T'AU EMPIRE

KINBAND CHAMPION [CRUCIBLE]

Leader | Crucible | Infiltrators | Lone Operative | Scouts 7" | Stealth

M	T	SV	W	LD	OC
7"	3	6+	3	7+	1

55 PTS
Base —

3 BESCHUSS

Blast javelin — ASSAULT, BLAST

R	A	BS	S	AP	D
18"	D6	4+	10	-2	2

Burst cannon

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

Dart-bow and tri-blade — ANTI-INFANTRY 3+, ASSAULT, HEAVY

R	A	BS	S	AP	D
24"	D3+1	4+	4	0	2

Dvorgite skinner — IGNORES COVER, TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	-1	1

Fireblade pulse rifle — RAPID FIRE 1

R	A	BS	S	AP	D
30"	1	3+	5	0	2

Fusion blaster — MELTA 2

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

Heavy rail rifle — DEVASTATING WOUNDS, HEAVY

R	A	BS	S	AP	D
60"	2	3+	12	-4	D6+1

High-yield missile pods — TWIN-LINKED

R	A	BS	S	AP	D
30"	6	3+	7	-1	2

Kroot carbine

R	A	BS	S	AP	D
18"	1	4+	4	0	2

Kroot long gun — HEAVY, PRECISION

R	A	BS	S	AP	D
36"	1	3+	6	-2	3

Kroot pistol — PISTOL

R	A	BS	S	AP	D
12"	1	4+	4	0	1

Kroot pistol and hunting javelins — ASSAULT, PISTOL

R	A	BS	S	AP	D
12"	2	4+	4	0	1

Kroot rifle — RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	4	0	1

Kroot scattergun — ASSAULT

R	A	BS	S	AP	D
12"	2	4+	4	0	1

Londaxi tribalest — ANTI-VEHICLE 4+, DEVASTATING WOUNDS, HEAVY

R	A	BS	S	AP	D
18"	3	5+	7	-1	1

Pulse blaster — ASSAULT

R	A	BS	S	AP	D
10"	2	3+	6	-1	1

Pulse carbine

R	A	BS	S	AP	D
20"	2	3+	5	0	1

Pulse pistol — PISTOL

R	A	BS	S	AP	D
12"	1	3+	5	0	1

Rail rifle — DEVASTATING WOUNDS, HEAVY

R	A	BS	S	AP	D
30"	1	4+	10	-4	3

Seeker missile — ONE SHOT

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

Tanglebomb launcher — BLAST

R	A	BS	S	AP	D
24"	D3	4+	5	0	1

Twin plasma rifle — TWIN-LINKED

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

Twin smart missile system — INDIRECT FIRE, TWIN-LINKED

R	A	BS	S	AP	D
30"	4	3+	5	0	1

➤ Ion rifle - overcharge — HAZARDOUS, HEAVY

R	A	BS	S	AP	D
30"	3	4+	8	-2	2

➤ Ion rifle - standard — HEAVY

R	A	BS	S	AP	D
30"	3	4+	7	-1	1

➤ Semi-automatic grenade launcher - EMP — ANTI-VEHICLE 4+, DEVASTATING WOUNDS

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

➤ Semi-automatic grenade launcher - fusion

R	A	BS	S	AP	D
18"	1	3+	6	-1	3

Fire Discipline
Each time this unit makes a ranged attack, re-roll a Hit roll of 1.

Fire and Fade
Kinband Champion only. In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.

Harnessed Alien Instincts
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:
- While a unit is prey-marked, that unit has +3" detection range.

5 NAHKAMPF

Bladestave and prey-hook — LETHAL HITS

R	A	WS	S	AP	D
Melee	4	2+	5	-1	2

Close combat weapon

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

Crushing bulk

R	A	WS	S	AP	D
Melee	3	4+	6	0	1

Hunting blades — LANCE

R	A	WS	S	AP	D
Melee	3	3+	4	-1	1

Kalamandra's bite — EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	4	4+	5	-1	1

