

ENHANCEMENTS (4)

Exemplar of the Mont'ka**10 pts**

T'au Empire model only (excluding Kroot Shaper models). While the bearer is leading a unit, the Killing Blow Detachment rule applies to that unit during the fourth battle round as well.

Strategic Conqueror**15 pts**

T'au Empire model only. At the start of the first battle round, before the first turn begins, select one objective marker on the battlefield. While a friendly T'au Empire model is within range of that objective marker and the bearer is on the battlefield, add 1 to that friendly model's Objective Control characteristic.

Strike Swiftly**35 pts**

In the Resolve Pre-battle Abilities step, you can select up to two friendly T'AU EMPIRE units within 6" of this model that do not have the Scouts ability. Until the end of the battle, all models in the selected units have the Scouts 6" ability.

Coordinated Exploitation**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 [SUSTAINED HITS 1] ability while targeting their Spotted unit.

DETACHMENT RULE

During the first, second and third battle rounds, ranged weapons equipped by T'AU EMPIRE models from your army have the [ASSAULT] ability. During the first, second and third battle rounds, while a unit is a Guided unit (see For the Greater Good), its ranged weapons have the [LETHAL HITS] ability.