

CODEx

T'AU EMPIRE

classic2

INHALTSVERZEICHNIS

DETACHMENTS	7
Detachments — Übersicht	7
Advanced Acquisition Cadre	9
Auxiliary Cadre	11
Experimental Prototype Cadre	13
Kauyon	15
Kroot Hunting Pack	17
Kroot Raiding Party	19
Mont'ka	21
Retaliation Cadre	23
Starfire Cadre	25
[export-as-ability]	27
DATASHEETS	29
AX-1-0 Tiger Shark	29
Aun'shi [Legends]	31
Aun'va [Legends]	33
Barracuda [Legends]	35
Battlesuit Veteran [Crucible]	37
Breacher Team	43
Broadside Battlesuits	45
Cadre Fireblade	47
Commander Farsight	49
Commander Shadowsun	51
Commander in Coldstar Battlesuit	53
Commander in Crisis Battlesuit [Legends]	55
Commander in Enforcer Battlesuit	57
Crisis Battlesuits [Legends]	59
Crisis Fireknife Battlesuits	61
Crisis Starscythe Battlesuits	63
Crisis Sunforge Battlesuits	65
Darkstrider	67
Devilfish	69
Drone Sentry Turret [Legends]	71
Ethereal	73
Firesight Team	75
Ghostkeel Battlesuit	77
Great Knarloc [Legends]	79

Hammerhead Gunship	81
Heavy Gun Drones [Legends]	83
Kinband Champion [Crucible]	85
Knarloc Riders [Legends]	91
Kroot Carnivores	93
Kroot Farstalkers	95
Kroot Flesh Shaper	97
Kroot Hounds	99
Kroot Lone-spear	101
Kroot Trail Shaper	103
Kroot War Shaper	105
Krootox Rampagers	107
Krootox Riders	109
Longstrike [Legends]	111
Manta	113
Orca Dropship [Legends]	115
Pathfinder Team	117
Piranhas	119
R'varna Battlesuit [Legends]	121
Razorshark Strike Fighter	123
Remora Stealth Drones [Legends]	125
Remote Sensor Tower [Legends]	127
Riptide Battlesuit	129
Shas'nel [Crucible]	131
Shas'o R'alai [Legends]	137
Sky Ray Gunship	139
Stealth Battlesuits	141
Stormsurge	143
Strike Team	145
Sun Shark Bomber	147
TX42 Piranha [Legends]	149
Ta'unar Supremacy Armour	151
Tactical Drones [Legends]	153
Tetras [Legends]	155
The Twin Lance	157
Tidewall Droneport	159
Tidewall Gunrig	161
Tidewall Shieldline	163
Tiger Shark	165
Vespid Stingwings	167

XV9 Hazard Battlesuits [Legends]	169
Y'vakra Battlesuit [Legends]	171
PUNKTELISTE	173

UEBERSICHT

Advanced Acquisition Cadre

Unmasking Suite, Negation Emitters

Auxiliary Cadre

Student of Kauyon, Admired Leader

Experimental Prototype Cadre

Thermoneutronic Projector, Plasma Accelerator Rifle, Supernova Launcher

Kauyon

Exemplar of the Kauyon, Precision of the Patient Hunter, Solid-image Projection Unit, Through Unity, Devastation

Kroot Hunting Pack

Nomadic Hunter, Borthrod Gland, Root-carved Weapons, Kroothawk Flock

Kroot Raiding Party

Quill Marker, Experienced Leader

Mont'ka

Exemplar of the Mont'ka, Strike Swiftly, Strategic Conqueror, Coordinated Exploitation

Retaliation Cadre

Starflare Ignition System, Prototype Weapon System, Internal Grenade Racks, Puretide Engram Neurochip

Starfire Cadre

Target Optimisation Microdrones, Duty's Echo

[export-as-ability]

Gun Drone, Missile Drone, Gun Drone

ADVANCED ACQUISITION CADRE

ENHANCEMENTS

Unmasking Suite

15 pts

GHOSTKEEL BATTLESUIT/PATHFINDER TEAM/STEALTH BATTLESUITS unit only. When this unit is selected to shoot, you can select one enemy unit within 24" of this unit. That enemy unit has +9" detection range until this unit has shot.

Negation Emitters

15 pts

STEALTH BATTLESUITS unit only. This unit has -3" detection range.

DETACHMENT-REGEL

In your Shooting phase, when a friendly PATHFINDER TEAM/STEALTH BATTLESUITS unit is selected to shoot, those ranged attacks do not prevent your unit from being hidden.

STRATAGEMS

1 CP

ADVANCED ACQUISITION CADRE
STRATAGEM

MOVEMENT

These small devices emit tightbeam triangulation signals for

When: End of your Movement phase.

Target: One friendly PATHFINDER TEAM/STEALTH BATTLESUITS unit.

Effect: Select one objective your unit is controlling. That objective

1 CP

ADVANCED ACQUISITION CADRE
STRATAGEM

SHOOTING

An experimental new form of portable electrocamouflage

When: Your opponent's Shooting phase, when an enemy unit

Target: That PATHFINDER TEAM/STEALTH BATTLESUITS unit.

Effect: Your unit has +1 Sv.

1 CP

ADVANCED ACQUISITION CADRE
STRATAGEM

MOVEMENT

These small devices emit tightbeam triangulation signals for

When: End of your Movement phase.

Target: One friendly PATHFINDER TEAM/STEALTH BATTLESUITS unit.

Effect: Select one objective your unit is controlling. That objective

1 CP

ADVANCED ACQUISITION CADRE
STRATAGEM

SHOOTING

Deployed from overflights of heavier stealth-capable carrier

When: Your Shooting phase, when a friendly PATHFINDER TEAM/

Target: That PATHFINDER TEAM/STEALTH BATTLESUITS unit.

Effect: That action does not prevent your unit from being eligible

1 CP

ADVANCED ACQUISITION CADRE
STRATAGEM

SHOOTING

An experimental new form of portable electrocamouflage

When: Your opponent's Shooting phase, when an enemy unit

Target: That PATHFINDER TEAM/STEALTH BATTLESUITS unit.

Effect: Your unit has +1 Sv.

1 CP

ADVANCED ACQUISITION CADRE
STRATAGEM

SHOOTING

Deployed from overflights of heavier stealth-capable carrier

When: Your Shooting phase, when a friendly PATHFINDER TEAM/

Target: That PATHFINDER TEAM/STEALTH BATTLESUITS unit.

Effect: That action does not prevent your unit from being eligible

AUXILIARY CADRE

ENHANCEMENTS

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-REGEL

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

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

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

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

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.

EXPERIMENTAL PROTOTYPE CADRE

ENHANCEMENTS

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-REGEL

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

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

STRATAGEMS

1 CP

EXPERIMENTAL PROTOTYPE CADRE
– STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

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 ·
WAHAPEDIA

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 ·
WAHAPEDIA

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 ·
WAHAPEDIA

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 ·
WAHAPEDIA

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 ·
WAHAPEDIA

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.

KAUYON

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

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 – WARGEAR STRATAGEM ·
WAHAPEDIA

CHARGE

PHOTON GRENADES

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

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.

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.

KROOT HUNTING PACK

ENHANCEMENTS

Nomadic Hunter

20 pts

Kroot Trail Shaper model only. While the bearer is leading a unit, add 3" to the Move characteristic of models in that unit and ranged weapons equipped by the models in that unit have the [ASSAULT] ability.

Borthrod Gland

15 pts

Kroot Flesh Shaper only. While the bearer is leading a unit, each time a model in that unit makes a melee attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Root-carved Weapons

10 pts

Kroot War Shaper model only. All weapons equipped by the bearer have the [PRECISION] and [DEVASTATING WOUNDS] abilities.

Kroothawk Flock

10 pts

Kroot model only. Ranged weapons equipped by models in the bearer's unit have the [IGNORES COVER] ability, and enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" horizontally of the bearer.

DETACHMENT-REGEL

Each time a Kroot model from your army makes an attack, add 1 to the Hit roll if the target of that attack is below its Starting Strength, and add 1 to the Wound roll as well if the target of that attack is Below Half-strength.

STRATAGEMS

1 CP

KROOT HUNTING PACK –
STRATEGIC PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

GUERRILLA WARRIORS

When: Your Movement phase, just after a Kroot unit from your army Falls Back.

Target: That KROOT unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge.

1 CP

KROOT HUNTING PACK – WARGEAR
STRATAGEM · WAHAPEDIA

SHOOTING

EMP GRENADES

When: Your opponent's Shooting phase or the Fight phase, just after an enemy VEHICLE unit is selected to shoot or fight.

Target: One Kroot Grenades unit from your army within 8" of that enemy VEHICLE unit.

Effect: Until the end of the phase, worsen the Weapon Skill and Ballistic Skill characteristics of that enemy VEHICLE unit's weapons by 1.

1 CP

KROOT HUNTING PACK – BATTLE
TACTIC STRATAGEM · WAHAPEDIA

SHOOTING

A TRAP WELL LAID

When: Your Shooting phase or the Fight phase.

Target: One Kroot unit from your army that has not been selected to shoot or fight this phase.

Effect: After your unit has resolved its attacks this phase, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, each time a KROOT model from your army makes an attack that targets that enemy unit, unless the attacking unit is Battle-shocked, improve the Armour Penetration characteristic of that attack by 1.

1 CP

KROOT HUNTING PACK – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

HIDDEN HUNTERS

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

Target: One Kroot 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

KROOT HUNTING PACK – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

THE GRISLY FEAST

When: Fight phase.

Target: One Kroot unit from your army that destroyed one or more enemy units this phase.

Effect: In your opponent's next Command phase, each enemy unit within 6" of your unit must take a Battle-shock test. If the unit taking that test is Below Half-strength, subtract 1 from that test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

2 CP

KROOT HUNTING PACK – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

ANY

JOIN THE HUNT

When: Any phase.

Target: One Kroot Infantry or Kroot Hounds unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

Effect: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength.

Restriction: This Stratagem cannot be used to return destroyed Character units to Attached units. You can only use this Stratagem once per battle.

KROOT RAIDING PARTY

ENHANCEMENTS

Quill Marker

At the start of your Charge phase, select one enemy unit within 12" of the bearer. Until the end of the phase, each time a Kroot unit from your army declares a charge, if it is within 6" of that enemy unit, it can include that enemy unit as a target of that charge, even if it is not visible to it.

