

CRISIS STARSCYTHER BATTLESUITS - T'AU EMPIRE

90 PTS

CRISIS STARSCYTHER SHAS'UI

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

AUFSTELLUNG

2x Crisis Starscythe Shas'ui - Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, Burst cannon, T'au flamer

1x Crisis Starscythe Shas'vre

Wargear Options:

- Each Crisis Starscythe Shas'ui can be equipped with up to 2x Marker Drone.
- Each Crisis Starscythe Shas'ui can be equipped with up to 2x Shield Drone.
- Each Crisis Starscythe Shas'ui must be equipped with 2 of: Burst cannon, T'au flamer.
- Each Crisis Starscythe Shas'vre can be equipped with up to 2x Marker Drone.
- Each Crisis Starscythe Shas'vre can be equipped with up to 2x Shield Drone.
- Each Crisis Starscythe Shas'vre can be equipped with 1x Guardian Drone.
- Each Crisis Starscythe Shas'vre can be equipped with up to 2x Missile Drone.
- Each Crisis Starscythe Shas'vre must be equipped with 2 of: Burst cannon, T'au flamer.

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

FACTION KEYWORDS: T'au Empire

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Missile pod	30"	2	5+	7	-1	2
Missile pod	30"	2	5+	7	-1	2
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

MELEE WEAPONS

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

ABILITIES

- Battlesuit Support System**

The unit is eligible to shoot in a turn in which it Fell Back.
- 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.
- Starscythe**

Each time a model in this unit makes a ranged attack (excluding attacks that target MONSTERS and VEHICLES), improve the Armour Penetration characteristic of that attack by 1.

WEAPON ABILITIES

- Assault**

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

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- 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.