

M	T	Sv	W	LD	OC
6"	3	5+	3	6+	1

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Ethereal (40mm)
Equipped with: Missile pod, Twin pulse carbine, Honour stave
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, Ethereal, Non-Kroot, Leader
FACTION KEYWORDS: T'au Empire

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	5+	7	-1	2
Twin pulse carbine <small>ASSAULT, TWIN-LINKED</small>	20"	2	5+	5	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Honour stave	Melee	2	4+	5	0	1

ABILITIES

CORE - Leader

- Coordinated Leadership**
In your Command phase, roll one D6: on a 4+, you gain 1CP.
- Failure Is Not an Option**
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.
- Guardian Drone**
Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Hover Drone**
The bearer can Fly and has a Move characteristic of 10".
- 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.
- 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).
- 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.