T'AU EMPIRE · DETACHMENT

KAUYON

2 DP · RECONNAISSANCE

ENHANCEMENTS

Exemplar of the Kauyon — 20 pts

T’au Empire model only (excluding Kroot Shaper models). While the bearer is leading a unit, the Patient Hunter Detachment rule applies to that unit from the second battle round onwards instead of the third.

Precision of the Patient Hunter — 15 pts

T’au Empire model only. Each time the bearer makes a ranged attack, add 1 to the Hit roll. From the third battle round onwards, add 1 to the Wound roll as well.

Solid-image Projection Unit — 20 pts

T’au Empire model only. After both players have deployed their armies, select up to three T’au Empire units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

Through Unity, Devastation — 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 [LETHAL HITS] ability while targeting their Spotted unit.

DETACHMENT-REGEL

During the third, fourth and fifth battle rounds, ranged weapons equipped by T’AU EMPIRE models from your army have the [SUSTAINED HITS 1] ability. During the third, fourth and fifth battle rounds, while a unit is a Guided unit (see For the Greater Good), each time a ranged attack is made by a model in that unit that targets a Spotted unit, you can ignore any or all modifiers to that attack’s Ballistic skill characteristics and/or all modifiers to the Hit roll.

STRATAGEMS

1 CP — KAUYON – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

A TEMPTING TRAP

When: Your Shooting phase.
Target: One T’AU EMPIRE unit from your army that has not been selected to shoot this phase. The first time you use this Stratagem, you must also select one objective marker that is not in your opponent’s deployment zone; until the end of the battle, this becomes your Trap objective marker.
Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit within range of your Trap objective marker, add 1 to the Wound roll.
Restriction: You cannot use this Stratagem during the first or second battle rounds.

1 CP — KAUYON – BATTLE TACTIC STRATAGEM · WAHAPEDIA — SHOOTING

COORDINATE TO ENGAGE

When: Your Shooting phase.
Target: One T’AU EMPIRE unit from your army that has just been selected as an Observer unit (see For the Greater Good).
Effect: Until the end of the phase, each time a model in your unit makes an attack that targets their Spotted unit, improve the Ballistic Skill characteristic of that attack by 1 and, if your unit has the Markerlight keyword, that attack has the [IGNORES COVER] ability.

1 CP

KAUYON – BATTLE TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

POINT-BLANK AMBUSH

When: Your Shooting phase.
Target: One T’AU EMPIRE unit from your army that has not been selected to shoot this phase.
Effect: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit within 9", improve the Armour Penetration characteristic of that attack by 1.
Restriction: You cannot use this Stratagem during the first or second battle rounds.

1 CP

KAUYON – WARGEAR STRATAGEM · WAHAPEDIA

CHARGE

PHOTON GRENADES

When: Your opponent's charge phase, just after an enemy unit has selected its charge target.
Target: One T’AU EMPIRE GRENADES unit from your army that was selected as one of the targets of that charge.
Effect: That enemy unit must immediately take a Battle-shock test, and until the end of the phase, subtract 2 from Charge rolls made for that enemy unit.
Restriction: You cannot target a unit that is within Engagement Range of one or more enemy units.

1 CP

KAUYON – WARGEAR STRATAGEM · WAHAPEDIA

CHARGE

COMBAT EMBARKATION

When: Your opponent’s Charge phase, just after an enemy unit has declared a charge.
Target: One T’au Empire Infantry unit from your army that was selected as one of the targets of that charge, and one friendly Transport.
Effect: Your unit can embark within that TRANSPORT. If it does, your opponent can select new targets for that charge.
Restriction: Every model in your T’AU EMPIRE INFANTRY unit must be within 3" of that TRANSPORT and there must be sufficient transport capacity to embark the entire unit.

1 CP

KAUYON – BATTLE TACTIC STRATAGEM · WAHAPEDIA

FIGHT

WALL OF MIRRORS

When: End of your opponent’s Fight phase.
Target: One Stealth, Ghostkeel or Commander Shadowsun unit from your army.
Effect: Remove your unit from the battlefield and place it into Strategic Reserves.
Restriction: You cannot target a unit that is within Engagement Range of one or more enemy units.