T'AU EMPIRE

ADVANCED ACQUISITION CADRE

3 Stratagems · 2 Enhancements

1 DP · RECONNAISSANCE

ENHANCEMENTS (2)

Unmasking Suite — 15 pts

GHOSTKEEL BATTLESUIT/PATHFINDER TEAM/STEALTH BATTLESUITS unit only. When this unit is selected to shoot, you can select one enemy unit within 24" of this unit. That enemy unit has +9" detection range until this unit has shot.

Negation Emitters — 15 pts

STEALTH BATTLESUITS unit only. This unit has -3" detection range.

DETACHMENT RULE

In your Shooting phase, when a friendly PATHFINDER TEAM/STEALTH BATTLESUITS unit is selected to shoot, those ranged attacks do not prevent your unit from being hidden.

STRATAGEMS (3/3)

1 CP · ADVANCED ACQUISITION CADRE STRATAGEM · MOVEMENT

MARKER BEACON

When: End of your Movement phase.
Target: One friendly PATHFINDER TEAM/STEALTH BATTLESUITS unit.
Effect: Select one objective your unit is controlling. That objective is secured.

1 CP · ADVANCED ACQUISITION CADRE STRATAGEM · SHOOTING

AUTOREACTIVE CAMOUFLAGE

When: Your opponent's Shooting phase, when an enemy unit targets a friendly PATHFINDER TEAM/ STEALTH BATTLESUITS unit, if that friendly unit is hidden.
Target: That PATHFINDER TEAM/STEALTH BATTLESUITS unit.
Effect: Your unit has +1 Sv.

1 CP ADVANCED ACQUISITION CADRE STRATAGEM SHOOTING

MICRODRONE SUPPORT

When: Your Shooting phase, when a friendly PATHFINDER TEAM/ STEALTH BATTLESUITS unit starts an action.

Target: That PATHFINDER TEAM/STEALTH BATTLESUITS unit.

Effect: That action does not prevent your unit from being eligible to shoot.