

T'AU EMPIRE

STEALTH BATTLESUITS

100 PTS



M	T	SV	W	LD	OC
8"	4	3+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Fusion blaster	12"	1	4+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Pulse pistol	12"	1	4+	5	0	1
Twin pulse carbine	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	2	5+	4	0	1

AUFSTELLUNG

4x Stealth Shas'ui w/ burst cannon oder Stealth Shas'ui w/ fusion blaster
1x Stealth Shas'vre

Equipped with: Burst cannon, Fusion blaster, Missile pod, Pulse pistol, Twin pulse carbine, Battlesuit fists

Wargear Options:

- Each Stealth Shas'vre can be equipped with 1x Pulse pistol.
- Each Stealth Shas'vre can be equipped with up to 2x Marker Drone.
- Each Stealth Shas'vre can be equipped with up to 2x Shield Drone.
- Each Stealth Shas'vre can be equipped with 1x Guardian Drone.
- Each Stealth Shas'vre can be equipped with up to 2x Missile Drone.
- Each Stealth Shas'vre can replace its Burst cannon with Fusion blaster.

ABILITIES

Forward Observers

Each time this unit is an Observer unit, until the end of the phase, each time a ranged attack is made by a model in a Guided unit that targets their Spotted unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

Guardian Drone

Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.

Homing Beacon

Once per battle, you can use the Rapid Ingress Stratagem for OCP. The target must be set up within 3" of the bearer's unit and more than 8" away from all enemy units.

Designer's Note: *Place a Homing Beacon token next to this unit, removing it once this ability is used.*



Localised Stealth Projectors (Aura)

When a friendly KROOT/VESPID STINGWINGS unit within 6" of this unit has shot, those attacks do not prevent that unit from being hidden.

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 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.

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.

TWIN-LINKED

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

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.

◆ 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).