STRIKE TEAM

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

AUFSTELLUNG

9x Fire Warrior w/ pulse carbine oder Fire Warrior w/ pulse rifle (25mm)
1x Fire Warrior Shas'ui (25mm)

Equipped with: Missile pod, Pulse carbine, Pulse pistol, Pulse rifle, Support turret, Twin pulse carbine, Close combat weapon

Wargear Options:

- Each Fire Warrior Shas'ui can be equipped with up to 2x Marker Drone.
- Each Fire Warrior Shas'ui can be equipped with up to 2x Shield Drone.
- Each Fire Warrior Shas'ui can be equipped with 1x Guardian Drone.
- Each 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 carbine	20"	2	4+	5	0	1
Pulse pistol PISTOL	12"	1	4+	5	0	1
Pulse rifle RAPID FIRE 1	30"	1	4+	5	0	1

ABILITIES

RULES - For The Greater Good

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, Strike Team, Non-Kroot

FACTION: T'au Empire **70 PTS**

Support turret INDIRECT FIRE, TWIN-LINKED	30"	2	5+	5	0	1
Twin pulse carbine ASSAULT, TWIN-LINKED	20"	2	5+	5	0	1

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.

Suppression Volley
In your Shooting phase, after this unit has shot, select one enemy INFANTRY unit hit by one or more of those attacks. Until the start of your next turn, while unit is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

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.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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