

T'AU EMPIRE

BREACHER TEAM

For The Greater Good

M

6"

T

3

SV

4+

W

1

LD

7+

OC

2

80 PTS

Base 25mm



1

KOMMANDO

2 BEWEGUNG

DS8 Support Turret

In your Movement phase, if this unit Remains Stationary, until the start of your next turn, its Shas'ui model is equipped with the support turret weapon.

Designer's Note: Place a Support Turret token next to this unit to remind you.

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.

3 BESCHUSS

Missile pod

R	A	BS	S	AP	D
30"	2	5+	7	-1	2
VERWUNDET					
2+ T1-3	3+ T4-6	4+ T7	5+ T8-13	6+ T14+	

Pulse blaster ASSAULT

R	A	BS	S	AP	D
10"	2	3+	6	-1	1
VERWUNDET					
2+ T1-3	3+ T4-5	4+ T6	5+ T7-11	6+ T12+	

Pulse pistol PISTOL

R	A	BS	S	AP	D
12"	1	4+	5	0	1
VERWUNDET					
2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+	

Support turret INDIRECT FIRE

TWIN-LINKED

R	A	BS	S	AP	D
30"	2	5+	5	0	1
VERWUNDET					
2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+	

Twin pulse carbine ASSAULT

TWIN-LINKED

R	A	BS	S	AP	D
20"	2	5+	5	0	1
VERWUNDET					
2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+	

Breach and Clear

Each time a model in this unit makes a ranged attack that targets an enemy unit within range of an objective marker, you can re-roll the Wound roll.

Guardian Drone

Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.

4

ANGRIFF

5 NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	1	5+	3	0	1
VERWUNDET					
2+ T1	3+ T2	4+ T3	5+ T4-5	6+ T6+	

VERTEIDIGUNG

IMMER / EINMALIG

Shield Drone

Add 1 to the bearer's Wounds characteristic.

GEGEN DIESE EINHEIT

W3 · RW 4+ · 1 LP je Modell

WIRD VERWUNDET MIT

2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 -	DS -4 -
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REGELN & KEYWORDS KURZ

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.

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

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

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

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

AUFSTELLUNG

9x Breacher Fire Warriors - Equipped with: Pulse pistol, Close combat weapon, Pulse blaster

1x Breacher Fire Warrior Shas'ui

- Each Breacher Fire Warrior Shas'ui can be equipped with up to 2x Marker Drone.
- Each Breacher Fire Warrior Shas'ui can be equipped with up to 2x Shield Drone.
- Each Breacher Fire Warrior Shas'ui can be equipped with 1x Guardian Drone.
- Each Breacher Fire Warrior Shas'ui can be equipped with up to 2x Missile Drone.

KEYWORDS Infantry, Battleline, Grenades, Markerlight, Fire Warrior, Breacher Team, Non-Kroot · FRAKTION T'au Empire