

T'AU EMPIRE

SHAS'NEL [CRUCIBLE]

Leader Crucible For The Greater Good Lone Operative Scouts 7"

M6" T3 4+ W3 LD7+ OC1

50 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	

GEGEN DIESE EINHEIT

W3 - RW 4+ - 3 LP je Modell
WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

DS 0
4+

3+
S4-S

DS -1
5+

4+
S3

DS -2
6+

5+
S2

DS -3
-

6+
S1

DS -4
-

KEYWORDS Character, Infantry, Crucible, Grenades, Shas'nel, Leader - FRAKTION Tau Empire

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	

<div>1KOMMANDO</div> <div>Warrior Bond</div> <p>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.</p>	<div>2BEWEGUNG</div> <div>Broadside Battlesuit</div> <p>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.</p> <div>Cunning Ambush</div> <p>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.</p> <div>Veteran Scout</div> <p>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.</p>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>◆</div> <div>VERTEIDIGUNG</div> <div>—</div>	<div>∞</div> <div>IMMER / EINMALIG</div> <div>Kalamandra</div> <p>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.</p> <div>Krootox</div> <p>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.</p> <div>Ritual Butchery</div> <p>Kinband Champion only. While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.</p> <div>Volley Fire</div> <p>While this model is leading a unit, add 1 to the Attacks characteristic of ranged weapons equipped by models in that unit.</p>
<div>REGELN & KEYWORDS KURZ</div> <p>Crucible A Character created using Crucible rules has the Crucible ability.</p> <p>For The Greater Good If your Army Faction is T'AU EMPIRE, at the start of your Shooting phase you can select u...</p> <p>Leader Before the battle, in the Muster Armies step, for each leader and support unit in your ar...</p> <p>Lone Operative Unless part of an attached unit, this unit is not visible to enemy models unless they are...</p> <p>Scouts 7" This ability always takes the form Scouts X".</p>		<div>AUFSTELLUNG</div> <p>1x Shas'nel [Crucible]</p> <p>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</p> <p>• 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.</p> <p>• This model can be equipped with up to 2 of: Pulse pistol, Kroot pistol and hunting javelins, Kroot pistol.</p> <p>• This model can be equipped with 1x Bladestave and prey-hook.</p> <p>• This model can be equipped with 1x Close combat weapon.</p> <p>• This model can be equipped with 1x Hunting blades.</p> <p>• This model can be equipped with 1x Twin ritualistic blades.</p> <div>Anführer</div> <p>This model can be attached to the following units:</p> <ul style="list-style-type: none">- Breacher Team- Strike Team		