

T'AU EMPIRE

CRISIS FIREKNIFE
BATTLESUITS

For The Greater Good

M

10"

T

5

SV

3+

W

4

LD

7+

OC

2

100 PTS

Base 50mm

1

KOMMANDO

—

2

BEWEGUNG

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.

3

BESCHUSS

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	4+	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	4+	8	-3	3
VERWUNDET					
2+	3+	4+	5+	6+	
T1-4	T5-7	T8	T9-15	T16+	

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+	

Fireknife

Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If that attack targets a unit that is at its Starting Strength, you can re-roll the Hit roll instead.

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 a model in this unit makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

4

ANGRIFF

—

5

NAHKAMPF

Battlesuit fists

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

VERTEIDIGUNG

—

IMMER / EINMALIG

Shield Drone

Add 1 to the bearer's Wounds characteristic.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4 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+	-

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).

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

AUFSTELLUNG

2x Crisis Fireknife Shas'ui · Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, Plasma rifle

1x Crisis Fireknife Shas'vre

• Each Crisis Fireknife Shas'ui can be equipped with up to 2x Marker Drone.

• Each Crisis Fireknife Shas'ui can be equipped with up to 2x Shield Drone.

• Each Crisis Fireknife Shas'ui must be equipped with 2 of: Plasma rifle, Missile pod.

• Each Crisis Fireknife Shas'vre can be equipped with up to 2x Marker Drone.

• Each Crisis Fireknife Shas'vre can be equipped with up to 2x Shield Drone.

• Each Crisis Fireknife Shas'vre can be equipped with 1x Guardian Drone.

• Each Crisis Fireknife Shas'vre can be equipped with up to 2x Missile Drone.

• Each Crisis Fireknife Shas'vre must be equipped with 2 of: Missile pod, Plasma rifle.