

T'AU EMPIRE

CRISIS SUNFORGE
BATTLESUITS

125 PTS

CRISIS SUNFORGE SHAS'UI

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



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion blaster MELTA 2	12"	1	4+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Missile pod	30"	2	5+	7	-1	2
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

AUFSTELLUNG

2x Crisis Sunforge Shas'ui - Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, Fusion blaster
1x Crisis Sunforge Shas'vre

Wargear Options:

- Each Crisis Sunforge Shas'ui can be equipped with up to 2x Marker Drone.
- Each Crisis Sunforge Shas'ui can be equipped with up to 2x Shield Drone.
- Each Crisis Sunforge Shas'vre can be equipped with up to 2x Marker Drone.
- Each Crisis Sunforge Shas'vre can be equipped with up to 2x Shield Drone.
- Each Crisis Sunforge Shas'vre can be equipped with 1x Guardian Drone.
- Each Crisis Sunforge Shas'vre can be equipped with up to 2x Missile Drone.

ABILITIES

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.

Sunforge

Each time a model in this unit makes a ranged attack that targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll and you can re-roll the Damage roll.

WEAPON RULES

ASSAULT

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

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.*

TWIN-LINKED

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

