

T'AU EMPIRE

STEALTH BATTLESUITS

For The Greater Good Infiltrators Stealth

M8"

T4

SV3+

W2

LD7+

OC1

100 PTS

Base 32mm



1KOMMANDO

2BEWEGUNG

Homing Beacon

Once per battle, you can use the Rapid Ingress Stratagem for OCP. The target must be set up within 3" of the bearer's unit and more than 8" away from all enemy units.

Designer's Note: *Place a Homing Beacon token next to this unit, removing it once this ability is used.*

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+	

Fusion blaster

MELTA 2

R	A	BS	S	AP	D
12"	1	4+	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+	

Pulse pistol

PISTOL

R	A	BS	S	AP	D
12"	1	4+	5	0	1
VERWUNDET					
2+ T1-2	3+ T3-4	4+ T5	5+ T6-9	6+ T10+	

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+	

Forward Observers

Each time this unit is an Observer unit, until the end of the phase, each time a ranged attack is made by a model in a Guided unit that targets their Spotted unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Guardian Drone

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

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.

4ANGRIFF

5NAHKAMPF

Battlesuit fists

R	A	WS	S	AP	D
Melee	2	5+	4	0	1
VERWUNDET					
2+ T1-2	3+ T3	4+ T4	5+ T5-7	6+ T8+	

VERTEIDIGUNG

IMMER / EINMALIG

Shield Drone

Add 1 to the bearer's Wounds characteristic.

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5-7	4+ S4	5+ S3	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.

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...

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).

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

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

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

4x Stealth Shas'ui w/ burst cannon oder Stealth Shas'ui w/ fusion blaster
1x Stealth Shas'vre

Ausrüstung: Burst cannon, Fusion blaster, Missile pod, Pulse pistol, Twin pulse carbine, Battlesuit fists

- Each Stealth Shas'vre can be equipped with 1x Pulse pistol.
- Each Stealth Shas'vre can be equipped with up to 2x Marker Drone.
- Each Stealth Shas'vre can be equipped with up to 2x Shield Drone.
- Each Stealth Shas'vre can be equipped with 1x Guardian Drone.
- Each Stealth Shas'vre can be equipped with up to 2x Missile Drone.
- Each Stealth Shas'vre can replace its Burst cannon with Fusion blaster.

KEYWORDS Infantry, Fly, Battlesuit, Stealth, Grenades, Markerlight, Non-Kroot · FRAKTION T'au Empire