Rampager fists — EXTRA ATTACKS, SUSTAINED HITS 1

R	A	WS	S	AP	D
Melee	4	3+	6	-1	2

Shaper's blade

R	A	WS	S	AP	D
Melee	4	2+	5	0	1

Twin ritualistic blades — TWIN-LINKED

R	A	WS	S	AP	D
Melee	4	2+	5	-1	1

GEGEN DIESE EINHEIT

W3 · RW 6+ · 3 LP je Modell

WIRD VERWUNDET MIT	2+	3+	4+	5+	6+
	S6+	S4–5	S3	S2	S1
RETTUNGSWURF JE DS					
	DS 0 6+	DS –1 –	DS –2 –	DS –3 –	DS –4 –

KEYWORDS Character, Infantry, Crucible, Kroot, Kinband Champion, Leader · FRAKTION T'au Empire

1 KOMMANDO

Warrior Bond

Once per battle, at the start of any phase, you can select one friendly T'au Empire unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

2 BEWEGUNG

Broadside Battlesuit

Battlesuit Veteran only. Change this model's Move characteristic to 5", its Toughness characteristic to 6, its Save characteristic to 2+, and its Wounds characteristic to 10. Remove the Infantry keyword, add the Vehicle and Walker keywords, and remove the Infiltrators and Stealth abilities. It can be equipped with up to three ranged weapons, and replace the list of units this model can be attached to: Broadside Battlesuits.

Cunning Ambush

After both players have deployed their armies, you can redeploy this model's unit and one other friendly T'au Empire unit. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

Veteran Scout

Shas'nel only. Change this model's Move characteristic to 7", it gains the Scouts 7" ability, and replace the list of units this model can be attached to: Pathfinder Team.

4 ANGRIFF

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◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

Kalamandra

Kinband Champion only. Change this model's Move characteristic to 12", its Toughness characteristic to 5, its Save characteristic to 5+, its Wounds characteristic to 6, and it is equipped with 1 kalamandra's bite in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted keyword and it gains the Lone Operative ability.

Krootox

Kinband Champion only. Change this model's Toughness characteristic to 6, its Save characteristic to 5+ and its Wounds characteristic to 7, and it is equipped with 1 Rampager fists in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted keyword, and replace the list of units this model can be attached to: Krootox Rampagers, Krootox Riders.

Ritual Butchery

Kinband Champion only. While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

War Leader

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

REGELN & KEYWORDS KURZ

Crucible A Character created using Crucible rules has the Crucible ability.
Infiltrators During deployment, if every model in a unit has this ability, it can be set up anywhere o…
Leader Before the battle, in the Muster Armies step, for each leader and support unit in your ar…
Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are…
Scouts 7" This ability always takes the form Scouts X".
Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, t…

AUFSTELLUNG

1x Kinband Champion [Crucible]

Ausrüstung: Blast javelin, Burst cannon, Dart-bow and tri-blade, Dvorgite skinner, Fireblade pulse rifle, Fusion blaster, Heavy rail rifle, High-yield missile pods, Kroot carbine, Kroot long gun, Kroot pistol, Kroot pistol and hunting javelins, Kroot rifle, Kroot scattergun, Londaxi tribalest, Pulse blaster, Pulse carbine, Pulse pistol, Rail rifle, Seeker missile, Tanglebomb launcher, Twin plasma rifle, Twin smart missile system, ➤ Ion rifle - overcharge, ➤ Ion rifle - standard, ➤ Semi-automatic grenade launcher - EMP, ➤ Semi-automatic grenade launcher - fusion, Bladestave and prey-hook, Close combat weapon, Crushing bulk, Hunting blades, Kalamandra's bite, Rampager fists, Shaper's blade, Twin ritualistic blades
▪ This model can be equipped with one of: Heavy rail rifle, High-yield missile pods, Ion rifle, Pulse carbine, Rail rifle, Seeker missile, Semi-automatic grenade launcher, Twin plasma rifle, Twin smart missile system, Tanglebomb launcher, Fireblade pulse rifle, Kroot rifle, Blast javelin, Fusion blaster, Burst cannon, Kroot carbine, Kroot long gun, Dart-bow and tri-blade, Kroot scattergun, Londaxi tribalest, Pulse blaster, Dvorgite skinner. ▪ This model can be equipped with up to 2 of: Pulse pistol, Kroot pistol and hunting javelins, Kroot pistol. ▪ This model can be equipped with 1x Bladestave and prey-hook. ▪ This model can be equipped with 1x Close combat weapon. ▪ This model can be equipped with 1x Hunting blades. ▪ This model can be equipped with 1x Shaper's blade. ▪ This model can be equipped with 1x Twin ritualistic blades.

Anführer

This model can be attached to the following units:
- Kroot Carnivores
- Kroot Farstalkers