Experienced Leader

At the start of the first battle round, select one enemy unit on the battlefield. Until the end of the battle, each time a Kroot model from your army makes an attack that targets that enemy unit, if the bearer is on the battlefield, you can re-roll the Wound roll.

DETACHMENT-REGEL

Each time an enemy unit is selected to fire Overwatch, roll one D6: on a 4+, until the end of the turn, that unit cannot make Overwatch attacks that target Kroot units from your army.

STRATAGEMS

1 CP

KROOT RAIDING PARTY –
STRATEGIC PLOY STRATAGEM ·
WAHAPEDIA

MOVEMENT

BRUTE FORCE

When: Your Movement phase, just after a KROOTOX RIDERS unit from your army opens a Hatchway.

Target: That KROOTOX RIDERS unit.

Effect: Roll one D6 for each unit that is within 3" of that Hatchway, if that Hatchway is visible to that unit and that unit is wholly on the opposite side of it from your unit: on a 2-4, that enemy unit suffers 1 mortal wound; on a 5+, that enemy unit suffers 2 mortal wounds.

1 CP

KROOT RAIDING PARTY – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

FIGHT

BOARDING BLADES

When: Fight phase.

Target: One KROOT unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, improve the Armour Penetration characteristic of melee weapons equipped by models in your unit by 1. In addition, each time a model in your unit makes an attack, on a Critical Wound, improve the Armour Penetration characteristic of that attack by an additional 1.

1 CP

KROOT RAIDING PARTY – WARGEAR
STRATAGEM · WAHAPEDIA

SHOOTING

TANGLEBOMB BOLAS

When: Your Shooting phase.

Target: One KROOT unit from your army.

Effect: Select one enemy unit within 9" of and visible to your unit and roll one D6: on a 2+, until the start of your next Shooting phase, halve the Move characteristic of models in that enemy unit and halve Advance and Charge rolls made for it.

1 CP

KROOT RAIDING PARTY – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

FIGHT

SWEEPING AMBUSH

When: Fight phase.

Target: One KROOT unit from your army that has not been selected to fight this phase.

Effect: Until the end of the phase, each time a model in your unit makes a Pile-in or Consolidation move, it can move up to 6" instead of up to 3". In addition, when making a Consolidation move, that model can end that move within Engagement Range of the closest enemy unit that was not visible to its unit when it started that move.

MONT'KA

ENHANCEMENTS

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.

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.

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.

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-REGEL

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.

RETALIATION CADRE

ENHANCEMENTS

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.

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.

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.

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-REGEL

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

2 CP

RETALIATION CADRE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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 · WAHAPEDIA

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.

STARFIRE CADRE

ENHANCEMENTS

Target Optimisation Microdrones

Cadre Fireblade model only. Once per turn, in your Shooting phase, when a friendly Fire Warrior, Pathfinder Team or Cadre Fireblade unit within 6" of the bearer is selected to shoot, the bearer use this Enhancement. If it does, until the end of the phase, improve the Armour Penetration characteristic of ranged weapons equipped by models in that unit by 1.

Duty's Echo

Ethereal model only. At the end of your Shooting phase, you can select one friendly Fire Warrior or Pathfinder Team unit within 6" of the bearer. If you do, that unit can make a Normal move of up to 3" and then counts as having performed the Set Overwatch Tactical Manoeuvre this turn.

DETACHMENT-REGEL

- Rules that refer to Observer, Guided and/or Spotted units have no effect.
- Crisis Battlesuits units lose the Deep Strike ability.
- The Kroot Carnivores unit loses the Fieldcraft ability.
- The Stealth Battlesuits unit loses the Homing Beacon ability.
- The Vespids Stingwings unit loses the Deep Strike and Airborne Agility abilities.

STRATAGEMS

1 CP

STARFIRE CADRE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

MOVEMENT

RESPONSIVE VOLLEY

When: Your Movement phase, just after a FIRE WARRIOR or PATHFINDER TEAM unit from your army opens a Hatchway.

Target: That FIRE WARRIOR or PATHFINDER TEAM unit.

Effect: Until the end of the turn, each time a model in your unit makes a ranged attack that targets an enemy unit wholly on the opposite side of that Hatchway from them, a Critical Hit is scored on an unmodified Hit roll of 5+, instead of only a 6.

1 CP

STARFIRE CADRE – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

CHARGE

PULSE BARRAGE

When: Your opponent's Movement or Charge phase.

Target: One FIRE WARRIOR or PATHFINDER TEAM unit from your army that has not fired Overwatch this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack while firing Overwatch, an unmodified Hit roll of 5+ is required to score a hit, instead of an unmodified 6.

1 CP

STARFIRE CADRE – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

RETREATING FIRE

When: Your Shooting phase.

Target: One FIRE WARRIOR or PATHFINDER TEAM unit from your army.

Effect: Until the end of the phase, your unit is eligible to shoot in a turn in which it Fell Back.

1 CP

STARFIRE CADRE – STRATEGIC PLOY
STRATAGEM · WAHAPEDIA

FIGHT

FIRING LINE

When: Fight phase, just after an enemy unit destroys a T'AU EMPIRE unit from your army.

Target: One FIRE WARRIOR or PATHFINDER TEAM unit from your army that is not within Engagement Range of one or more enemy units, has not fired Overwatch this turn and is within 9" of that enemy unit.

Effect: Your unit can shoot as if it were your Shooting phase, but when doing so, models in your unit can only target that enemy unit (and only if it is an eligible target) and, each time a model in your unit makes an attack, an unmodified Hit roll of 5+ is required to score a hit.

[EXPORT-AS-ABILITY]

ENHANCEMENTS

Gun Drone

Missile Drone

Gun Drone

AX-1-0 TIGER SHARK

315 PTS

M	T	Sv	W	LD	OC
-	11	3+	18	7+	-

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Missile pod	30"	2	4+	7	-1	2
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Twin heavy rail cannon DEVASTATING WOUNDS TWIN-LINKED	120"	1	4+	26	-5	12
➤ Cyclic ion blaster - overcharge HAZARDOUS	18"	3	4+	8	-2	2
➤ Cyclic ion blaster - standard	18"	3	4+	7	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

ABILITIES

Damaged: 1-6 Wounds Remaining
While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Titan Hunter
This model's twin heavy rail cannon and seeker missiles have the **[ANTI-TITANIC 3+]** ability while targeting a unit within half range.

WEAPON ABILITIES

Anti
This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Devastating Wounds
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

Twin-linked
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x AX-1-0 Tiger Shark

Equipped with: Burst cannon, Missile pod, Seeker missile, Twin heavy rail cannon, ➤ Cyclic ion blaster - overcharge, ➤ Cyclic ion blaster - standard, Armoured hull

Wargear Options:

- This model can replace its 2 burst cannons with 2 cyclic ion blasters.
- This model can be equipped with up to 6x Seeker missile.

KEYWORDS: Vehicle, Aircraft, Fly,
AX-1-0 Tiger Shark, Non-Kroot

FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
-	11	3+	18	7+	-

INVULNERABLE
SAVE

5+

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUN'SHI [LEGENDS]

50 PTS

M	T	Sv	W	LD	OC
6"	3	6+	3	7+	1

INVULNERABLE
SAVE

5+

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fidelity SUSTAINED HITS 1	Melee	6	3+	5	-1	2

ABILITIES

CORE - Leader

Inspirational Defiance

While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Martial Warrior

Each time this model is selected to fight, select one of the following abilities to be active while resolving those attacks:

- Direct Grace: Fidelity has the [PRECISION] ability.

- Forceful Strike: Fidelity has the [DEVASTATING WOUNDS] ability.

- Whirling Stance: Fidelity has the [SUSTAINED HITS 2] ability instead of [SUSTAINED HITS 1].

Leader

This model can be attached to the following units:

- BREACHER TEAM

- KROOT CARNIVORES

- KROOT FARSTALKERS

- STRIKE TEAM

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



AUFSTELLUNG

1x Aun'shi [Legends]

Equipped with: Fidelity



KEYWORDS: Character, Infantry, Ethereal, Aun'shi, Epic Hero, Non-Kroot, Leader

FACTION KEYWORDS: T'au Empire

AUN'VA [LEGENDS]

65 PTS

AUN'VA

M	T	Sv	W	LD	OC
6"	3	5+	5	7+	1

INVULNERABLE
SAVE

4+

ETHEREAL GUARD

M	T	Sv	W	LD	OC
6"	3	5+	2	7+	1

INVULNERABLE
SAVE

4+

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	6+	2	0	1
Supreme honour blade	Melee	3	3+	5	0	1

ABILITIES

- Duality Shield**
Once per battle, each time an attack targets this unit, it can use this ability. If it does, until the end of the phase, models in this unit have a 2+ invulnerable save.
- Paradox of Duality**
Each time an attack targets this unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.
- Supreme Loyalty (Aura)**
While a friendly T'AU EMPIRE unit is within 6" of this unit, each time that unit takes a Battle-shock or Leadership test, add 1 to that test.

CORE RULES

- Lone Operative**
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.



AUFSTELLUNG

- 1x Aun'va - Equipped with: Close combat weapon
- 2x Ethereal Guard - Equipped with: Supreme honour blade



Aun'va KEYWORDS: Epic Hero, Character, Aun'va, Ethereal, Infantry
Ethereal Guard KEYWORDS: Infantry
KEYWORDS: Epic Hero, Non-Kroot
FACTION KEYWORDS: T'au Empire

BARRACUDA [LEGENDS]

220 PTS

M	T	Sv	W	LD	OC
-	10	3+	14	7+	-

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Long-barrelled burst cannon	24"	8	4+	6	0	1
Missile pod	30"	2	4+	7	-1	2
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Swiftstrike burst cannon	36"	16	4+	6	-1	1
Swiftstrike railgun DEVASTATING WOUNDS	72"	1	4+	20	-5	D6+6
➤ Cyclic ion blaster - overcharge HAZARDOUS	18"	3	4+	8	-2	2
➤ Cyclic ion blaster - standard	18"	3	4+	7	-1	1
➤ Ion cannon - overcharge BLAST HAZARDOUS	60"	D6+3	4+	8	-2	3
➤ Ion cannon - standard BLAST	60"	D6+3	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

ABILITIES

- Agile Dogfighter

Each time an attack targets this model, subtract 1 from the Hit roll.
- Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

- Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.



