T'AU EMPIRE

COMMANDER SHADOWSUN

100 PTS

M	T	SV	W	LD	OC
10"	4	3+	6	6+	1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flechette launcher	18"	5	2+	3	0	1
2x High-energy fusion blaster MELTA 2	18"	1	2+	10	-4	D6
Light missile pod	24"	2	2+	7	0	2
Pulse pistol PISTOL	12"	1	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	4+	5	0	1

AUFSTELLUNG

1x Commander Shadowsun (50mm)

Equipped with: Flechette launcher, 2x High-energy fusion blaster, Light missile pod, Pulse pistol, Battlesuit fists

ABILITIES

Advanced Guardian Drone
Each time a ranged attack targets the bearer, subtract 1 from the Wound roll.

Agile Combatant
This model is eligible to shoot in a turn in which it Fell Back.

Command-link Drone (Aura)
While a friendly T'au Empire unit is within 6" of the bearer, each time you select that unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

Hero of the Empire (Aura)
While a friendly T'au Empire unit is within 6" of this model, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

Supreme Commander
If this model is in your army, it must be your Warlord.

WEAPON RULES

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.

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.

CORE 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.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).