

CRISIS BATTLESUITS

[LEGENDS]

200–400 PTS

CRISIS SHAS'UI

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Airbursting fragmentation projector BLAST INDIRECT FIRE	24"	D6	4+	3	0	1
Burst cannon	18"	4	4+	5	0	1
Fusion blaster MELTA 2	12"	1	4+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Missile pod	30"	2	4+	7	-1	2
Missile pod	30"	2	5+	7	-1	2
Plasma rifle	18"	1	4+	8	-3	3
T'au flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1
► Cyclic ion blaster - overcharge HAZARDOUS	18"	3	4+	8	-2	2
► Cyclic ion blaster - standard	18"	3	4+	7	-1	1

MELEE WEAPONS

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

ABILITIES

- Battlesuit Support System**
The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.
- Crisis Bodyguard**
If a Character unit from your army with the Leader ability can be attached to a Crisis Fireknife Battlesuit unit, it can be attached to this unit instead.
- 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.
- Shield Generator**
The bearer has a 4+ invulnerable save.
- Turbo-jets**
Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.
- Weapon Support System**
Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.



KEYWORDS: Vehicle, Walker, Fly, Battlesuit, Crisis, Non-Kroot
FACTION KEYWORDS: T'au Empire

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WEAPON ABILITIES

- Assault

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

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- 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).
- Indirect Fire

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

CORE RULES

- Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

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