- AUFSTELLUNG
- 1x Barracuda [Legends]
- Equipped with:

Long-barrelled burst cannon, Missile pod, Seeker missile, Swiftstrike burst cannon, Swiftstrike railgun, ➤ Cyclic ion blaster - overcharge, ➤ Cyclic ion blaster - standard, ➤ Ion cannon - overcharge, ➤ Ion cannon - standard, Armoured hull
- Wargear Options:

■ This model can replace its Swiftstrike burst cannon with Ion cannon or Swiftstrike railgun.

■ This model can replace its 2 Long-barrelled burst cannons with 2 Cyclic ion blasters.

■ This model can be equipped with up to 4x Seeker missile.



KEYWORDS: Vehicle, Aircraft, Fly, Barracuda, Non-Kroot, Frame

FACTION KEYWORDS: Tau Empire

M	T	Sv	W	LD	OC
-	10	3+	14	7+	-

INVULNERABLE
SAVE



One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

BATTLESUIT VETERAN [CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	7+	1

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast javelin ASSAULT BLAST	18"	D6	4+	10	-2	2
Burst cannon	18"	4	3+	5	0	1
Dart-bow and tri-blade ANTI-INFANTRY 3+ ASSAULT HEAVY	24"	D3+1	4+	4	0	2
Dvorgite skinner IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
Fireblade pulse rifle RAPID FIRE 1	30"	1	3+	5	0	2
Fusion blaster MELTA 2	12"	1	3+	9	-4	D6
Heavy rail rifle DEVASTATING WOUNDS HEAVY	60"	2	3+	12	-4	D6+1
High-yield missile pods TWIN-LINKED	30"	6	3+	7	-1	2
Kroot carbine	18"	1	4+	4	0	2
Kroot long gun HEAVY PRECISION	36"	1	3+	6	-2	3
Kroot pistol PISTOL	12"	1	4+	4	0	1
Kroot pistol and hunting javelins ASSAULT PISTOL	12"	2	4+	4	0	1
Kroot rifle RAPID FIRE 1	24"	1	4+	4	0	1
Kroot scattergun ASSAULT	12"	2	4+	4	0	1
Londaxi tribalest ANTI-VEHICLE 4+ DEVASTATING WOUNDS HEAVY	18"	3	5+	7	-1	1
Pulse blaster ASSAULT	10"	2	3+	6	-1	1
Pulse carbine	20"	2	3+	5	0	1
Pulse pistol PISTOL	12"	1	3+	5	0	1
Rail rifle DEVASTATING WOUNDS HEAVY	30"	1	4+	10	-4	3
Seeker missile ONE SHOT	48"	1	3+	14	-3	D6+1
Tanglebomb launcher BLAST	24"	D3	4+	5	0	1
Twin plasma rifle TWIN-LINKED	18"	1	3+	8	-3	3

AUFSTELLUNG

1x Battlesuit Veteran [Crucible]

Equipped with: Blast javelin, Burst cannon, Dart-bow and tri-blade, Dvorgite skinner, Fireblade pulse rifle, Fusion blaster, Heavy rail rifle, High-yield missile pods, Kroot carbine, Kroot long gun, Kroot pistol, Kroot pistol and hunting javelins, Kroot rifle, Kroot scattergun, Londaxi tribalest, Pulse blaster, Pulse carbine, Pulse pistol, Rail rifle, Seeker missile, Tanglebomb launcher, Twin plasma rifle, Twin smart missile system, ► Ion rifle - overcharge, ► Ion rifle - standard, ► Semi-automatic grenade launcher - EMP, ► Semi-automatic grenade launcher - incendiary, Bladestave and prey-horn, Combat weapon, Cryo blaster, Cryo blades, Javelin

KEYWORDS: Character, Infantry, Crucible, Fly, Battlesuit, Battlesuit Veteran, Leader
FACTION KEYWORDS: T'au Empire

BATTLESUIT VETERAN
[CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC	INVULNERABLE SAVE		
8"	4	3+	4	7+	1			

Twin smart missile system INDIRECT FIRE TWIN-LINKED	30"	4	3+	5	0	1
► Ion rifle - overcharge HAZARDOUS HEAVY	30"	3	4+	8	-2	2
► Ion rifle - standard HEAVY	30"	3	4+	7	-1	1
► Semi-automatic grenade launcher - EMP ANTI-VEHICLE 4+ DEVASTATING WOUNDS	18"	1	3+	3	0	1
► Semi-automatic grenade launcher - fusion	18"	1	3+	6	-1	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladestave and prey-hook LETHAL HITS	Melee	4	2+	5	-1	2
Close combat weapon	Melee	3	4+	3	0	1
Crushing bulk	Melee	3	4+	6	0	1
Hunting blades LANCE	Melee	3	3+	4	-1	1
Kalamandra's bite EXTRA ATTACKS	Melee	4	4+	5	-1	1
Rampager fists EXTRA ATTACKS SUSTAINED HITS 1	Melee	4	3+	6	-1	2
Shaper's blade	Melee	4	2+	5	0	1
Twin ritualistic blades TWIN-LINKED	Melee	4	2+	5	-1	1

ABILITIES

CORE - Leader

- Broadside Battlesuit**
Battlesuit Veteran only. Change this model's Move characteristic to 5", its Toughness characteristic to 6, its Save characteristic to 2+, and its Wounds characteristic to 10. Remove the Infantry keyword, add the Vehicle and Walker keywords, and remove the Infiltrators and Stealth abilities. It can be equipped with up to three ranged weapons, and replace the list of units this model can be attached to: Broadside Battlesuits.
- Cunning Ambush**
After both players have deployed their armies, you can redeploy this model's unit and one other friendly T'au Empire unit. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.
- Fire Discipline**
Each time this unit makes a ranged attack, re-roll a Hit roll of 1.
- Fire and Fade**
Kinband Champion only. In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.
- Kalamandra**
Kinband Champion only. Change this model's Move characteristic to 12", its Toughness characteristic to 5, its Save characteristic to 5+, its Wounds characteristic to 6, and it is equipped with 1 kalamandra's bite in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted keyword and it gains the Lone Operative ability.

KEYWORDS: Character, Infantry,
Crucible, Fly, Battlesuit, Battlesuit
Veteran, Leader
FACTION KEYWORDS: T'au Empire

BATTLESUIT VETERAN
[CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	7+	1

INVULNERABLE
SAVE

4+

- Krootox**
Kinband Champion only. Change this model's Toughness characteristic to 6, its Save characteristic to 5+ and its Wounds characteristic to 7, and it is equipped with 1 Rampager fists in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted keyword, and replace the list of units this model can be attached to: Krootox Rampagers, Krootox Riders.
- Ritual Butchery**
Kinband Champion only. While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.
- Strategic Redeployment**
The bearer's unit is eligible to shoot in a turn in which it Fell Back.
- Veteran Scout**
Shas'nel only. Change this model's Move characteristic to 7", it gains the Scouts 7" ability, and replace the list of units this model can be attached to: Pathfinder Team.
- Warrior Bond**
Once per battle, at the start of any phase, you can select one friendly T'au Empire unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.
- Leader**
This model can be attached to the following unit:
- Stealth Battlesuits

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

KEYWORDS: Character, Infantry,
Crucible, Fly, Battlesuit, Battlesuit
Veteran, Leader

FACTION KEYWORDS: T'au Empire

BATTLESUIT VETERAN

[CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	7+	1

INVULNERABLE
SAVE

4+

- Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).
- Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].
- Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.
- Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

KEYWORDS: Character, Infantry,
Crucible, Fly, Battlesuit, Battlesuit
Veteran, Leader

FACTION KEYWORDS: T'au Empire

BATTLESUIT VETERAN

[CRUCIBLE]

60 PTS

M	T	Sv	W	LD	OC
8"	4	3+	4	7+	1

INVULNERABLE
SAVE



CORE RULES

Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Character, Infantry, Crucible, Fly, Battlesuit, Battlesuit Veteran, Leader
FACTION KEYWORDS: T'au Empire

BREACHER TEAM

90 PTS

BREACHER FIRE WARRIORS

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	5+	7	-1	2
Pulse blaster ASSAULT	10"	2	3+	6	-1	1
Pulse pistol PISTOL	12"	1	4+	5	0	1
Support turret INDIRECT FIRE TWIN-LINKED	30"	2	5+	5	0	1
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	3	0	1

ABILITIES

- Breach and Clear**
Each time a model in this unit makes a ranged attack that targets an enemy unit within range of an objective marker, you can re-roll the Wound roll.
- DS8 Support Turret**
In your Movement phase, if this unit Remains Stationary, until the start of your next turn, its Shas'ui model is equipped with the support turret weapon.
Designer's Note: Place a Support Turret token next to this unit to remind you.
- Guardian Drone**
Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Marker Drone**
The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Shield Drone**
Add 1 to the bearer's Wounds characteristic.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Indirect Fire**
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



- AUFSTELLUNG
- 9x Breacher Fire Warriors -
Equipped with: Pulse pistol, Close combat weapon, Pulse blaster
1x Breacher Fire Warrior Shas'ui
- Wargear Options:
- Each Breacher Fire Warrior Shas'ui can be equipped with up to 2x Marker Drone.
 - Each Breacher Fire Warrior Shas'ui can be equipped with up to 2x Shield Drone.
 - Each Breacher Fire Warrior Shas'ui can be equipped with 1x Guardian Drone.
 - Each Breacher Fire Warrior Shas'ui can be equipped with up to 2x Missile Drone.



KEYWORDS: Infantry, Battleline, Grenades, Markerlight, Fire Warrior, Breacher Team, Non-Kroot
FACTION KEYWORDS: T'au Empire

BROADSIDE BATTLESUITS

75–255 PTS

M	T	Sv	W	LD	OC
5"	6	2+	8	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy rail rifle HEAVY DEVASTATING WOUNDS	60"	2	4+	12	-4	D6+1
High-yield missile pods TWIN-LINKED	30"	6	4+	7	-1	2
Missile pod	30"	2	5+	7	-1	2
Missile pod	30"	2	5+	7	-1	2
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Twin plasma rifle TWIN-LINKED	18"	1	4+	8	-3	3
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1
Twin smart missile system INDIRECT FIRE TWIN-LINKED	30"	4	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing bulk	Melee	3	5+	6	0	1

ABILITIES

- Advanced Armour**
Models in this unit have the Feel No Pain 4+ ability against mortal wounds.
- Guardian Drone**
Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Marker Drone**
The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Shield Drone**
Add 1 to the bearer's Wounds characteristic.
- Weapon Support System**
Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Devastating Wounds**
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*



AUFSTELLUNG

- 2x Broadside Shas'ui
1x Broadside Shas'vre
- Equipped with:** Heavy rail rifle, High-yield missile pods, Missile pod, Seeker missile, Twin plasma rifle, Twin pulse carbine, Twin smart missile system, Crushing bulk
- Wargear Options:**
- Each Broadside Shas'ui can be equipped with up to 2x Marker Drone.
 - Each Broadside Shas'ui can be equipped with up to 2x Shield Drone.
 - Each Broadside Shas'ui can replace its Heavy rail rifle with High-yield missile pods.
 - Each Broadside Shas'ui can be equipped with up to 2 of: Wargear, Marker Drone, Shield Drone, Twin smart missile system, Seeker missile.



