125 PTS

CRISIS SUNFORGE BATTLESUITS

CRISIS SUNFORGE SHAS'UI

M	T	SV	W	LD	OC
10"	5	3+	4	7+	2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion blaster MELTA 2	12"	1	4+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Twin pulse carbine ASSAULT, TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	5+	5	0	1

ABILITIES

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

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 Drone
Add 1 to the bearer's Wounds characteristic.

Sunforge
Each time a model in this unit makes a ranged attack that targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll and you can re-roll the Damage roll.

WEAPON RULES

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

KEYWORDS: Vehicle, Walker, Fly, Battlesuit, Crisis, Sunforge, Non-Kroot

FACTION: T'au Empire

AUFSTELLUNG

2x Crisis Sunforge Shas'ui - Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, Fusion blaster (50mm)
1x Crisis Sunforge Shas'vre (50mm)

Wargear Options:

- Each Crisis Sunforge Shas'ui can be equipped with up to 2x Marker Drone.
- Each Crisis Sunforge Shas'ui can be equipped with up to 2x Shield Drone.
- Each Crisis Sunforge Shas'vre can be equipped with up to 2x Marker Drone.
- Each Crisis Sunforge Shas'vre can be equipped with up to 2x Shield Drone.
- Each Crisis Sunforge Shas'vre can be equipped with 1x Guardian Drone.
- Each Crisis Sunforge Shas'vre can be equipped with up to 2x Missile Drone.

Melta

This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Twin-linked

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

RULES

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.

During your Shooting phase, for each Observer unit from your army that has not been selected to shoot this phase and is eligible to shoot (excluding FORTIFICATION and Battle-shocked units) select one enemy unit that is visible to be marked as their Spotted unit until the end of the phase. Each enemy unit can only be marked as a Spotted unit once per phase.

Units from your army with the For the Greater Good ability (excluding Observer units) are Guided units while targeting one or more Spotted units.

Until the end of the phase, each time a model from your army in a Guided unit makes an attack that targets a Spotted unit, improve the Ballistic Skill characteristic of that attack by 1 and, if the Spotted unit was marked by an Observer unit that has the Markerlight keyword, that attack has the [IGNORES COVER] ability.