T'AU EMPIRE

COMMANDER IN COLDSTAR BATTLESUIT

Leader | Deep Strike | For The Greater Good

M	T	SV	W	LD	OC
12"	5	3+	6	7+	2

95 PTS
Base 60mm

3 BESCHUSS

Airbursting fragmentation projector — BLAST · INDIRECT FIRE

R	A	BS	S	AP	D
24"	D6	3+	3	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Burst cannon

R	A	BS	S	AP	D
18"	4	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Fusion blaster — MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–8	T9	T10–17	T18+

High-output burst cannon

R	A	BS	S	AP	D
18"	8	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Missile pod

R	A	BS	S	AP	D
30"	2	5+	7	-1	2

VERWUNDET

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

Missile pod

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

VERWUNDET

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

Plasma rifle

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

VERWUNDET

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

T'au flamer — IGNORES COVER · TORRENT

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 pulse carbine — ASSAULT · TWIN-LINKED

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Cyclic ion blaster - overcharge — HAZARDOUS

R	A	BS	S	AP	D
18"	3	3+	8	-2	2

VERWUNDET

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

➤ Cyclic ion blaster - standard

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

VERWUNDET

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

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.

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

5 NAHKAMPF

Battlesuit fists

R	A	WS	S	AP	D
Melee	3	4+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

GEGEN DIESE EINHEIT

W5 · RW 3+ · 6 LP je Modell

WIRD VERWUNDET MIT	2+	3+	4+	5+	6+
	S10+	S6–9	S5	S3–4	S1–2
RETTUNGSWURF JE DS	DS 0	DS –1	DS –2	DS –3	DS –4
	3+	4+	5+	6+	–

KEYWORDS Character, Vehicle, Walker, Fly, Battlesuit, Commander in Coldstar Battlesuit, Non-Kroot, Leader · **FRAKTION** T'au Empire

1 KOMMANDO	2 BEWEGUNG	4 ANGRIFF	◆ VERTEIDIGUNG	∞ IMMER / EINMALIG
—	**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.	—	**Shield Generator** The bearer has a 4+ invulnerable save.	**Coldstar Commander** While this model is leading a unit, models in that unit have a Move characteristic of 12" and ranged weapons equipped by models in that unit have the [ASSAULT] ability. **Shield Drone** Add 1 to the bearer's Wounds characteristic.

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.

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.

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…

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…

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

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 Commander in Coldstar Battlesuit

Ausrüstung: Airbursting fragmentation projector, Burst cannon, Fusion blaster, High-output burst cannon, Missile pod, Plasma rifle, T'au flamer, Twin pulse carbine, ➤ Cyclic ion blaster - overcharge, ➤ Cyclic ion blaster - standard, Battlesuit fists

- This model can be equipped with up to 2x Marker Drone.
- This model can be equipped with up to 2x Shield Drone.
- This model can be equipped with 1x Guardian Drone.
- This model can be equipped with up to 2x Missile Drone.
- This model can be equipped with 1x Battlesuit support system.
- This model can be equipped with 1x Shield generator.
- This model can be equipped with 1x Weapon support system.
- This model can be equipped with up to 4x Missile pod.
- This model can be equipped with up to 4x Burst cannon.
- This model can be equipped with 1x Airbursting fragmentation projector.
- This model can be equipped with 1x Cyclic ion blaster.
- This model can be equipped with up to 4x T'au flamer.
- This model can be equipped with up to 4x Fusion blaster.
- This model can be equipped with up to 4x Plasma rifle.

Anführer

This model can be attached to the following units:
- CRISIS BATTLESUITS
- CRISIS FIREKNIFE BATTLESUITS
- CRISIS STARSCYTHE BATTLESUITS
- CRISIS SUNFORGE BATTLESUITS

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