KEYWORDS: Vehicle, Walker, Battlesuit, Broadside, Non-Kroot
FACTION KEYWORDS: Tau Empire

BROADSIDE BATTLESUITS

75–255 PTS

M	T	Sv	W	LD	OC
5"	6	2+	8	7+	2

Heavy
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire
Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

Twin-linked
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

KEYWORDS: Vehicle, Walker, Battlesuit, Broadside, Non-Kroot
FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
6"	3	4+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fireblade pulse rifle RAPID FIRE 1	30"	1	3+	5	0	2
Missile pod	30"	2	5+	7	-1	2
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	3	0	1

ABILITIES

CORE - Leader

- Crack Shot**
Each time this model makes a ranged attack, on a Critical Wound, that attack has an Armour Penetration characteristic of -3.
- Guardian Drone**
Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Marker Drone**
The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Shield Drone**
Add 1 to the bearer's Wounds characteristic.
- Volley Fire**
While this model is leading a unit, add 1 to the Attacks characteristic of ranged weapons equipped by models in that unit.
- Leader**
This model can be attached to the following units:
 - Breacher Team
 - Strike Team

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



AUFSTELLUNG

- 1x Cadre Fireblade
- Equipped with:** Fireblade pulse rifle, Missile pod, Twin pulse carbine, Close combat weapon
- Wargear Options:**
- This model can be equipped with up to 2x Marker Drone.
 - This model can be equipped with up to 2x Shield Drone.
 - This model can be equipped with 1x Guardian Drone.
 - This model can be equipped with up to 2x Missile Drone.



KEYWORDS: Character, Infantry, Grenades, Cadre Fireblade, Non-Kroot, Leader
FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
6"	3	4+	3	7+	1

CORE RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Infantry, Grenades, Cadre Fireblade, Non-Kroot, Leader
FACTION KEYWORDS: T'au Empire

COMMANDER FARSIGHT70 PTS

M	T	Sv	W	LD	OC
10"	5	2+	8	6+	2

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
High-intensity plasma rifle	24"	2	2+	8	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Dawn Blade - strike	Melee	4	2+	10	-2	3
► Dawn Blade - sweep	Melee	8	2+	6	-1	1

ABILITIES

CORE - Leader

Puretide's Teachings

Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Way of the Short Blade

While this model is leading a unit, each time a model in that unit makes an attack that targets an enemy unit within 9", add 1 to the Wound roll.

Leader

This model can be attached to the following units:

- CRISIS BATTLESUITS

- CRISIS FIREKNIFE BATTLESUITS

- CRISIS STARSCYTHE BATTLESUITS

- CRISIS SUNFORGE BATTLESUITS

CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



AUFSTELLUNG

1x Commander Farsight

Equipped with: High-intensity plasma rifle, ► Dawn Blade - strike, ► Dawn Blade - sweep



KEYWORDS: Epic Hero, Vehicle, Walker, Fly, Character, Battlesuit, Commander Farsight, Non-Kroot, Leader

FACTION KEYWORDS: T'au Empire

COMMANDER SHADOWSUN100 PTS

M	T	Sv	W	LD	OC
10"	4	3+	6	6+	1

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flechette launcher	18"	5	2+	3	0	1
High-energy fusion blaster MELTA 2	18"	1	2+	10	-4	D6
Light missile pod	24"	2	2+	7	0	2
Pulse pistol PISTOL	12"	1	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	4+	5	0	1

ABILITIES

- Advanced Guardian Drone**
Each time a ranged attack targets the bearer, subtract 1 from the Wound roll.
- Agile Combatant**
This model is eligible to shoot in a turn in which it Fell Back.
- Command-link Drone (Aura)**
While a friendly T'au Empire unit is within 6" of the bearer, each time you select that unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.
- Hero of the Empire (Aura)**
While a friendly T'au Empire unit is within 6" of this model, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.
- Supreme Commander**
If this model is in your army, it must be your Warlord.

WEAPON ABILITIES

- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.



AUFSTELLUNG

1x Commander Shadowsun

Equipped with: Flechette launcher, High-energy fusion blaster, Light missile pod, Pulse pistol, Battlesuit fists



KEYWORDS: Epic Hero, Infantry, Fly, Character, Battlesuit, Commander Shadowsun, Non-Kroot
FACTION KEYWORDS: T'au Empire

COMMANDER SHADOWSUN100 PTS

M	T	Sv	W	LD	OC
10"	4	3+	6	6+	1

INVULNERABLE
SAVE



CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Epic Hero, Infantry,
Fly, Character, Battlesuit,
Commander Shadowsun, Non-Kroot
FACTION KEYWORDS: T'au Empire

COMMANDER IN COLDSTAR
BATTLESUIT

95 PTS

M	T	Sv	W	LD	OC
12"	5	3+	6	7+	2

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Airbursting fragmentation projector BLAST INDIRECT FIRE	24"	D6	3+	3	0	1
Burst cannon	18"	4	3+	5	0	1
Fusion blaster MELTA 2	12"	1	3+	9	-4	D6
High-output burst cannon	18"	8	3+	5	0	1
Missile pod	30"	2	5+	7	-1	2
Missile pod	30"	2	3+	7	-1	2
Plasma rifle	18"	1	3+	8	-3	3
T'au flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1
➤ Cyclic ion blaster - overcharge HAZARDOUS	18"	3	3+	8	-2	2
➤ Cyclic ion blaster - standard	18"	3	3+	7	-1	1

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	4+	5	0	1

ABILITIES

- CORE - Leader
- Battlesuit Support System

The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.
- Coldstar Commander

While this model is leading a unit, models in that unit have a Move characteristic of 12" and ranged weapons equipped by models in that unit have the [ASSAULT] ability.
- Guardian Drone

Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Marker Drone

The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Shield Drone

Add 1 to the bearer's Wounds characteristic.
- Shield Generator

The bearer has a 4+ invulnerable save.
- Weapon Support System

Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

AUFSTELLUNG

1x Commander in Coldstar Battlesuit

Equipped with: Airbursting fragmentation projector, Burst cannon, Fusion blaster, High-output burst cannon, Missile pod, Plasma rifle, T'au flamer, Twin pulse carbine, ➤ Cyclic ion blaster - overcharge, ➤ Cyclic ion blaster - standard, Battlesuit fists

Wargear Options:

■ This model can be equipped with up to 2x Marker Drone.

■ This model can be equipped with up to 2x Shield Drone.

■ This model can be equipped with 1x Guardian Drone.

■ This model can be equipped with up to 2x Missile Drone.

■ This model can be equipped with up to 2x Drone Support.

KEYWORDS: Character, Vehicle, Walker, Fly, Battlesuit, Commander in Coldstar Battlesuit, Non-Kroot, Leader

FACTION KEYWORDS: T'au Empire

COMMANDER IN COLDSTAR
BATTLESUIT

95 PTS

M	T	Sv	W	LD	OC
12"	5	3+	6	7+	2

- Leader**
This model can be attached to the following units:
- CRISIS BATTLESUITS
 - CRISIS FIREKNIFE BATTLESUITS
 - CRISIS STARSCTHE BATTLESUITS
 - CRISIS SUNFORGE BATTLESUITS

WEAPON ABILITIES

- Assault**
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Blast**
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
- Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.
- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Indirect Fire**
Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).
- Melta**
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
- Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Torrent**
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Vehicle, Walker, Fly, Battlesuit, Commander in Coldstar Battlesuit, Non-Kroot, Leader

FACTION KEYWORDS: T'au Empire

COMMANDER IN CRISIS
BATTLESUIT [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
10"	5	3+	5	7+	2

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Airbursting fragmentation projector BLAST INDIRECT FIRE	24"	D6	3+	3	0	1
Burst cannon	18"	4	3+	5	0	1
Fusion blaster MELTA 2	12"	1	3+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Missile pod	30"	2	3+	7	-1	2
Plasma rifle	18"	1	3+	8	-3	3
T'au flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1
► Cyclic ion blaster - overcharge HAZARDOUS	18"	3	3+	8	-2	2
► Cyclic ion blaster - standard	18"	3	3+	7	-1	1

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	4+	5	0	1

ABILITIES

- CORE - Leader
- Battlesuit Support System

The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.
- Crisis Commander

While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.
- Guardian Drone

Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Marker Drone

The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Shield Drone

Add 1 to the bearer's Wounds characteristic.
- Shield Generator

The bearer has a 4+ invulnerable save.
- Weapon Support System

Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

- AUFSTELLUNG
- 1x Commander in Crisis Battlesuit [Legends]
- Equipped with:

Airbursting fragmentation projector, Burst cannon, Fusion blaster, Missile pod, Plasma rifle, T'au flamer, Twin pulse carbine, ► Cyclic ion blaster - overcharge, ► Cyclic ion blaster - standard, Battlesuit fists
- Wargear Options:

■ This model can be equipped with up to 2x Marker Drone.

■ This model can be equipped with up to 2x Shield Drone.

■ This model can be equipped with 1x Guardian Drone.

■ This model can be equipped with up to 2x Missile Drone.

■ This model can be equipped with 1x Battlesuit support system.

