

T'AU EMPIRE

COMMANDER SHADOWSUN

100 PTS



M

10"

T

4

SV

3+

W

6

LD

6+

OC

1

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flechette launcher	18"	5	2+	3	0	1
2x High-energy fusion blaster	18"	1	2+	10	-4	D6
Light missile pod	24"	2	2+	7	0	2
Pulse pistol	12"	1	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	4+	5	0	1

AUFSTELLUNG

1x Commander Shadowsun

Equipped with: Flechette launcher, High-energy fusion blaster, Light missile pod, Pulse pistol, Battlesuit fists

ABILITIES

- Advanced Guardian Drone
- Each time a ranged attack targets the bearer, subtract 1 from the Wound roll.
- Agile Combatant
- This model is eligible to shoot in a turn in which it Fell Back.

- Command-link Drone (Aura)
- While a friendly T'au Empire unit is within 6" of the bearer, each time you select that unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.
- Hero of the Empire (Aura)
- While a friendly T'au Empire unit is within 6" of this model, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.
- Supreme Commander
- If this model is in your army, it must be your Warlord.

WEAPON RULES

- MELTA
- This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
- Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- PISTOL
- [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

◆ Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

◆ Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

◆ Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

