

T'AU EMPIRE

BROADSIDE BATTLESUITS

For The Greater Good

M5"

T6

SV2+

W8

LD7+

OC2

75–255 PTS

Base 60mm



3 BESCHUSS

Heavy rail rifle

HEAVY

DEVASTATING WOUNDS

R	A	BS	S	AP	D
60"	2	4+	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	4+	7	-1	2

VERWUNDET

2+T1–3

3+T4–6

4+T7

5+T8–13

6+T14+

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+

Seeker missile

ONE SHOT

R	A	BS	S	AP	D
48"	1	4+	14	-3	D6+1

VERWUNDET

2+T1–7

3+T8–13

4+T14

5+T15–27

6+T28+

Twin plasma rifle

TWIN-LINKED

R	A	BS	S	AP	D
18"	1	4+	8	-3	3

VERWUNDET

2+T1–4

3+T5–7

4+T8

5+T9–15

6+T16+

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+

Twin smart missile system

INDIRECT FIRE

TWIN-LINKED

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

VERWUNDET

2+T1–2

3+T3–4

4+T5

5+T6–9

6+T10+

Guardian Drone

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

Weapon Support System

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

5 NAHKAMPF

Crushing bulk

R	A	WS	S	AP	D
Melee	3	5+	6	0	1

VERWUNDET

2+T1–3

3+T4–5

4+T6

5+T7–11

6+T12+

GEGEN DIESE EINHEIT

W6 · RW 2+ · 8 LP je Modell
WIRD VERWUNDET MIT

2+S12+	3+S7–11	4+S6	5+S4–5	6+S1–3
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	5+	6+

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2 BEWEGUNG</div> <div>Marker Drone</div> <div>The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.</div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>VERTEIDIGUNG</div> <div>Advanced Armour</div> <div>Models in this unit have the Feel No Pain 4+ ability against mortal wounds.</div>	<div>∞ IMMER / EINMALIG</div> <div>Shield Drone</div> <div>Add 1 to the bearer's Wounds characteristic.</div>
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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).

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...

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...

INDIRECT FIRE Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

ONE SHOT Each weapon with this ability can only be selected to make attacks with once per battle.

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

AUFSTELLUNG

2x Broadside Shas'ui
1x Broadside Shas'vre

Ausrüstung: Heavy rail rifle, High-yield missile pods, Missile pod, Seeker missile, Twin plasma rifle, Twin pulse carbine, Twin smart missile system, Crushing bulk

- Each Broadside Shas'ui can be equipped with up to 2x Marker Drone.
- Each Broadside Shas'ui can be equipped with up to 2x Shield Drone.
- Each Broadside Shas'ui can replace its Heavy rail rifle with High-yield missile pods.
- Each Broadside Shas'ui can be equipped with up to 2 of: Weapon support system, Seeker missile.
- Each Broadside Shas'ui can be equipped with one of: Twin plasma rifle, Twin smart missile system.
- Each Broadside Shas'vre can be equipped with up to 2x Marker Drone.
- Each Broadside Shas'vre can be equipped with up to 2x Shield Drone.
- Each Broadside Shas'vre can be equipped with 1x Guardian Drone.
- Each Broadside Shas'vre can be equipped with up to 2x Missile Drone.
- Each Broadside Shas'vre can replace its Heavy rail rifle with High-yield missile pods.
- Each Broadside Shas'vre can be equipped with up to 2 of: Weapon support system, Seeker missile.
- Each Broadside Shas'vre can be equipped with one of: Twin plasma rifle, Twin smart missile system.