

T'AU EMPIRE

XV9 HAZARD
BATTLESUITS [LEGENDS]

Deep Strike

For The Greater Good

M8"

T6

SV3+

W4

LD7+

OC2

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.

3BESCHUSS

Fusion cascade

MELTA 4

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+

Phased ion gun

R	A	BS	S	AP	D
30"	4	4+	6	-1	1

VERWUNDET

2+

T1-3

3+

T4-5

4+

T6

5+

T7-11

6+

T12+

Twin hazard burst cannon

TWIN-LINKED

R	A	BS	S	AP	D
24"	4	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+

Battlesuit Support System

The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.

Guardian Drone

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

Photon Casters

In your Shooting phase, after this unit has shot, if an enemy Infantry unit was hit by one or more of those attacks, until the end of your opponent's next turn, that enemy unit is stunned. While a unit is stunned, subtract 2 from that unit's Move characteristic, and subtract 2 from Advance and Charge rolls made for that unit.

Weapon Support System

Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

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

Shield Generator

The bearer has a 4+ invulnerable save.

IMMER / EINMALIG

Shield Drone

Add 1 to the bearer's Wounds characteristic.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

<div>2+</div> S12+	<div>3+</div> S7-11	<div>4+</div> S6	<div>5+</div> S4-5	<div>6+</div> S1-3
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).
MELTA This ability always takes the form [MELTA X].
TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1-2x XV9 Hazard Battlesuit
Ausrüstung: Fusion cascade, Missile pod, Phased ion gun, Twin hazard burst cannon, Twin pulse carbine, Battlesuit fists

- Each XV9 Hazard Battlesuit can be equipped with up to 2x Marker Drone.
- Each XV9 Hazard Battlesuit can be equipped with up to 2x Shield Drone.
- Each XV9 Hazard Battlesuit can be equipped with 1x Guardian Drone.
- Each XV9 Hazard Battlesuit can be equipped with up to 2x Missile Drone.
- Each XV9 Hazard Battlesuit can be equipped with one of: Battlesuit support system, Shield generator, Weapon support system.
- Each XV9 Hazard Battlesuit must be equipped with 2 of: Fusion cascade, Phased ion gun, Twin hazard burst cannon.