BREACHER TEAM

BREACHER FIRE WARRIORS

M	T	SV	W	LD	OC
6"	3	4+	1	7+	2

AUFSTELLUNG

9x Breacher Fire Warriors - Equipped with: Pulse pistol, Close combat weapon, Pulse blaster (25mm)
1x Breacher Fire Warrior Shas'ui (25mm)

Wargear Options:

- Each Breacher Fire Warrior Shas'ui can be equipped with up to 2x Marker Drone.
- Each Breacher Fire Warrior Shas'ui can be equipped with up to 2x Shield Drone.
- Each Breacher Fire Warrior Shas'ui can be equipped with 1x Guardian Drone.
- Each Breacher Fire Warrior Shas'ui can be equipped with up to 2x Missile Drone.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	5+	7	-1	2
Pulse blaster ASSAULT	10"	2	3+	6	-1	1
Pulse pistol PISTOL	12"	1	4+	5	0	1
Support turret INDIRECT FIRE, TWIN-LINKED	30"	2	5+	5	0	1
Twin pulse carbine ASSAULT, TWIN-LINKED	20"	2	5+	5	0	1

ABILITIES

RULES - For The Greater Good

Breach and Clear

Each time a model in this unit makes a ranged attack that targets an enemy unit within range of an objective marker, you can re-roll the Wound roll.

DS8 Support Turret

In your Movement phase, if this unit Remains Stationary, until the start of your next turn, its Shas'ui model is equipped with the support turret weapon.

Designer's Note: Place a Support Turret token next to this unit to remind you.

KEYWORDS: Infantry, Battleline, Grenades, Markerlight, Fire Warrior, Breacher Team, Non-Kroot

FACTION: T'au Empire **80 PTS**

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	3	0	1

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.

WEAPON RULES

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

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

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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