T'AU EMPIRE

# SHAS'NEL [CRUCIBLE]

Leader | Crucible | For The Greater Good | Lone Operative | Scouts 7"

| M | T | SV | W | LD | OC |
|---|---|---|---|---|---|
| 6" | 3 | 4+ | 3 | 7+ | 1 |

**50 PTS**
Base —

## 1 KOMMANDO

**Warrior Bond**
Once per battle, at the start of any phase, you can select one friendly T'au Empire unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

## 2 BEWEGUNG

**Broadside Battlesuit**
Battlesuit Veteran only. Change this model's Move characteristic to 5", its Toughness characteristic to 6, its Save characteristic to 2+, and its Wounds characteristic to 10. Remove the Infantry keyword, add the Vehicle and Walker keywords, and remove the Infiltrators and Stealth abilities. It can be equipped with up to three ranged weapons, and replace the list of units this model can be attached to: Broadside Battlesuits.

**Cunning Ambush**
After both players have deployed their armies, you can redeploy this model's unit and one other friendly T'au Empire unit. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

**Veteran Scout**
Shas'nel only. Change this model's Move characteristic to 7", it gains the Scouts 7" ability, and replace the list of units this model can be attached to: Pathfinder Team.

## 3 BESCHUSS

**Blast javelin** ASSAULT, BLAST

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 18" | D6 | 4+ | 10 | -2 | 2 |

VERWUNDET: 2+ T1–5 | 3+ T6–9 | 4+ T10 | 5+ T11–19 | 6+ T20+

**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+

**Dart-bow and tri-blade** ANTI-INFANTRY 3+, ASSAULT, HEAVY

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 24" | D3+1 | 4+ | 4 | 0 | 2 |

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

**Dvorgite skinner** IGNORES COVER, TORRENT

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 12" | D6 | N/A | 4 | -1 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

**Fireblade pulse rifle** RAPID FIRE 1

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 30" | 1 | 3+ | 5 | 0 | 2 |

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+

**Heavy rail rifle** DEVASTATING WOUNDS, HEAVY

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 60" | 2 | 3+ | 12 | -4 | D6+1 |

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

**High-yield missile pods** TWIN-LINKED

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 30" | 6 | 3+ | 7 | -1 | 2 |

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

**Kroot carbine**

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 18" | 1 | 4+ | 4 | 0 | 2 |

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

**Kroot long gun** HEAVY, PRECISION

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 36" | 1 | 3+ | 6 | -2 | 3 |

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

**Kroot pistol** PISTOL

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 12" | 1 | 4+ | 4 | 0 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

**Kroot pistol and hunting javelins** ASSAULT, PISTOL

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 12" | 2 | 4+ | 4 | 0 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

**Kroot rifle** RAPID FIRE 1

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 24" | 1 | 4+ | 4 | 0 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

**Kroot scattergun** ASSAULT

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 12" | 2 | 4+ | 4 | 0 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

**Londaxi tribalest** ANTI-VEHICLE 4+, DEVASTATING WOUNDS, HEAVY

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 18" | 3 | 5+ | 7 | -1 | 1 |

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

**Pulse blaster** ASSAULT

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 10" | 2 | 3+ | 6 | -1 | 1 |

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

**Pulse carbine**

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 20" | 2 | 3+ | 5 | 0 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

**Pulse pistol** PISTOL

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 12" | 1 | 3+ | 5 | 0 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

**Rail rifle** DEVASTATING WOUNDS, HEAVY

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 30" | 1 | 4+ | 10 | -4 | 3 |

VERWUNDET: 2+ T1–5 | 3+ T6–9 | 4+ T10 | 5+ T11–19 | 6+ T20+

**Seeker missile** ONE SHOT

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

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

**Tanglebomb launcher** BLAST

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 24" | D3 | 4+ | 5 | 0 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

**Twin plasma rifle** TWIN-LINKED

| 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+

**Twin smart missile system** INDIRECT FIRE, TWIN-LINKED

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 30" | 4 | 3+ | 5 | 0 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

**➤ Ion rifle - overcharge** HAZARDOUS, HEAVY

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 30" | 3 | 4+ | 8 | -2 | 2 |

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

**➤ Ion rifle - standard** HEAVY

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 30" | 3 | 4+ | 7 | -1 | 1 |

