T'AU EMPIRE

STARFIRE CADRE

4 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Target Optimisation Microdrones

Cadre Fireblade model only. Once per turn, in your Shooting phase, when a friendly Fire Warrior, Pathfinder Team or Cadre Fireblade unit within 6" of the bearer is selected to shoot, the bearer use this Enhancement. If it does, until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in that unit by 1.

Duty's Echo

Ethereal model only. At the end of your Shooting phase, you can select one friendly Fire Warrior or Pathfinder Team unit within 6" of the bearer. If you do, that unit can make a Normal move of up to 3" and then counts as having performed the Set Overwatch Tactical Manoeuvre this turn.

DETACHMENT RULE

- Rules that refer to Observer, Guided and/or Spotted units have no effect.
- Crisis Battlesuits units lose the Deep Strike ability.
- The Kroot Carnivores unit loses the Fieldcraft ability.
- The Stealth Battlesuits unit loses the Homing Beacon ability.
- The Vespid Stingwings unit loses the Deep Strike and Airborne Agility abilities.

STRATAGEMS (4/4)

1 CP STARFIRE CADRE – BATTLE TACTIC STRATAGEM MOVEMENT

RESPONSIVE VOLLEY

When: Your Movement phase, just after a FIRE WARRIOR or PATHfINDER TEAM unit from your army opens a Hatchway.

Target: That FIRE WARRIOR or PATHFINDER TEAM unit.

Effect: Until the end of the turn, each time a model in your unit makes a ranged attack that targets an enemy unit wholly on the opposite side of that Hatchway from them, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

1 CP STARFIRE CADRE – STRATEGIC PLOY STRATAGEM SHOOTING

RETREATING FIRE

When: Your Shooting phase.

Target: One FIRE WARRIOR or PATHfINDER TEAM unit from your army.

Effect: Until the end of the phase, your unit is eligible to shoot in a turn in which it Fell Back.

1 CP STARFIRE CADRE – BATTLE TACTIC STRATAGEM CHARGE

PULSE BARRAGE

When: Your opponent's Movement or Charge phase.

Target: One FIRE WARRIOR or PATHfINDER TEAM unit from your army that has not fired Overwatch this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack while firing Overwatch, an unmodified Hit roll of 5+ is required to score a hit, instead of an unmodified 6.

1 CP STARFIRE CADRE – STRATEGIC PLOY STRATAGEM FIGHT

FIRING LINE

When: Fight phase, just after an enemy unit destroys a T'AU EMPIRE unit from your army.

Target: One FIRE WARRIOR or PATHfINDER TEAM unit from your army that is not within Engagement Range of one or more enemy units, has not fired Overwatch this turn and is within 9" of that enemy unit.

Effect: Your unit can shoot as if it were your Shooting phase, but when doing so, models in your unit can only target that enemy unit (and only if it is an eligible target) and, each time a model in your unit makes an attack, an unmodified Hit roll of 5+ is required to score a hit.