T'AU EMPIRE

GHOSTKEEL BATTLESUIT

Deadly Demise D3 | For The Greater Good | Infiltrators | Lone Operative | Stealth

M	T	SV	W	LD	OC
10"	8	2+	12	7+	3

150 PTS
Base 105 x 70mm

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Fusion collider — MELTA 2

R	A	BS	S	AP	D
18"	2	4+	12	-4	D6

VERWUNDET

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

Twin T'au flamer — IGNORES COVER

TORRENT | TWIN-LINKED

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 burst cannon — TWIN-LINKED

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+

Twin fusion blaster — MELTA 2

TWIN-LINKED

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+

➤ Cyclic ion raker - overcharge — HAZARDOUS

R	A	BS	S	AP	D
36"	6	4+	8	-2	3

VERWUNDET

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

➤ Cyclic ion raker - standard

R	A	BS	S	AP	D
36"	6	4+	7	-1	2

VERWUNDET

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

Battlesuit Support System
The bearer is eligible to shoot in a turn in which it Fell Back but it loses the Smoke keyword.

Localised Stealth Projectors (Aura)
When a friendly KROOT/VESPID STINGWINGS unit within 6" of this unit has shot, those attacks do not prevent that unit from being hidden.

4 ANGRIFF

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5 NAHKAMPF

Ghostkeel fists

R	A	WS	S	AP	D
Melee	3	5+	6	0	2

VERWUNDET

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

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Stealth Drones
Twice per battle, after an attack has been allocated to this model, you can change the Damage characteristic of that attack to 0.
Designer's Note: Place two Stealth Drone tokens next to the unit, removing one each time this ability has been used.

GEGEN DIESE EINHEIT

W8 · RW 2+ · 12 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S16+	S9–15	S8	S5–7	S1–4

RETTUNGSWURF JE DS

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

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

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.

Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deploym…

Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons u…

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

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…

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 Ghostkeel Battlesuit

Ausrüstung: Fusion collider, Twin T'au flamer, Twin burst cannon, Twin fusion blaster, ➤ Cyclic ion raker - overcharge, ➤ Cyclic ion raker - standard, Ghostkeel fists

- This model can replace its Twin T'au flamer with Twin burst cannon or Twin fusion blaster.
- This model can replace its Fusion collider with Cyclic ion raker.

KEYWORDS Vehicle, Walker, Fly, Smoke, Battlesuit, Ghostkeel, Non-Kroot · **FRAKTION** T'au Empire