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

**➤ Semi-automatic grenade launcher - EMP** ANTI-VEHICLE 4+, DEVASTATING WOUNDS

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 18" | 1 | 3+ | 3 | 0 | 1 |

VERWUNDET: 2+ T1 | 3+ T2 | 4+ T3 | 5+ T4–5 | 6+ T6+

**➤ Semi-automatic grenade launcher - fusion**

| R | A | BS | S | AP | D |
|---|---|---|---|---|---|
| 18" | 1 | 3+ | 6 | -1 | 3 |

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

**Fire Discipline**
Each time this unit makes a ranged attack, re-roll a Hit roll of 1.

**Fire and Fade**
Kinband Champion only. In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

## 4 ANGRIFF

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## 5 NAHKAMPF

**Bladestave and prey-hook** LETHAL HITS

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 4 | 2+ | 5 | -1 | 2 |

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

**Close combat weapon**

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 3 | 4+ | 3 | 0 | 1 |

VERWUNDET: 2+ T1 | 3+ T2 | 4+ T3 | 5+ T4–5 | 6+ T6+

**Crushing bulk**

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 3 | 4+ | 6 | 0 | 1 |

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

**Hunting blades** LANCE

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 3 | 3+ | 4 | -1 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3 | 4+ T4 | 5+ T5–7 | 6+ T8+

**Kalamandra's bite** EXTRA ATTACKS

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 4 | 4+ | 5 | -1 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

**Rampager fists** EXTRA ATTACKS, SUSTAINED HITS 1

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 4 | 3+ | 6 | -1 | 2 |

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

**Shaper's blade**

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 4 | 2+ | 5 | 0 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

**Twin ritualistic blades** TWIN-LINKED

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 4 | 2+ | 5 | -1 | 1 |

VERWUNDET: 2+ T1–2 | 3+ T3–4 | 4+ T5 | 5+ T6–9 | 6+ T10+

## ◆ VERTEIDIGUNG

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## ∞ IMMER / EINMALIG

**Kalamandra**
Kinband Champion only. Change this model's Move characteristic to 12", its Toughness characteristic to 5, its Save characteristic to 5+, its Wounds characteristic to 6, and it is equipped with 1 kalamandra's bite in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted keyword and it gains the Lone Operative ability.

**Krootox**
Kinband Champion only. Change this model's Toughness characteristic to 6, its Save characteristic to 5+ and its Wounds characteristic to 7, and it is equipped with 1 Rampager fists in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted keyword, and replace the list of units this model can be attached to: Krootox Rampagers, Krootox Riders.

**Ritual Butchery**
Kinband Champion only. While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

**Volley Fire**
While this model is leading a unit, add 1 to the Attacks characteristic of ranged weapons equipped by models in that unit.

### GEGEN DIESE EINHEIT

W3 · RW 4+ · 3 LP je Modell

WIRD VERWUNDET MIT

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| S6+ | S4–5 | S3 | S2 | S1 |

RETTUNGSWURF JE DS

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

### REGELN & KEYWORDS KURZ

Crucible A Character created using Crucible rules has the Crucible ability.
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.
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…
Scouts 7" This ability always takes the form Scouts X".
ENDLESS This ability always takes the form [ANTI-X Y+].
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…
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…
EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.
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…
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…
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).
LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
MELTA This ability always takes the form [MELTA X].
ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.
PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
PRECISION While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER m…
RAPID FIRE This ability always takes the form [RAPID FIRE X].
SUSTAINED HITS This ability always takes the form [SUSTAINED HITS 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 Shas'nel [Crucible]

**Ausrüstung:** Blast javelin, Burst cannon, Dart-bow and tri-blade, Dvorgite skinner, Fireblade pulse rifle, Fusion blaster, Heavy rail rifle, High-yield missile pods, Kroot carbine, Kroot long gun, Kroot pistol, Kroot pistol and hunting javelins, Kroot rifle, Kroot scattergun, Londaxi tribalest, Pulse blaster, Pulse carbine, Pulse pistol, Rail rifle, Seeker missile, Tanglebomb launcher, Twin plasma rifle, Twin smart missile system, ➤ Ion rifle - overcharge, ➤ Ion rifle - standard, ➤ Semi-automatic grenade launcher - EMP, ➤ Semi-automatic grenade launcher - fusion, Bladestave and prey-hook, Close combat weapon, Crushing bulk, Hunting blades, Kalamandra's bite, Rampager fists, Shaper's blade, Twin ritualistic blades

- This model can be equipped with one of: Heavy rail rifle, High-yield missile pods, Ion rifle, Pulse carbine, Rail rifle, Seeker missile, Semi-automatic grenade launcher, Twin plasma rifle, Twin smart missile system, Tanglebomb launcher, Fireblade pulse rifle, Kroot rifle, Blast javelin, Fusion blaster, Burst cannon, Kroot carbine, Kroot long gun, Dart-bow and tri-blade, Kroot scattergun, Londaxi tribalest, Pulse blaster, Dvorgite skinner.
- This model can be equipped with up to 2 of: Pulse pistol, Kroot pistol and hunting javelins, Kroot pistol.
- This model can be equipped with 1x Bladestave and prey-hook.
- This model can be equipped with 1x Close combat weapon.
- This model can be equipped with 1x Hunting blades.
- This model can be equipped with 1x Shaper's blade.
- This model can be equipped with 1x Twin ritualistic blades.

**Anführer**
This model can be attached to the following units:
- Breacher Team
- Strike Team