

CRISIS FIREKNIFE BATTLESUITS - T'AU EMPIRE

100 PTS

CRISIS FIREKNIFE SHAS'UI

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

AUFSTELLUNG

2x Crisis Fireknife Shas'ui - Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, Plasma rifle

1x Crisis Fireknife Shas'vre

Wargear Options:

- Each Crisis Fireknife Shas'ui can be equipped with up to 2x Marker Drone.
- Each Crisis Fireknife Shas'ui can be equipped with up to 2x Shield Drone.
- Each Crisis Fireknife Shas'ui must be equipped with 2 of: Plasma rifle, Missile pod.
- Each Crisis Fireknife Shas'vre can be equipped with up to 2x Marker Drone.
- Each Crisis Fireknife Shas'vre can be equipped with up to 2x Shield Drone.
- Each Crisis Fireknife Shas'vre can be equipped with 1x Guardian Drone.
- Each Crisis Fireknife Shas'vre can be equipped with up to 2x Missile Drone.
- Each Crisis Fireknife Shas'vre must be equipped with 2 of: Missile pod, Plasma rifle.

KEYWORDS: Vehicle, Walker, Fly, Battlesuit, Crisis, Fireknife, Non-Kroot

FACTION KEYWORDS: T'au Empire

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
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
Twin pulse carbine ASSAULT, TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

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

ABILITIES

- Fireknife**

Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If that attack targets a unit that is at its Starting Strength, you can re-roll the Hit roll 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.
- Weapon Support System**

Each time a model in this unit 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).
- Twin-linked**

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