GHOSTKEEL BATTLESUIT

M	T	SV	W	LD	OC
10"	8	2+	12	7+	3

AUFSTELLUNG

1x Ghostkeel Battlesuit (105 x 70mm)

Equipped with: Fusion collider, Twin T'au flamer, Twin burst cannon, Twin fusion blaster, ➤ Cyclic ion raker - overcharge, ➤ Cyclic ion raker - standard, Ghostkeel fists

Wargear Options:

- This model can replace its Twin T'au flamer with Twin burst cannon or Twin fusion blaster.
- This model can replace its Fusion collider with Cyclic ion raker.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion collider MELTA 2	18"	2	4+	12	-4	D6
Twin T'au flamer IGNORES COVER, TORRENT, TWIN-LINKED	12"	D6	N/A	4	0	1
Twin burst cannon TWIN-LINKED	18"	4	4+	5	0	1
Twin fusion blaster MELTA 2, TWIN-LINKED	12"	1	4+	9	-4	D6
➤ Cyclic ion raker - overcharge HAZARDOUS	36"	6	4+	8	-2	3
➤ Cyclic ion raker - standard	36"	6	4+	7	-1	2

ABILITIES

RULES - Deadly Demise D3, For The Greater Good, Infiltrators, Lone Operative, Stealth

Battlesuit Support System
The bearer is eligible to shoot in a turn in which it Fell Back but it loses the Smoke keyword.

Damaged: 1-4 Wounds Remaining
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Localised Stealth Projectors (Aura)
When a friendly KROOT/VESPID STINGWINGS unit within 6" of this unit has shot, those attacks do not prevent that unit from being hidden.

KEYWORDS: Vehicle, Walker, Fly, Smoke, Battlesuit, Ghostkeel, Non-Kroot

FACTION: T'au Empire **150 PTS**

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ghostkeel fists	Melee	3	5+	6	0	2

Stealth Drones
Twice per battle, after an attack has been allocated to this model, you can change the Damage characteristic of that attack to 0.

Designer's Note: Place two Stealth Drone tokens next to the unit, removing one each time this ability has been used.

WEAPON RULES

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

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.*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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