

BROADSIDE BATTLESUITS - T'AU
EMPIRE

75–255 PTS

M	T	Sv	W	LD	OC
5"	6	2+	8	7+	2

AUFSTELLUNG
2x Broadside Shas'ui
1x Broadside Shas'vre
Equipped with: Heavy rail rifle, High-yield missile pods, Missile pod, Seeker missile, Twin plasma rifle, Twin pulse carbine, Twin smart missile system, Crushing bulk
Wargear Options:

- Each Broadside Shas'ui can be equipped with up to 2x Marker Drone.
- Each Broadside Shas'ui can be equipped with up to 2x Shield Drone.
- Each Broadside Shas'ui can replace its Heavy rail rifle with High-yield missile pods.
- Each Broadside Shas'ui can be equipped with up to 2 of: Weapon support system, Seeker missile.
- Each Broadside Shas'ui can be equipped with one of: Twin plasma rifle, Twin smart missile system.
- Each Broadside Shas'vre can be equipped with up to 2x Marker Drone.
- Each Broadside Shas'vre can be equipped with up to 2x Shield Drone.
- Each Broadside Shas'vre can be equipped with 1x Guardian Drone.
- Each Broadside Shas'vre can be equipped with up to 2x Missile Drone.
- Each Broadside Shas'vre can replace its Heavy rail rifle with High-yield missile pods.
- Each Broadside Shas'vre can be equipped with up to 2 of: Weapon support system, Seeker missile.
- Each Broadside Shas'vre can be equipped with one of: Twin plasma rifle, Twin smart missile system.

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

 RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy rail rifle HEAVY, DEVASTATING WOUNDS	60"	2	4+	12	-4	D6+1
High-yield missile pods TWIN-LINKED	30"	6	4+	7	-1	2
Missile pod	30"	2	5+	7	-1	2
Missile pod	30"	2	5+	7	-1	2
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Twin plasma rifle TWIN-LINKED	18"	1	4+	8	-3	3
Twin pulse carbine ASSAULT, TWIN-LINKED	20"	2	5+	5	0	1
Twin smart missile system INDIRECT FIRE, TWIN-LINKED	30"	4	4+	5	0	1

 MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing bulk	Melee	3	5+	6	0	1

ABILITIES

- Advanced Armour**
Models in this unit have the Feel No Pain 4+ ability against mortal wounds.
- 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.

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Weapon Support System
Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

WEAPON ABILITIES

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

Devastating Wounds
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Heavy
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

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

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

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