

T'AU EMPIRE

COMMANDER
FARSIGHT

70 PTS



M

10"

T

5

SV

2+

W

8

LD

6+

OC

2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
High-intensity plasma rifle	24"	2	2+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Dawn Blade - strike	Melee	4	2+	10	-2	3
► Dawn Blade - sweep	Melee	8	2+	6	-1	1

AUFSTELLUNG

1x Commander Farsight

Equipped with: High-intensity plasma rifle, ► Dawn Blade - strike, ► Dawn Blade - sweep

ABILITIES

CORE - Leader

Puretide's Teachings

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Way of the Short Blade

While this model is leading a unit, each time a model in that unit makes an attack that targets an enemy unit within 9", add 1 to the Wound roll.

Leader

This model can be attached to the following units:

- CRISIS BATTLESUITS
- CRISIS FIREKNIFE BATTLESUITS
- CRISIS STARSCYTHE BATTLESUITS
- CRISIS SUNFORGE BATTLESUITS

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

