

XV9 HAZARD BATTLESUITS

[LEGENDS]

M	T	SV	W	LD	OC
8"	6	3+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion cascade MELTA 4	12"	1	4+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Phased ion gun	30"	4	4+	6	-1	1
Twin hazard burst cannon TWIN-LINKED	24"	4	4+	5	0	1
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

1-2x XV9 Hazard Battlesuit

Equipped with: Fusion cascade, Missile pod, Phased ion gun, Twin hazard burst cannon, Twin pulse carbine, Battlesuit fists

Wargear Options:

- Each XV9 Hazard Battlesuit can be equipped with up to 2x Marker Drone.
- Each XV9 Hazard Battlesuit can be equipped with up to 2x Shield Drone.
- Each XV9 Hazard Battlesuit can be equipped with 1x Guardian Drone.
- Each XV9 Hazard Battlesuit can be equipped with up to 2x Missile Drone.
- Each XV9 Hazard Battlesuit can be equipped with one of: Battlesuit support system, Shield generator, Weapon support system.
- Each XV9 Hazard Battlesuit must be equipped with 2 of: Fusion cascade, Phased ion gun, Twin hazard burst cannon.

ABILITIES

Battlesuit Support System

The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.

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.



Photon Casters

In your Shooting phase, after this unit has shot, if an enemy Infantry unit was hit by one or more of those attacks, until the end of your opponent's next turn, that enemy unit is stunned. While a unit is stunned, subtract 2 from that unit's Move characteristic, and subtract 2 from Advance and Charge rolls made for that unit.

Shield Drone

Add 1 to the bearer's Wounds characteristic.

Shield Generator

The bearer has a 4+ invulnerable save.

Weapon Support System

Each time the bearer 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).

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.

CORE RULES

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

