

T'AU EMPIRE

BROADSIDE BATTLESUITS

For The Greater Good

M

5"

T

6

SV

2+

W

8

LD

7+

OC

2

75–255 PTS

Base 60mm



1

KOMMANDO

2

BEWEGUNG

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

Heavy rail rifle **HEAVY**

DEVASTATING WOUNDS

R	A	BS	S	AP	D
60"	2	4+	12	-4	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–6	T7–11	T12	T13–23	T24+

High-yield missile pods

TWIN-LINKED

R	A	BS	S	AP	D
30"	6	4+	7	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Missile pod

R	A	BS	S	AP	D
30"	2	5+	7	-1	2

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

Seeker missile **ONE SHOT**

R	A	BS	S	AP	D
48"	1	4+	14	-3	D6+1

VERWUNDET

2+	3+	4+	5+	6+
T1–7	T8–13	T14	T15–27	T28+

Twin plasma rifle **TWIN-LINKED**

R	A	BS	S	AP	D
18"	1	4+	8	-3	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

Twin pulse carbine **ASSAULT**

TWIN-LINKED

R	A	BS	S	AP	D
20"	2	5+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Twin smart missile system

INDIRECT FIRE **TWIN-LINKED**

R	A	BS	S	AP	D
30"	4	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

4

ANGRIFF

5

NAHKAMPF

Crushing bulk

R	A	WS	S	AP	D
Melee	3	5+	6	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Advanced Armour

Models in this unit have the Feel No Pain 4+ ability against mortal wounds.

Shield Drone

Add 1 to the bearer's Wounds characteristic.

GEGEN DIESE EINHEIT

W6 · RW 2+ · 8 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	S1–3

RETTUNGSWURF JE DS

DS 0	DS –1	DS –2	DS –3	DS –4
2+	3+	4+	5+	6+

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).

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

HEAVY In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit: - That unit is unen...

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

ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.

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

AUFSTELLUNG

2x Broadside Shas'ui

1x Broadside Shas'vre

Ausrüstung: Heavy rail rifle, High-yield missile pods, Missile pod, Seeker missile, Twin plasma rifle, Twin pulse carbine, Twin smart missile system, Crushing bulk

- Each Broadside Shas'ui can be equipped with up to 2x Marker Drone.
- Each Broadside Shas'ui can be equipped with up to 2x Shield Drone.
- Each Broadside Shas'ui can replace its Heavy rail rifle with High-yield missile pods.
- Each Broadside Shas'ui can be equipped with up to 2 of: Weapon support system, Seeker missile.
- Each Broadside Shas'ui can be equipped with one of: Twin plasma rifle, Twin smart missile system.
- Each Broadside Shas'vre can be equipped with up to 2x Marker Drone.
- Each Broadside Shas'vre can be equipped with up to 2x Shield Drone.
- Each Broadside Shas'vre can be equipped with 1x Guardian Drone.
- Each Broadside Shas'vre can be equipped with up to 2x Missile Drone.
- Each Broadside Shas'vre can replace its Heavy rail rifle with High-yield missile pods.
- Each Broadside Shas'vre can be equipped with up to 2 of: Weapon support system, Seeker missile.
- Each Broadside Shas'vre can be equipped with one of: Twin plasma rifle, Twin smart missile system.

KEYWORDS Vehicle, Walker, Battlesuit, Broadside, Non-Kroot · FRAKTION T'au Empire