KEYWORDS: Character, Vehicle, Walker, Fly, Battlesuit, Commander in Crisis Battlesuit, Non-Kroot, Leader

FACTION KEYWORDS: T'au Empire

COMMANDER IN CRISIS
BATTLESUIT [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
10"	5	3+	5	7+	2

- Leader**
This model can be attached to the following units:
- CRISIS BATTLESUITS
 - CRISIS FIREKNIFE BATTLESUITS
 - CRISIS STARSCTHE BATTLESUITS
 - CRISIS SUNFORGE BATTLESUITS

WEAPON ABILITIES

- Assault**
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Blast**
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.
- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Indirect Fire**
Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).
- Melta**
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Torrent**
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Vehicle, Walker, Fly, Battlesuit, Commander in Crisis Battlesuit, Non-Kroot, Leader

FACTION KEYWORDS: T'au Empire

COMMANDER IN ENFORCER
BATTLESUIT

80 PTS

M	T	Sv	W	LD	OC
8"	5	2+	6	7+	2

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Airbursting fragmentation projector BLAST INDIRECT FIRE	24"	D6	3+	3	0	1
Burst cannon	18"	4	3+	5	0	1
Fusion blaster MELTA 2	12"	1	3+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Missile pod	30"	2	3+	7	-1	2
Plasma rifle	18"	1	3+	8	-3	3
T'au flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1
► Cyclic ion blaster - overcharge HAZARDOUS	18"	3	3+	8	-2	2
► Cyclic ion blaster - standard	18"	3	3+	7	-1	1

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	4+	5	0	1

ABILITIES

- CORE - Leader
- Battlesuit Support System

The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.
- Enforcer Commander

While this model is leading a unit, each time a ranged attack targets that unit, worsen the Armour Penetration characteristic of that attack by 1.
- Guardian Drone

Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Marker Drone

The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Shield Drone

Add 1 to the bearer's Wounds characteristic.
- Shield Generator

The bearer has a 4+ invulnerable save.
- Weapon Support System

Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

- AUFSTELLUNG
- 1x Commander in Enforcer Battlesuit
- Equipped with:

Airbursting fragmentation projector, Burst cannon, Fusion blaster, Missile pod, Plasma rifle, T'au flamer, Twin pulse carbine, ► Cyclic ion blaster - overcharge, ► Cyclic ion blaster - standard, Battlesuit fists
- Wargear Options:

■ This model can be equipped with up to 2x Marker Drone.

■ This model can be equipped with up to 2x Shield Drone.

■ This model can be equipped with 1x Guardian Drone.

■ This model can be equipped with up to 2x Missile Drone.

■ This model can be equipped with 1x Battlesuit support system.

KEYWORDS: Character, Vehicle, Walker, Fly, Battlesuit, Commander in Enforcer Battlesuit, Non-Kroot, Leader

FACTION KEYWORDS: T'au Empire

COMMANDER IN ENFORCER
BATTLESUIT

80 PTS

M	T	Sv	W	LD	OC
8"	5	2+	6	7+	2

- Leader**
This model can be attached to the following units:
- CRISIS BATTLESUITS
 - CRISIS FIREKNIFE BATTLESUITS
 - CRISIS STARSCYTHE BATTLESUITS
 - CRISIS SUNFORGE BATTLESUITS

WEAPON ABILITIES

- Assault**
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Blast**
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.
- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Indirect Fire**
Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).
- Melta**
This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Torrent**
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Character, Vehicle, Walker, Fly, Battlesuit, Commander in Enforcer Battlesuit, Non-Kroot, Leader

FACTION KEYWORDS: T'au Empire

CRISIS BATTLESUITS

[LEGENDS]

200–400 PTS

CRISIS SHAS’UI

M	T	Sv	W	LD	OC
10"	5	3+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Airbursting fragmentation projector BLAST INDIRECT FIRE	24"	D6	4+	3	0	1
Burst cannon	18"	4	4+	5	0	1
Fusion blaster MELTA 2	12"	1	4+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Missile pod	30"	2	4+	7	-1	2
Missile pod	30"	2	5+	7	-1	2
Plasma rifle	18"	1	4+	8	-3	3
T'au flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1
► Cyclic ion blaster - overcharge HAZARDOUS	18"	3	4+	8	-2	2
► Cyclic ion blaster - standard	18"	3	4+	7	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	5+	5	0	1

ABILITIES

- Battlesuit Support System**
The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.
- Crisis Bodyguard**
If a Character unit from your army with the Leader ability can be attached to a Crisis Fireknife Battlesuit unit, it can be attached to this unit instead.
- Guardian Drone**
Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Marker Drone**
The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Shield Drone**
Add 1 to the bearer's Wounds characteristic.
- Shield Generator**
The bearer has a 4+ invulnerable save.
- Turbo-jets**
Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.
- Weapon Support System**
Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.



KEYWORDS: Vehicle, Walker, Fly, Battlesuit, Crisis, Non-Kroot
FACTION KEYWORDS: T'au Empire

CRISIS BATTLESUITS

[LEGENDS]

200–400 PTS

CRISIS SHAS'UI

M	T	Sv	W	LD	OC
10"	5	3+	4	7+	2

WEAPON ABILITIES

- Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).
- Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Vehicle, Walker, Fly,
Battlesuit, Crisis, Non-Kroot
FACTION KEYWORDS: T'au Empire

CRISIS FIREKNIFE
BATTLESUITS

100 PTS

CRISIS FIREKNIFE SHAS'UI

M	T	Sv	W	LD	OC
10"	5	3+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	5+	7	-1	2
Missile pod	30"	2	4+	7	-1	2
Missile pod	30"	2	5+	7	-1	2
Plasma rifle	18"	1	4+	8	-3	3
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	5+	5	0	1

ABILITIES

- Fireknife**
Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If that attack targets a unit that is at its Starting Strength, you can re-roll the Hit roll instead.
- Guardian Drone**
Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Marker Drone**
The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Shield Drone**
Add 1 to the bearer's Wounds characteristic.
- Weapon Support System**
Each time a model in this unit makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

AUFSTELLUNG

- 2x Crisis Fireknife Shas'ui -
Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, Plasma rifle
- 1x Crisis Fireknife Shas'vre
- Wargear Options:**
- Each Crisis Fireknife Shas'ui can be equipped with up to 2x Marker Drone.
 - Each Crisis Fireknife Shas'ui can be equipped with up to 2x Shield Drone.
 - Each Crisis Fireknife Shas'ui must be equipped with 2 of: Plasma rifle, Missile pod.
 - Each Crisis Fireknife Shas'vre can be equipped with up to 2x Marker Drone.
 - Each Crisis Fireknife Shas'vre can be equipped with up to 2x Shield Drone.

KEYWORDS: Vehicle, Walker, Fly, Battlesuit, Crisis, Fireknife, Non-Kroot

FACTION KEYWORDS: T'au Empire

CRISIS STARSCYTHE
BATTLESUITS

90 PTS

CRISIS STARSCYTHE SHAS'UI

M	T	Sv	W	LD	OC
10"	5	3+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Missile pod	30"	2	5+	7	-1	2
Missile pod	30"	2	5+	7	-1	2
T'au flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	5+	5	0	1

ABILITIES

- Battlesuit Support System**
The unit is eligible to shoot in a turn in which it Fell Back.
- Guardian Drone**
Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Marker Drone**
The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Shield Drone**
Add 1 to the bearer's Wounds characteristic.
- Starscythe**
Each time a model in this unit makes a ranged attack (excluding attacks that target MONSTERS and VEHICLES), improve the Armour Penetration characteristic of that attack by 1.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

AUFSTELLUNG

- 2x Crisis Starscythe Shas'ui -
Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, Burst cannon, T'au flamer
- 1x Crisis Starscythe Shas'vre
- Wargear Options:**
- Each Crisis Starscythe Shas'ui can be equipped with up to 2x Marker Drone.
 - Each Crisis Starscythe Shas'ui can be equipped with up to 2x Shield Drone.
 - Each Crisis Starscythe Shas'ui must be equipped with 2 of: Burst cannon, T'au flamer.
 - Each Crisis Starscythe Shas'vre can be equipped with up to 2x Marker Drone.
 - Each Crisis Starscythe Shas'vre can be equipped with up to 2x Shield Drone.

KEYWORDS: Vehicle, Walker, Fly, Battlesuit, Crisis, Starscythe, Non-Kroot

FACTION KEYWORDS: T'au Empire

CRISIS SUNFORGE
BATTLESUITS

125 PTS

CRISIS SUNFORGE SHAS'UI

M	T	Sv	W	LD	OC
10"	5	3+	4	7+	2

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion blaster MELTA 2	12"	1	4+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Missile pod	30"	2	5+	7	-1	2
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	5+	5	0	1

ABILITIES

- Guardian Drone**
Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Marker Drone**
The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Shield Drone**
Add 1 to the bearer's Wounds characteristic.
- Sunforge**
Each time a model in this unit makes a ranged attack that targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll and you can re-roll the Damage roll.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Deep Strike**
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

AUFSTELLUNG

- 2x Crisis Sunforge Shas'ui -
Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, Fusion blaster
- 1x Crisis Sunforge Shas'vre
- Wargear Options:**
- Each Crisis Sunforge Shas'ui can be equipped with up to 2x Marker Drone.
 - Each Crisis Sunforge Shas'ui can be equipped with up to 2x Shield Drone.
 - Each Crisis Sunforge Shas'vre can be equipped with up to 2x Marker Drone.
 - Each Crisis Sunforge Shas'vre can be equipped with up to 2x Shield Drone.
 - Each Crisis Sunforge Shas'vre can be equipped with up to 1x Guardian Drone.

KEYWORDS: Vehicle, Walker, Fly, Battlesuit, Crisis, Sunforge, Non-Kroot

FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
7"	3	4+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Shade ASSAULT	18"	2	2+	5	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	3	0	1

ABILITIES

CORE - Leader

- Jammer Array

Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this model.
- Structural Analyser

While this model is leading a unit, each time a model in that unit makes a ranged attack, add 1 to the Wound roll.
- Leader

This model can be attached to the following unit:
- Pathfinder Team

WEAPON ABILITIES

- Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

CORE RULES

- Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.
- Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



AUFSTELLUNG

1x Darkstrider
Equipped with: Shade, Close combat weapon



KEYWORDS: Character, Epic Hero, Darkstrider, Markerlight, Infantry, Non-Kroot, Leader
FACTION KEYWORDS: T'au Empire

DEVILFISH

75 PTS

M	T	Sv	W	LD	OC
12"	9	3+	13	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Smart missile system INDIRECT FIRE	30"	3	4+	5	0	1
Twin pulse carbine TWIN-LINKED ASSAULT	20"	2	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

ABILITIES

Rapid Deployment
Units can disembark from this TRANSPORT after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Indirect Fire**
Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).
- One Shot**
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



AUFSTELLUNG

- 1x Devilfish
- Equipped with:** Accelerator burst cannon, Seeker missile, Smart missile system, Twin pulse carbine, Armoured hull
- Wargear Options:**
- This model can replace its 2 Twin pulse carbines with 2 Smart missile systems.
 - This model can be equipped with up to 2x Seeker missile.



