

CRISIS FIREKNIFE BATTLESUITS

100 PTS

CRISIS FIREKNIFE SHAS'UI

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

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	20"	2	5+	5	0	1

MELEE WEAPONS

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

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.

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).

TWIN-LINKED

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

