORDS: Vehicle, Walker, Fly, Battlesuit, Crisis, Starscythe, Non-Kroot

FACTION KEYWORDS: T'au Empire

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Missile pod	30"	2	5+	7	-1	2
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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	5+	5	0	1

ABILITIES

- Battlesuit Support System**

The unit is eligible to shoot in a turn in which it Fell Back.
- 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.
- Starscythe**

Each time a model in this unit makes a ranged attack (excluding attacks that target MONSTERS and VEHICLES), improve the Armour Penetration characteristic of that attack by 1.

WEAPON ABILITIES

- Assault**

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

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

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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.