

T'AU EMPIRE

CRISIS BATTLESUITS [LEGENDS]

Deep Strike

For The Greater Good

M10"

T5

SV3+

W4

LD7+

OC2

200–400 PTS

Base —



1KOMMANDO

2BEWEGUNG

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.

Turbo-jets

Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

3BESCHUSS

Airbursting fragmentation projector

R	A	BS	S	AP	D
24"	D6	4+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

 Burst cannon | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 18" | 4 | 4+ | 5 | 0 | 1 | VERWUNDET | | | | | | |------|------|----|------|------| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–2 | T3–4 | T5 | T6–9 | T10+ | | **Fusion blaster** **MELTA 2** | | | | | | | |-----|---|----|---|----|----| | R | A | BS | S | AP | D | | 12" | 1 | 4+ | 9 | -4 | D6 | VERWUNDET | | | | | | |------|------|----|--------|------| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–4 | T5–8 | T9 | T10–17 | T18+ | | **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+ | | **Missile pod** | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 30" | 2 | 4+ | 7 | -1 | 2 | VERWUNDET | | | | | | |------|------|----|-------|------| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–3 | T4–6 | T7 | T8–13 | T14+ | | **Plasma rifle** | | | | | | | |-----|---|----|---|----|---| | 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+ | | **T'au flamer** **IGNORES COVER** **TORRENT** | | | | | | | |-----|----|-----|---|----|---| | R | A | BS | S | AP | D | | 12" | D6 | N/A | 4 | 0 | 1 | VERWUNDET | | | | | | |------|----|----|------|-----| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–2 | T3 | T4 | T5–7 | T8+ | | **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+ | | **► Cyclic ion blaster - overcharge** **HAZARDOUS** | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 18" | 3 | 4+ | 8 | -2 | 2 | VERWUNDET | | | | | | |------|------|----|-------|------| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–4 | T5–7 | T8 | T9–15 | T16+ | | **► Cyclic ion blaster - standard** | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 18" | 3 | 4+ | 7 | -1 | 1 | VERWUNDET | | | | | | |------|------|----|-------|------| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–3 | T4–6 | T7 | T8–13 | T14+ | |

4ANGRIFF

5NAHKAMPF

Battlesuit fists

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

VERTEIDIGUNG

Shield Generator

The bearer has a 4+ invulnerable save.

IMMER / EINMALIG

Crisis Bodyguard

If a Character unit from your army with the Leader ability can be attached to a Crisis Fireknife Battlesuit unit, it can be attached to this unit instead.

Shield Drone

Add 1 to the bearer's Wounds characteristic.

GEGEN DIESE EINHEIT				
W5 · RW 3+ · 4 LP je Modell				
WIRD VERWUNDET MIT				
2+	3+	4+	5+	6+
S10+	S6–9	S5	S3–4	S1–2
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	–

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.

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 (roun...

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
2-5x Crisis Shas'ui · Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, T'au flamer, Burst cannon, Plasma rifle, Airbursting fragmentation projector, ► Cyclic ion blaster - standard, ► Cyclic ion blaster - overcharge, Fusion blaster
1x Crisis Shas'vre
• Each Crisis Shas'ui can be equipped with up to 2x Marker Drone.
• Each Crisis Shas'ui can be equipped with up to 2x Shield Drone.
• Each Crisis Shas'ui can be equipped with 1x Battlesuit support system.
• Each Crisis Shas'ui can be equipped with 1x Shield generator.
• Each Crisis Shas'ui can be equipped with up to 3x T'au flamer.
• Each Crisis Shas'ui can be equipped with 1x Weapon support system.
• Each Crisis Shas'ui can be equipped with up to 3x Burst cannon.
• Each Crisis Shas'ui can be equipped with up to 3x Fusion blaster.
• Each Crisis Shas'ui can be equipped with up to 3x Plasma rifle.
• Each Crisis Shas'ui can be equipped with 1x Airbursting fragmentation projector.
• Each Crisis Shas'ui can be equipped with up to 3x Cyclic ion blaster.
• Each Crisis Shas'ui can be equipped with up to 2x Shield Drone.
• Each Crisis Shas'vre can be equipped with up to 2x Marker Drone.
• Each Crisis Shas'vre can be equipped with up to 2x Shield Drone.
• Each Crisis Shas'vre can be equipped with 1x Guardian Drone.
• Each Crisis Shas'vre can be equipped with up to 2x Missile Drone.
• Each Crisis Shas'vre can be equipped with 1x Battlesuit support system.
• Each Crisis Shas'vre can be equipped with 1x Shield generator.
• Each Crisis Shas'vre can be equipped with 1x Weapon support system.
• Each Crisis Shas'vre can be equipped with up to 3x Missile pod.
• Each Crisis Shas'vre can be equipped with up to 3x Burst cannon.
• Each Crisis Shas'vre can be equipped with 1x Airbursting fragmentation projector.
• Each Crisis Shas'vre can be equipped with up to 3x Cyclic ion blaster.
• Each Crisis Shas'vre can be equipped with up to 3x T'au flamer.
• Each Crisis Shas'vre can be equipped with up to 3x Fusion blaster.
• Each Crisis Shas'vre can be equipped with up to 3x Plasma rifle.

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