

T'AU EMPIRE

COMMANDER IN CRISIS

BATTLESUIT [LEGENDS]

Leader Deep Strike For The Greater Good

M

10"

T

5

SV

3+

W

5

LD

7+

OC

2

80 PTS

Base —

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

Airbursting fragmentation projector

BLASTINDIRECT FIRE

R

A

BS

S

AP

D

24"

D6

3+

3

0

1

VERWUNDET

2+

T1

3+

T2

4+

T3

5+

T4-5

6+

T6+

Burst cannon

R

A

BS

S

AP

D

18"

4

3+

5

0

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

Fusion blaster

MELTA 2

R

A

BS

S

AP

D

12"

1

3+

9

-4

D6

VERWUNDET

2+

T1-4

3+

T5-8

4+

T9

5+

T10-17

6+

T18+

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+

Missile pod

R

A

BS

S

AP

D

30"

2

3+

7

-1

2

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

Plasma rifle

R

A

BS

S

AP

D

18"

1

3+

8

-3

3

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

T'au flamer

IGNORES COVER

TORRENT

R

A

BS

S

AP

D

12"

D6

N/A

4

0

1

VERWUNDET

2+

T1-2

3+

T3

4+

T4

5+

T5-7

6+

T8+

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+

Cyclic ion blaster - overcharge

HAZARDOUS

R

A

BS

S

AP

D

18"

3

3+

8

-2

2

VERWUNDET

2+

T1-4

3+

T5-7

4+

T8

5+

T9-15

6+

T16+

Cyclic ion blaster - standard

R

A

BS

S

AP

D

18"

3

3+

7

-1

1

VERWUNDET

2+

T1-3

3+

T4-6

4+

T7

5+

T8-13

6+

T14+

4

ANGRIFF

—

5

NAHKAMPF

Battlesuit fists

R

A

WS

S

AP

D

Melee

3

4+

5

0

1

VERWUNDET

2+

T1-2

3+

T3-4

4+

T5

5+

T6-9

6+

T10+

VERTEIDIGUNG

Shield Generator

The bearer has a 4+ invulnerable save.

IMMER / EINMALIG

Shield Drone

Add 1 to the bearer's Wounds characteristic.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 5 LP je Modell

WIRD VERWUNDET MIT

2+

S10+

3+

S6-9

4+

S5

5+

S3-4

6+

S1-2

RETTUNGSWURF JE DS

DS 0

3+

DS -1

4+

DS -2

5+

DS -3

6+

DS -4

-

REGELN & KEYWORDS KURZ

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" horizo...

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.

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.

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 (rou...

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...

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 mod...

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

MELTA This ability always takes the form [MELTA X].

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.

AUFSTELLUNG

1x Commander in Crisis Battlesuit [Legends]

Ausrüstung: Airbursting fragmentation projector, Burst cannon, Fusion blaster, Missile pod, Plasma rifle, T'au flamer, Twin pulse carbine, Cyclic ion blaster - overcharge, Cyclic ion blaster - standard, Battlesuit fists

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.

This model can be equipped with 1x Battlesuit support system.

This model can be equipped with 1x Shield generator.

This model can be equipped with 1x Weapon support system.

This model can be equipped with up to 4x Missile pod.

This model can be equipped with up to 4x Burst cannon.

This model can be equipped with 1x Airbursting fragmentation projector.

This model can be equipped with up to 4x Cyclic ion blaster.

This model can be equipped with up to 4x Tau flamer.

This model can be equipped with up to 4x Fusion blaster.

This model can be equipped with up to 4x Plasma rifle.

Anführer

This model can be attached to the following units:

- CRISIS BATTLESUITS

- CRISIS FIREKNIFE BATTLESUITS

- CRISIS STARSCYTHE BATTLESUITS

- CRISIS SUNFORGE BATTLESUITS