

AUXILIARY CADRE

6 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Student of Kauyon

20 pts

KROOT SHAPER model only. In the Declare Battle Formations step, you can select up to three friendly KROOT CARNIVORES/FARSTALKERS units. Those units have Deep Strike.

Admired Leader

20 pts

T'AU EMPIRE model only (excluding KROOT models). In your Command phase, you can select one KROOT/VESPID STINGWINGS unit within 12" of this model. If you do, that unit has +1 Ld and OC until the start of your next Command phase.

DETACHMENT RULE

Friendly KROOT/VESPID STINGWINGS units have the Harnessed Alien Instincts ability.

Friendly GHOSTKEEL BATTLESUIT/STEALTH BATTLESUITS units have the Localised Stealth Projectors (Aura) ability

This detachment has the AUXILIARIES tag and cannot be taken with another AUXILIARIES detachment.

STRATAGEMS (6/6)

1 CP AUXILIARY CADRE STRATAGEM **MOVEMENT**

There is much that the alien auxiliaries of the T'au empire can

When: Your Movement phase, when a friendly KROOT/VESPID

Target: That KROOT/VESPID STINGWINGS unit.

Effect: That move does not prevent your unit from being eligible to

1 CP AUXILIARY CADRE STRATAGEM **MOVEMENT**

There is much that the alien auxiliaries of the T'au empire can

When: Your Movement phase, when a friendly KROOT/VESPID

Target: That KROOT/VESPID STINGWINGS unit.

Effect: That move does not prevent your unit from being eligible to

1 CP AUXILIARY CADRE STRATAGEM **SHOOTING**

Firing on coordinates provided by selfless alien auxiliaries,

When: Your Shooting phase, when a friendly T'AU EMPIRE unit

Target: That T'AU EMPIRE unit.

Effect: Your unit's ranged attacks that target a unit within 9" of a

1 CP AUXILIARY CADRE STRATAGEM **SHOOTING**

Firing on coordinates provided by selfless alien auxiliaries,

When: Your Shooting phase, when a friendly T'AU EMPIRE unit

Target: That T'AU EMPIRE unit.

Effect: Your unit's ranged attacks that target a unit within 9" of a

1 CP AUXILIARY CADRE STRATAGEM **SHOOTING**

These experimental Earth caste weapon upgrades can only activate

When: Your Shooting phase or the Fight phase, when a friendly

Target: That KROOT/VESPID STINGWINGS unit.

Effect: Your unit's attacks have +1 AP.

1 CP AUXILIARY CADRE STRATAGEM **SHOOTING**

These experimental Earth caste weapon upgrades can only activate

When: Your Shooting phase or the Fight phase, when a friendly

Target: That KROOT/VESPID STINGWINGS unit.

Effect: Your unit's attacks have +1 AP.