

T'AU EMPIRE

CRISIS STARSCYTHE

BATTLESUITS

For The Greater Good

M10"53+47+2

T

SV

W

LD

OC

100 PTS

Base 50mm

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.

3BESCHUSS

Burst cannon

R	A	BS	S	AP	D
18"	4	4+	5	0	1
VERWUNDET					
2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+	

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+	

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+	

Battlesuit Support System

The unit is eligible to shoot in a turn in which it Fell Back.

Guardian Drone

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

Starscythe

Each time a model in this unit makes a ranged attack (excluding attacks that target MONSTERS and VEHICLES), improve the Armour Penetration characteristic of that attack by 1.

4ANGRIFF

5NAHKAMPF

Battlesuit fists

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

VERTEIDIGUNG

IMMER / EINMALIG

Shield Drone

Add 1 to the bearer's Wounds characteristic.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	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).

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...

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

2x Crisis Starscythe Shas'ui - Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, Burst cannon, T'au flamer

1x Crisis Starscythe Shas'vre

Each Crisis Starscythe Shas'ui can be equipped with up to 2x Marker Drone.

Each Crisis Starscythe Shas'ui can be equipped with up to 2x Shield Drone.

Each Crisis Starscythe Shas'ui must be equipped with 2 of: Burst cannon, T'au flamer.

Each Crisis Starscythe Shas'vre can be equipped with up to 2x Marker Drone.

Each Crisis Starscythe Shas'vre can be equipped with up to 2x Shield Drone.

Each Crisis Starscythe Shas'vre can be equipped with 1x Guardian Drone.

Each Crisis Starscythe Shas'vre can be equipped with up to 2x Missile Drone.

Each Crisis Starscythe Shas'vre must be equipped with 2 of: Burst cannon, T'au flamer.

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