KEYWORDS: Vehicle, Fly, Transport, Dedicated Transport, Devilfish, Non-Kroot, Frame
FACTION KEYWORDS: T'au Empire



M	T	Sv	W	LD	OC
12"	9	3+	13	7+	2

TRANSPORT

Devilfish
This model has a transport capacity of 12 T'AU EMPIRE INFANTRY models. It cannot transport BATTLESUIT, KROOT or VESPID STINGWINGS models.

KEYWORDS: Vehicle, Fly, Transport, Dedicated Transport, Devilfish, Non-Kroot, Frame
FACTION KEYWORDS: T'au Empire

DRONE SENTRY TURRET

[LEGENDS]

50 PTS

M	T	Sv	W	LD	OC
-	8	4+	4	8+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin burst cannon TWIN-LINKED	18"	4	5+	5	0	1
Twin fusion blaster MELTA 2 TWIN-LINKED	12"	1	5+	9	-4	D6
Twin missile pod TWIN-LINKED	30"	2	5+	7	-1	2
Twin plasma rifle TWIN-LINKED	24"	1	5+	8	-3	3

ABILITIES

Fortification

- While an enemy unit is only within Engagement Range of one or more Fortifications from your army:
- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
 - Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Reinforced Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

Sentinel Protocols

Each time you select this FORTIFICATION for the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ when resolving that Stratagem.

WEAPON ABILITIES

- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



AUFSTELLUNG

- 1x Drone Sentry Turret [Legends]
- Equipped with:** Twin burst cannon, Twin fusion blaster, Twin missile pod, Twin plasma rifle
- Wargear Options:**
- This model can replace its Twin plasma rifle with Twin fusion blaster, Twin missile pod or Twin burst cannon.



KEYWORDS: Fortification, Vehicle, Drone Sentry Turret, Non-Kroot, Frame
FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
6"	3	5+	3	6+	1

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	5+	7	-1	2
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Honour stave	Melee	2	4+	5	0	1

ABILITIES

CORE - Leader

- Coordinated Leadership**
In your Command phase, roll one D6: on a 4+, you gain 1CP.
- Failure Is Not an Option**
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.
- Guardian Drone**
Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Hover Drone**
The bearer can Fly and has a Move characteristic of 10".
- Marker Drone**
The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Shield Drone**
Add 1 to the bearer's Wounds characteristic.
- Leader**
This model can be attached to the following units:
- Breacher Team
- Strike Team

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



AUFSTELLUNG

- 1x Ethereal
- Equipped with:** Missile pod, Twin pulse carbine, Honour stave
- Wargear Options:**
- This model can be equipped with up to 2x Marker Drone.
 - This model can be equipped with up to 2x Shield Drone.
 - This model can be equipped with 1x Guardian Drone.
 - This model can be equipped with up to 2x Missile Drone.



KEYWORDS: Character, Infantry, Ethereal, Non-Kroot, Leader
FACTION KEYWORDS: Tau Empire

M	T	Sv	W	LD	OC
6"	3	4+	4	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Longshot pulse rifles HEAVY PRECISION	36"	3	4+	5	-1	2
Pulse pistol PISTOL	12"	1	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	4	5+	3	0	1

ABILITIES

Precise Targeting

Each time a model in this unit makes an attack that targets a Spotted unit, you can re-roll the Hit roll.

WEAPON ABILITIES

Heavy

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.

- That unit was not set up on the battlefield this turn.

- No model in that unit has moved more than 3" this turn.

Pistol

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its **[CLOSE-QUARTERS]** weapons.

- One or more of its other ranged weapons.

Precision

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.



AUFSTELLUNG

1x Firesight Team

Equipped with: Longshot pulse rifles, Pulse pistol, Close combat weapons



KEYWORDS: Character, Infantry, Markerlight, Firesight Team, Non-Kroot

FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
6"	3	4+	4	7+	3

CORE RULES

- Infiltrators**

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Lone Operative**

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.
- Stealth**

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Character, Infantry, Markerlight, Firesight Team, Non-Kroot

FACTION KEYWORDS: T'au Empire

GHOSTKEEL BATTLESUIT150 PTS

M	T	Sv	W	LD	OC
10"	8	2+	12	7+	3

RANGED WEAPONS						
WEAPON	RANGE	A	BS	S	AP	D
Fusion collider MELTA 2	18"	2	4+	12	-4	D6
Twin T'au flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	4	0	1
Twin burst cannon TWIN-LINKED	18"	4	4+	5	0	1
Twin fusion blaster MELTA 2 TWIN-LINKED	12"	1	4+	9	-4	D6
► Cyclic ion raker - overcharge HAZARDOUS	36"	6	4+	8	-2	3
► Cyclic ion raker - standard	36"	6	4+	7	-1	2

MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Ghostkeel fists	Melee	3	5+	6	0	2

ABILITIES

- Battlesuit Support System**
The bearer is eligible to shoot in a turn in which it Fell Back but it loses the Smoke keyword.
- Damaged: 1-4 Wounds Remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Localised Stealth Projectors (Aura)**
When a friendly KROOT/VESPID STINGWINGS unit within 6" of this unit has shot, those attacks do not prevent that unit from being hidden.
- Stealth Drones**
Twice per battle, after an attack has been allocated to this model, you can change the Damage characteristic of that attack to 0.
Designer's Note: Place two Stealth Drone tokens next to the unit, removing one each time this ability has been used.

WEAPON ABILITIES

- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Ignore Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



- AUFSTELLUNG
- 1x Ghostkeel Battlesuit
- Equipped with:** Fusion collider, Twin T'au flamer, Twin burst cannon, Twin fusion blaster, ► Cyclic ion raker - overcharge, ► Cyclic ion raker - standard, Ghostkeel fists
- Wargear Options:**
 - This model can replace its Twin T'au flamer with Twin burst cannon or Twin fusion blaster.
 - This model can replace its Fusion collider with Cyclic ion raker.



- KEYWORDS:** Vehicle, Walker, Fly, Smoke, Battlesuit, Ghostkeel, Non-Kroot
- FACTION KEYWORDS:** T'au Empire

GHOSTKEEL BATTLESUIT150 PTS

M	T	Sv	W	LD	OC
10"	8	2+	12	7+	3

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Vehicle, Walker, Fly, Smoke, Battlesuit, Ghostkeel, Non-Kroot
FACTION KEYWORDS: T'au Empire

GREAT KNARLOC
[LEGENDS]

100 PTS

M	T	Sv	W	LD	OC
9"	8	4+	10	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot bolt thrower HOOKED	12"	1	4+	12	-2	3
Kroot rifle (Ranged) RAPID FIRE 1	24"	1	4+	4	0	1
Twin Kroot gun TWIN-LINKED	36"	2	4+	7	0	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Great Knarloc beak and talons EXTRA ATTACKS	Melee	4	3+	7	-1	3
Kroot rifle (Melee)	Melee	2	3+	4	0	1

ABILITIES

- Baggage Harness (Aura)

While a friendly KROOT unit is within 3" of the bearer, ranged weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability.
- Harnessed Alien Instincts

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:
 - While a unit is prey-marked, that unit has +3" detection range.
- Loping Stride

Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

WEAPON ABILITIES

- Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).
- Sustained Hits

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).
- Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.



AUFSTELLUNG

- 1x Great Knarloc [Legends]
- Equipped with:

Kroot bolt thrower, Kroot rifle (Ranged), Twin Kroot gun, Great Knarloc beak and talons, Kroot rifle (Melee)
- Wargear Options:

■ This model can be equipped with one of: Kroot bolt thrower and Kroot rifle, Twin Kroot gun, Baggage harness.



KEYWORDS:

Monster, Kroot, Great Knarloc, Frame

FACTION KEYWORDS:

T'au Empire

GREAT KNARLOC

[LEGENDS]

100 PTS

M	T	Sv	W	LD	OC
9"	8	4+	10	7+	3

CORE RULES

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Monster, Kroot, Great Knarloc, Frame
FACTION KEYWORDS: T'au Empire

HAMMERHEAD GUNSHIP

150 PTS

M	T	Sv	W	LD	OC
10"	10	3+	14	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Railgun HEAVY DEVASTATING WOUNDS	72"	1	4+	20	-5	D6+6
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Smart missile system INDIRECT FIRE	30"	3	4+	5	0	1
Twin pulse carbine TWIN-LINKED	20"	2	4+	5	0	1
► Ion cannon - overcharge BLAST HAZARDOUS	60"	D6+3	4+	8	-2	3
► Ion cannon - standard BLAST	60"	D6+3	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

ABILITIES

- Armour Hunter

Each time this model makes an attack that targets a MONSTER or VEHICLE, add 1 to the Hit roll.
- Damaged: 1-5 Wounds Remaining

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Targeting Array

Each time this model is selected to shoot, you can re-roll one Hit roll or you can re-roll one Wound roll when resolving those attacks.

WEAPON ABILITIES

- Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



AUFSTELLUNG

- 1x Hammerhead Gunship
- Equipped with: Accelerator burst cannon, Railgun, Seeker missile, Smart missile system, Twin pulse carbine, ► Ion cannon - overcharge, ► Ion cannon - standard, Armoured hull
- Wargear Options:
- This model can replace its Railgun with Ion cannon.

■ This model can be equipped with up to 2x Seeker missile.

■ This model can replace its 2 Twin pulse carbines with 2 Accelerator burst cannons or 2 Smart missile systems.



