

EXPERIMENTAL PROTOTYPE CADRE

6 Stratagems · 3 Enhancements

ENHANCEMENTS (3)

Thermoneutronic Projector

15 pts

BATTLESUIT model only. In the Declare Battle Formations step, select one of this model's T'au Flamer weapons. That weapon's attacks have:

- +2 S
- +1 AP and D.

Plasma Accelerator Rifle

20 pts

BATTLESUIT model only. In the Declare Battle Formations step, select one of this model's Plasma Rifle weapons. That weapon's attacks have:

- +2 S
- +1 A, AP and D.

Supernova Launcher

15 pts

BATTLESUIT model only. In the Declare Battle Formations step, select one of this model's Airbursting Fragmentation Projector weapons. That weapon's attacks have:

- +3 S
- +1 AP and D.

DETACHMENT RULE

Friendly BATTLESUIT CHARACTER units' ranged attacks have +6" R.

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

STRATAGEMS (6/6)

1 CP EXPERIMENTAL PROTOTYPE CADRE – STRATEGIC PLOY STRATAGEM

COMMAND

AUTOMATED REPAIR DRONES

When: Command phase.

Target: One T'au Empire Battlesuit unit from your army.

Effect: Select one BATTLESUIT model in your unit: that model regains up to D3+1 lost wounds.

1 CP EXPERIMENTAL PROTOTYPE CADRE – WARGEAR STRATAGEM

SHOOTING

EXPERIMENTAL AMMUNITION

When: Your Shooting phase.

Target: One T'AU EMPIRE unit from your army that has not been selected to shoot this phase.

Effect: Select one of the following to apply to your unit until the end of the phase: Improve the Strength characteristic of ranged weapons equipped by models in your unit by 1. Improve the Strength and Armour Penetration characteristics of ranged weapons equipped by models in your unit by 1, and those weapons have the [HAZARDOUS] ability.

Restriction: You cannot target the same unit with the Experimental Ammunition and Threat Assessment Analyser Stratagems in the same phase.

1 CP EXPERIMENTAL PROTOTYPE CADRE – BATTLE TACTIC STRATAGEM

SHOOTING

EXPERIMENTAL WEAPONRY

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 you roll one or more dice to determine the number of attacks made with a weapon equipped by a model in your unit, you can re-roll the result.

1 CP EXPERIMENTAL PROTOTYPE CADRE – WARGEAR STRATAGEM

SHOOTING

NEUROWEB SYSTEM JAMMER

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

Target: One T'au Empire Crisis 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, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

1 CP EXPERIMENTAL PROTOTYPE CADRE – BATTLE TACTIC STRATAGEM

SHOOTING

REACTIVE IMPACT DAMPENERS

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

Target: One T'au Empire Battlesuit 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 targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.

1 CP EXPERIMENTAL PROTOTYPE CADRE – WARGEAR STRATAGEM

SHOOTING

THREAT ASSESSMENT ANALYSER

When: Your Shooting phase.

Target: One T'AU EMPIRE unit from your army that has not been selected to shoot this phase.

Effect: Select the [SUSTAINED HITS 1] or [LETHAL HITS] ability. Until the end of the phase, ranged weapons equipped by models in your unit have the selected ability. You can instead select the [SUSTAINED HITS 1], [LETHAL HITS] and [HAZARDOUS] abilities to apply to those weapons until the end of the phase.

Restriction: You cannot target the same unit with the Experimental Ammunition and Threat Assessment Analyser Stratagems in the same phase.