

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

CRISIS FIREKNIFE BATTLESUITS

⦿ 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 RULES

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

CRISIS FIREKNIFE SHAS'UI

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

CRISIS FIREKNIFE BATTLESUITS

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.

Twin-linked

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