KEYWORDS: Vehicle, Fly, Hammerhead Gunship, Non-Kroot, Frame

FACTION KEYWORDS: T'au Empire

HAMMERHEAD GUNSHIP

150 PTS

M	T	Sv	W	LD	OC
10"	10	3+	14	7+	3

Heavy
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire
Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

Twin-linked
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Fly,
Hammerhead Gunship, Non-Kroot,
Frame

FACTION KEYWORDS: T'au Empire

HEAVY GUN DRONES

[LEGENDS]

45 PTS

M	T	Sv	W	LD	OC
8"	5	4+	2	8+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Twin burst cannon TWIN-LINKED	18"	4	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	6+	3	0	1

ABILITIES

Drone Escort

Once per turn, in your opponent's Shooting phase, when a friendly T'AU EMPIRE unit within 6" of this unit is selected as the target of an attack, one unit from your army with this ability can use it. If it does, after that enemy unit has finished making its attacks, the unit using this ability can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

WEAPON ABILITIES

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



AUFSTELLUNG

2x Heavy Gun Drone w/ Burst cannon and markerlight oder Heavy Gun Drone w/ Twin burst cannon

Equipped with: Burst cannon, Twin burst cannon, Close combat weapon



KEYWORDS: Vehicle, Fly, Heavy Gun Drones, Non-Kroot

FACTION KEYWORDS: T'au Empire

KINBAND CHAMPION [CRUCIBLE]

55 PTS

M	T	Sv	W	LD	OC
7"	3	6+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast javelin ASSAULT BLAST	18"	D6	4+	10	-2	2
Burst cannon	18"	4	3+	5	0	1
Dart-bow and tri-blade ANTI-INFANTRY 3+ ASSAULT HEAVY	24"	D3+1	4+	4	0	2
Dvorgite skinner IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
Fireblade pulse rifle RAPID FIRE 1	30"	1	3+	5	0	2
Fusion blaster MELTA 2	12"	1	3+	9	-4	D6
Heavy rail rifle DEVASTATING WOUNDS HEAVY	60"	2	3+	12	-4	D6+1
High-yield missile pods TWIN-LINKED	30"	6	3+	7	-1	2
Kroot carbine	18"	1	4+	4	0	2
Kroot long gun HEAVY PRECISION	36"	1	3+	6	-2	3
Kroot pistol PISTOL	12"	1	4+	4	0	1
Kroot pistol and hunting javelins ASSAULT PISTOL	12"	2	4+	4	0	1
Kroot rifle RAPID FIRE 1	24"	1	4+	4	0	1
Kroot scattergun ASSAULT	12"	2	4+	4	0	1
Londaxi tribalest ANTI-VEHICLE 4+ DEVASTATING WOUNDS HEAVY	18"	3	5+	7	-1	1
Pulse blaster ASSAULT	10"	2	3+	6	-1	1
Pulse carbine	20"	2	3+	5	0	1
Pulse pistol PISTOL	12"	1	3+	5	0	1
Rail rifle DEVASTATING WOUNDS HEAVY	30"	1	4+	10	-4	3
Seeker missile ONE SHOT	48"	1	3+	14	-3	D6+1
Tanglebomb launcher BLAST	24"	D3	4+	5	0	1
Twin plasma rifle TWIN-LINKED	18"	1	3+	8	-3	3

AUFSTELLUNG

1x Kinband Champion [Crucible]

Equipped with: Blast javelin, Burst cannon, Dart-bow and tri-blade, Dvorgite skinner, Fireblade pulse rifle, Fusion blaster, Heavy rail rifle, High-yield missile pods, Kroot carbine, Kroot long gun, Kroot pistol, Kroot pistol and hunting javelins, Kroot rifle, Kroot scattergun, Londaxi tribalest, Pulse blaster, Pulse carbine, Pulse pistol, Rail rifle, Seeker missile, Tanglebomb launcher, Twin plasma rifle, Twin smart missile system, ► Ion rifle - overcharge, ► Ion rifle - standard, ► Semi-automatic grenade launcher - EMP, ► Semi-automatic grenade launcher - incendiary, Bladestave and prey-horn, Combat weapon, Cryo-blasters, Tri-blades, U-

KEYWORDS: Character, Infantry, Crucible, Kroot, Kinband Champion, Leader
FACTION KEYWORDS: T'au Empire

KINBAND CHAMPION

[CRUCIBLE]

55 PTS

M	T	Sv	W	LD	OC
7"	3	6+	3	7+	1

Twin smart missile system INDIRECT FIRE TWIN-LINKED	30"	4	3+	5	0	1
► Ion rifle - overcharge HAZARDOUS HEAVY	30"	3	4+	8	-2	2
► Ion rifle - standard HEAVY	30"	3	4+	7	-1	1
► Semi-automatic grenade launcher - EMP ANTI-VEHICLE 4+ DEVASTATING WOUNDS	18"	1	3+	3	0	1
► Semi-automatic grenade launcher - fusion	18"	1	3+	6	-1	3

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladestave and prey-hook LETHAL HITS	Melee	4	2+	5	-1	2
Close combat weapon	Melee	3	4+	3	0	1
Crushing bulk	Melee	3	4+	6	0	1
Hunting blades LANCE	Melee	3	3+	4	-1	1
Kalamandra's bite EXTRA ATTACKS	Melee	4	4+	5	-1	1
Rampager fists EXTRA ATTACKS SUSTAINED HITS 1	Melee	4	3+	6	-1	2
Shaper's blade	Melee	4	2+	5	0	1
Twin ritualistic blades TWIN-LINKED	Melee	4	2+	5	-1	1

ABILITIES

CORE - Leader

- Broadside Battlesuit**
Battlesuit Veteran only. Change this model's Move characteristic to 5", its Toughness characteristic to 6, its Save characteristic to 2+, and its Wounds characteristic to 10. Remove the Infantry keyword, add the Vehicle and Walker keywords, and remove the Infiltrators and Stealth abilities. It can be equipped with up to three ranged weapons, and replace the list of units this model can be attached to: Broadside Battlesuits.
- Cunning Ambush**
After both players have deployed their armies, you can redeploy this model's unit and one other friendly T'au Empire unit. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.
- Fire Discipline**
Each time this unit makes a ranged attack, re-roll a Hit roll of 1.
- Fire and Fade**
Kinband Champion only. In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.
- Harnessed Alien Instincts**
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:
 - While a unit is prey-marked, that unit has +3" detection range.

KEYWORDS: Character, Infantry,
Crucible, Kroot, Kinband Champion,
Leader

FACTION KEYWORDS: T'au Empire

KINBAND CHAMPION
[CRUCIBLE]

55 PTS

M	T	Sv	W	LD	OC
7"	3	6+	3	7+	1

Kalamandra
Kinband Champion only. Change this model's Move characteristic to 12", its Toughness characteristic to 5, its Save characteristic to 5+, its Wounds characteristic to 6, and it is equipped with 1 kalamandra's bite in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted keyword and it gains the Lone Operative ability.

Krootox
Kinband Champion only. Change this model's Toughness characteristic to 6, its Save characteristic to 5+ and its Wounds characteristic to 7, and it is equipped with 1 Rampager fists in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted keyword, and replace the list of units this model can be attached to: Krootox Rampagers, Krootox Riders.

Ritual Butchery
Kinband Champion only. While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Veteran Scout
Shas'nel only. Change this model's Move characteristic to 7", it gains the Scouts 7" ability, and replace the list of units this model can be attached to: Pathfinder Team.

War Leader
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.

Warrior Bond
Once per battle, at the start of any phase, you can select one friendly T'au Empire unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Leader
This model can be attached to the following units:

- Kroot Carnivores
- Kroot Farstalkers

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

KEYWORDS: Character, Infantry, Crucible, Kroot, Kinband Champion, Leader

FACTION KEYWORDS: T'au Empire

KINBAND CHAMPION
[CRUCIBLE]

55 PTS

M	T	Sv	W	LD	OC
7"	3	6+	3	7+	1

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

Lance

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Pistol

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

Precision

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

KEYWORDS: Character, Infantry,
Crucible, Kroot, Kinband Champion,
Leader

FACTION KEYWORDS: T'au Empire

KINBAND CHAMPION
[CRUCIBLE]

55 PTS

M	T	Sv	W	LD	OC
7"	3	6+	3	7+	1

- Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.
- Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.
- Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.
If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.
- Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.
- Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Character, Infantry,
Crucible, Kroot, Kinband Champion,
Leader

FACTION KEYWORDS: T'au Empire

KNARLOC RIDERS

[LEGENDS]

110 PTS

KNARLOC RIDER

M	T	Sv	W	LD	OC
7"	5	5+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot rifle (Ranged) RAPID FIRE 1	24"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Knarloc beak and talons EXTRA ATTACKS	Melee	4	3+	6	-1	1
Kroot rifle (Melee)	Melee	2	3+	4	0	1

ABILITIES

- Harnessed Alien Instincts**
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:
- While a unit is prey-marked, that unit has +3" detection range.
- Thunderous Pounce**
Each time this unit ends a Charge move, until the end of the turn, Knarloc beak and talons equipped by models in this unit have the [LANCE] ability.

WEAPON ABILITIES

- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Lance**
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
- Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*



AUFSTELLUNG

3x Knarloc Rider - Equipped with: Knarloc beak and talons, Kroot rifle (Ranged), Kroot rifle (Melee)



KEYWORDS: Mounted, Kroot, Knarloc Riders
FACTION KEYWORDS: T'au Empire

KNARLOC RIDERS

[LEGENDS]

110 PTS

KNARLOC RIDER

M	T	Sv	W	LD	OC
7"	5	5+	4	7+	2

CORE RULES

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Mounted, Kroot,
Knarloc Riders
FACTION KEYWORDS: T'au Empire

KROOT CARNIVORES65–130 PTS

M	T	Sv	W	LD	OC
7"	3	6+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot carbine	18"	1	4+	4	0	2
Kroot pistol PISTOL	12"	1	4+	4	0	1
Kroot rifle RAPID FIRE 1	24"	1	4+	4	0	1
Tanglebomb launcher BLAST	24"	D3	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

ABILITIES

- Bodyguard**
If this unit has a Starting Strength of 20, you can attach up to two Leader units to it instead of one, provided those Leaders are not duplicates (e.g. you cannot attach two WAR SHAPERS to this unit). If you do, and this unit is destroyed, the Leader units attached to it become separate units with their original Starting Strengths.
- Fieldcraft**
At the end of the your Command phase, if this unit within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.
- Harnessed Alien Instincts**
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:
- While a unit is prey-marked, that unit has +3" detection range.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



- AUFSTELLUNG
- 9-19x Kroot Carnivores oder Kroot Carnivore w/ tanglebomb launcher
1x Long-quill
- Equipped with: Kroot carbine, Kroot pistol, Kroot rifle, Tanglebomb launcher, Close combat weapon
- Wargear Options:
■ Each Long-quill can replace its Kroot rifle with Kroot carbine.



