

RETALIATION CADRE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Starflare Ignition System

20 pts

T'au Empire Battlesuit model only. At the end of your opponent's turn, if the bearer's unit is not within Engagement Range of one or more enemy units, you can remove that unit from the battlefield and place it into Strategic Reserves.

Internal Grenade Racks

20 pts

T'au Empire Battlesuit model only. The bearer has the Grenades keyword, and each time the bearer ends a Normal move, you can select one enemy unit that it moved over during that move. If you do, roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

Prototype Weapon System

15 pts

T'au Empire Battlesuit model only. Each time the bearer is select to shoot, select either the [LETHAL HITS] or [SUSTAINED HITS 1] ability. Until those attacks are resolved, ranged weapons equipped by the bearer have the select ability.

Puretide Engram Neurochip

15 pts

T'AU EMPIRE BATTLESUIT model only. Each time you target the bearer's unit with a Stratagem, roll one D6: on a 4+, you gain 1CP.

DETACHMENT RULE

Each time a T'AU EMPIRE BATTLESUIT model from your army makes a ranged attack that targets a unit within 12", improve the Strength characteristic of that attack by 1. If that attack targets a unit within 8", improve the Armour Penetration characteristic of that attack by 1 as well.

STRATAGEMS (6/6)

2 CP RETALIATION CADRE – STRATEGIC PLOY STRATAGEM

MOVEMENT

THE SHORTENED BLADE

When: Your Movement phase.

Target: One T'au Empire Battlesuit unit from your army that is arriving using the Deep Strike ability this phase.

Effect: Your unit can be set up anywhere on the battlefield that is more than 6" horizontally away from all enemy models.

Restriction: A unit targeted with this Stratagem is not eligible to declare a charge in the same turn.

1 CP RETALIATION CADRE – WARGEAR STRATAGEM

SHOOTING

STIMM INJECTORS

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, models in your unit have the Feel No Pain 6+ ability.

1 CP RETALIATION CADRE – BATTLE TACTIC STRATAGEM

SHOOTING

THE ARRO'KON PROTOCOL

When: Your Shooting phase.

Target: One T'au Empire Battlesuit 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 an attack that targets an enemy unit that contains 6 or more models, that attack has the [SUSTAINED HITS 1] ability. If that attack targets an enemy unit that contains 11 or more models, it has the [SUSTAINED HITS 2] ability instead.

1 CP RETALIATION CADRE – STRATEGIC PLOY STRATAGEM

SHOOTING

THE TORCHSTAR GAMBIT

When: Your Shooting phase.

Target: One T'au Empire Battlesuit unit from your army that can FLY whose attacks have been resolved this phase.

Effect: If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move. If it does, your unit cannot declare a charge this turn.

1 CP RETALIATION CADRE – STRATEGIC PLOY STRATAGEM

CHARGE

GRAV-INHIBITOR FIELD

When: Your opponent's Charge phase, just after an enemy unit has declared a charge.

Target: One T'au Empire Battlesuit unit from your army that was selected as a target of that charge.

Effect: That enemy unit must immediately take a Battle-shock test and you must roll one D6 for each model in that enemy unit: for each 6, that enemy unit suffers 1 mortal wound.

2 CP RETALIATION CADRE – EPIC DEED STRATAGEM

ANY

FAIL-SAFE DETONATOR

When: Any phase, just after a T'au Empire Battlesuit model from your army is destroyed.

Target: That destroyed model's unit. You can use this Stratagem on that unit even if that unit was just destroyed.

Effect: Before removing your model from play, if it has the Deadly Demise ability, do not roll for that ability; instead, you can choose whether the result of that roll is a 1 or a 6. If your model does not have the Deadly Demise ability, roll one D6 for each unit within 6" of it: on a 4+, that unit suffers D3 mortal wounds.