

T'AU EMPIRE

CRISIS STARSCYTHE

BATTLESUITS

90 PTS

CRISIS STARSCYTHE SHAS'UI

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

 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	12"	D6	N/A	4	0	1
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 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.

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 RULES

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).

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.

