T'AU EMPIRE · DETACHMENT

MONT'KA

3 DP · PRIORITY ASSETS

ENHANCEMENTS

Exemplar of the Mont'ka — **10 pts**

T’au Empire model only (excluding Kroot Shaper models). While the bearer is leading a unit, the Killing Blow Detachment rule applies to that unit during the fourth battle round as well.

Strike Swiftly — **45 pts**

In the Resolve Pre-battle Abilities step, you can select up to two friendly T’AU EMPIRE units within 6" of this model that do not have the Scouts ability. Until the end of the battle, all models in the selected units have the Scouts 6" ability.

Strategic Conqueror — **15 pts**

T’au Empire model only. At the start of the first battle round, before the first turn begins, select one objective marker on the battlefield. While a friendly T’au Empire model is within range of that objective marker and the bearer is on the battlefield, add 1 to that friendly model's Objective Control characteristic.

Coordinated Exploitation — **30 pts**

T’AU EMPIRE model only (excluding KROOT SHAPER models). While the bearer is leading a unit, each time that unit is an Observer unit, until the end of the phase, ranged weapons equipped by models in a Guided unit have the [SUSTAINED HITS 1] ability while targeting their Spotted unit.

DETACHMENT-REGEL

During the first, second and third battle rounds, ranged weapons equipped by T’AU EMPIRE models from your army have the [ASSAULT] ability. During the first, second and third battle rounds, while a unit is a Guided unit (see For the Greater Good), its ranged weapons have the [LETHAL HITS] ability.

STRATAGEMS

1 CP — MONT’KA – BATTLE TACTIC STRATAGEM · WAHAPEDIA — MOVEMENT

AGGRESSIVE MOBILITY

When: Your Movement phase.
Target: One T’AU EMPIRE unit from your army that has not been selected to move this phase.
Effect: Until the end of the phase, if your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

1 CP — MONT’KA – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

COMBAT DEBARKATION

When: Your Shooting phase.
Target: One T’au Empire Infantry unit from your army that disembarked from a TRANSPORT this turn.
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets the closest enemy unit, you can re-roll the Wound roll.

2 CP

MONT'KA – WARGEAR STRATAGEM · WAHAPEDIA

SHOOTING

COUNTERFIRE DEFENCE SYSTEMS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One T'AU EMPIRE unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack is allocated to your unit, subtract 1 from the Damage characteristic of that attack.

1 CP

MONT'KA – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

FOCUSED FIRE

When: Start of your Shooting phase.

Target: Two T'AU EMPIRE units from your army that have not been selected to shoot this phase, and one enemy unit.

Effect: Until the end of the phase, each time a model in either of your units makes an attack, it can only target that enemy unit (and only if it is an eligible target for that attack), and when resolving that attack, improve the Armour Penetration characteristic by 1.

Restriction: You cannot use this Stratagem during the fourth or fifth battle rounds.

2 CP

MONT'KA – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

PULSE ONSLAUGHT

When: Your Shooting phase.

Target: One T'au Empire Infantry unit (excluding Kroot units) from your army that has just shot, and one enemy unit (excluding MONSTERS and VEHICLES) hit by one or more of those attacks.

Effect: Until the end of your opponent's next turn, that enemy unit is shaken. While a unit is shaken, subtract 2 from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

1 CP

MONT'KA – BATTLE TACTIC STRATAGEM · WAHAPEDIA

ANY

PINPOINT COUNTER-OFFENSIVE

When: Any phase.

Target: One T'AU EMPIRE unit (excluding Kroot units) from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Until the end of the battle, each time a T'AU EMPIRE unit (excluding KROOT units) from your army makes an attack that targets the enemy unit that just destroyed your unit, you can re-roll the Hit roll.