

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

1x Breacher Fire Warrior Shas'ui

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.

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

FACTION KEYWORDS: T'au Empire

 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

 MELEE WEAPONS

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

ABILITIES

- 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.
- 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 ABILITIES

- 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).

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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.