- KEYWORDS: Infantry, Grenades, Kroot, Carnivores
- FACTION KEYWORDS: T'au Empire

KROOT CARNIVORES65–130 PTS

M	T	Sv	W	LD	OC
7"	3	6+	1	7+	2

CORE RULES

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KROOT FARSTALKERS75 PTS

KROOT HOUNDS

M	T	Sv	W	LD	OC
12"	3	6+	1	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dvorgite skinner IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
Farstalker firearm RAPID FIRE 1	24"	1	4+	4	0	1
Farstalker firearm RAPID FIRE 1	24"	1	4+	4	0	1
Kroot pistol PISTOL	12"	1	4+	4	0	1
Londaxi tribalest ANTI-VEHICLE 4+ DEVASTATING WOUNDS HEAVY	18"	3	5+	7	-1	1
T'au tech rifle RAPID FIRE 1	30"	1	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1
Ripping fangs	Melee	3	3+	3	0	1
Ritual blade	Melee	3	3+	5	0	1

ABILITIES

- Bounty Hunters**
At the start of the battle, select one unit from your opponent's army. Each time a model in this unit makes an attack that targets that unit, that attack has the [LETHAL HITS] and [PRECISION] abilities.
- Harnessed Alien Instincts**
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:
- While a unit is prey-marked, that unit has +3" detection range.
- Pech'ra**
Ranged weapons equipped by the bearer's unit have the [IGNORES COVER] ability.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



AUFSTELLUNG

- 2x Kroot Hounds - Equipped with:
Ripping fangs
9x Kroot Farstalker oder Kroot Farstalker w/ Farstalker firearm and Pech'ra
1x Kroot Kill-broker
- Wargear Options:**
- This model's Farstalker firearm can be replaced with 1x Dvorgite skinner or 1x Londaxi tribalest.
 - Each Kroot Kill-broker can replace its Farstalker firearm with T'au tech rifle.



KEYWORDS: Infantry, Grenades, Kroot, Farstalkers
FACTION KEYWORDS: T'au Empire

KROOT HOUNDS

M	T	Sv	W	LD	OC
12"	3	6+	1	7+	0

- Heavy**
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Lethal Hits**
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
- Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].*
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Precision**
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.
- Rapid Fire**
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
- Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

CORE RULES

- Infiltrators**
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Stealth**
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KROOT FLESH SHAPER45 PTS

M	T	Sv	W	LD	OC
7"	3	6+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot scattergun ASSAULT	12"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Twin ritualistic blades TWIN-LINKED	Melee	4	2+	5	-1	1

ABILITIES

CORE - Leader

Harnessed Alien Instincts

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:
- While a unit is prey-marked, that unit has +3" detection range.

Rites of Feasting

While this model is leading a unit, models in that unit have the Feel Not Pain 6+ ability. If that unit destroys one or more enemy units in the Fight phase, until the end of the battle, models in that unit have the Feel No Pain 5+ ability instead.

Ritual Butchery

While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Leader

This model can be attached to the following units:
- Kroot Carnivores
- Kroot Farstalkers

WEAPON ABILITIES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.
Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.



AUFSTELLUNG

1x Kroot Flesh Shaper

Equipped with: Kroot scattergun, Twin ritualistic blades



KEYWORDS: Infantry, Character, Kroot, Shaper, Flesh Shaper, Leader
FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
7"	3	6+	3	7+	1

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KROOT HOUNDS45–65 PTS

M	T	Sv	W	LD	OC
12"	3	6+	1	8+	0

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ripping fangs	Melee	3	3+	3	0	1

ABILITIES

- Harnessed Alien Instincts**
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:
 - While a unit is prey-marked, that unit has +3" detection range.
- Hunting Hounds**
While this unit is within 12" of one or more friendly KROOT CHARACTER models, the Objective Control characteristic of models in this unit is 1.
- Loping Pounce**
At the start of your Command phase, if this unit is within 6" of one or more friendly KROOT INFANTRY units, then until the end of the turn, this unit is eligible to declare a charge in a turn in which it Advanced.

CORE RULES

- Scouts 7"**
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
 - If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
 - If that unit is wholly within your deployment zone, it can make a scout move.
 - If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.
- Stealth**
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).



AUFSTELLUNG

- 5-10x Kroot Hounds
- Equipped with: Ripping fangs



KEYWORDS: Beast, Kroot, Hounds
FACTION KEYWORDS: Tau Empire

KROOT LONE-SPEAR80 PTS

M	T	Sv	W	LD	OC
12"	5	5+	6	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast javelin ASSAULT BLAST	18"	D6	4+	10	-2	2
Kroot long gun HEAVY PRECISION	36"	1	3+	6	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Hunting javelin LANCE	Melee	3	3+	4	-1	1
Kalamandra's bite EXTRA ATTACKS	Melee	4	4+	5	-1	1

ABILITIES

- Advanced Scouting
- Each time this model makes a ranged attack that hits an enemy unit, until the end of the turn, each time another KROOT model from your army makes an attack that targets that enemy unit, you can re-roll the Hit roll.
- Fire and Fade
- In your Shooting phase, after this model has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this model is not eligible to declare a charge.
- Harnessed Alien Instincts
- In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:
- While a unit is prey-marked, that unit has +3" detection range.

WEAPON ABILITIES

- Assault
- Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Blast
- Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
- Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Extra Attacks
- Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Heavy
- In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.



- AUFSTELLUNG
- 1x Kroot Lone-spear
- Equipped with:** Blast javelin, Kroot long gun, Close combat weapon, Hunting javelin, Kalamandra's bite
- Wargear Options:**
- This model can replace its Blast javelin and hunting javelin with Kroot long gun.



KEYWORDS: Character, Mounted, Kroot, Lone-spear

FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
12"	5	5+	6	7+	2

- Lance**
Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Precision**
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

CORE RULES

- Lone Operative**
Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.
If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.
- Scouts 7"**
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.
- Stealth**
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KROOT TRAIL SHAPER50 PTS

M	T	Sv	W	LD	OC
7"	3	6+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot rifle RAPID FIRE 1	24"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Shaper's blade	Melee	4	2+	5	0	1

ABILITIES

CORE - Leader

- Harnessed Alien Instincts**

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:

 - While a unit is prey-marked, that unit has +3" detection range.
- Kroot Ambush**

After both players have deployed their armies, you can redeploy this model's unit and one other friendly KROOT unit. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.
- Trail Finding**

In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to D6".
- Leader**

This model can be attached to the following units:

 - Kroot Carnivores
 - Kroot Farstalkers

WEAPON ABILITIES

- Rapid Fire**

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

- Infiltrators**

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Leader**

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.
- Scouts 7"**

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

 - If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
 - If that unit is wholly within your deployment zone, it can make a scout move.
 - If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.



AUFSTELLUNG

1x Kroot Trail Shaper

Equipped with: Kroot rifle, Shaper's blade



KEYWORDS: Infantry, Character, Kroot, Shaper, Trail Shaper, Leader

FACTION KEYWORDS: T'au Empire

KROOT TRAIL SHAPER50 PTS

M	T	Sv	W	LD	OC
7"	3	6+	3	7+	1

Stealth
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KEYWORDS: Infantry, Character, Kroot, Shaper, Trail Shaper, Leader
FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
7"	3	6+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dart-bow and tri-blade ANTI-INFANTRY 3+ ASSAULT HEAVY	24"	D3+1	4+	4	0	2
Kroot pistol PISTOL	12"	1	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladestave and prey-hook LETHAL HITS	Melee	4	2+	5	-1	2
Shaper's blade	Melee	4	2+	5	0	1

ABILITIES

CORE - Leader

- Harnessed Alien Instincts**
In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:
- While a unit is prey-marked, that unit has +3" detection range.
- Root of Honour**
Once per battle, at the start of any phase, you can select one friendly KROOT unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.
- War Leader**
Once per battle round, one unit from your army with this ability can use it when its unit is targeted with a Stratagem. If it does, reduce the CP cost of that use of that Stratagem by 1CP.
- Leader**
This model can be attached to the following units:
- Kroot Carnivores
- Kroot Farstalkers

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Heavy**
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.
- Lethal Hits**
Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.
Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].



AUFSTELLUNG

- 1x Kroot War Shaper
- Equipped with:** Dart-bow and tri-blade, Kroot pistol, Bladestave and prey-hook, Shaper's blade
- Wargear Options:**
- This model can replace its Bladestave and prey-hook with Dart-bow and tri-blade.



KEYWORDS: Infantry, Character, Kroot, Shaper, War Shaper, Leader
FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
7"	3	6+	3	7+	1

Pistol
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

CORE RULES

- Infiltrators**
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Leader**
Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.
- Scouts 7"**
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
 - If that unit is wholly within your deployment zone, it can make a scout move.
 - If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.
- Stealth**
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

KROOTOX RAMPAGERS85–170 PTS

M	T	Sv	W	LD	OC
7"	6	5+	5	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Kroot pistol and hunting javelins ASSAULT PISTOL	12"	2	4+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Hunting blades LANCE	Melee	3	3+	4	-1	1
Rampager fists EXTRA ATTACKS SUSTAINED HITS 1	Melee	4	3+	6	-1	2

ABILITIES

- Harnessed Alien Instincts**

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:

 - While a unit is prey-marked, that unit has +3" detection range.
- Kroot Linebreakers**

Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers D3 mortal wounds. If one or more enemy models are destroyed as a result of these mortal wounds, that enemy unit must take a Battle-shock test.

WEAPON ABILITIES

- Assault**

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Extra Attacks**

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

 - All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- Lance**

Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Pistol**

[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.
- Sustained Hits**

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).



AUFSTELLUNG

3-6x Krootox Rampagers

Equipped with: Kroot pistol and hunting javelins, Hunting blades, Rampager fists



KEYWORDS: Mounted, Grenades, Kroot, Krootox Rampagers
FACTION KEYWORDS: T'au Empire

KROOTOX RAMPAGERS85–170 PTS

M	T	Sv	W	LD	OC
7"	6	5+	5	7+	2

CORE RULES

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KROOTOX RIDERS45–90 PTS

M	T	Sv	W	LD	OC
7"	6	5+	5	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Repeater cannon RAPID FIRE 2	36"	2	4+	7	-1	2
Tanglecannon BLAST HEAVY	36"	D6+1	4+	6	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1
Krootox fists EXTRA ATTACKS	Melee	4	3+	6	-1	2
Krootox fists EXTRA ATTACKS	Melee	4	3+	6	-1	2

ABILITIES

Harnessed Alien Instincts

In your Shooting phase, this unit can select one visible enemy unit within 12". That enemy unit is prey-marked:

- While a unit is prey-marked, that unit has +3" detection range.

Kroot Packmates

Once per turn, in your opponent's Shooting phase, when a friendly KROOT INFANTRY unit within 6" of this unit is selected as the target of an attack, one unit from your army with this ability can use it. If it does, after that enemy unit has finished making its attacks, that unit with this ability can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

WEAPON ABILITIES

Blast

Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Extra Attacks

Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).



AUFSTELLUNG

1-3x Krootox Rider w/ repeater cannon oder Krootox Rider w/ tanglecannon

Equipped with: Repeater cannon, Tanglecannon, Close combat weapon, Krootox fists



KEYWORDS: Mounted, Kroot, Krootox Riders, Grenades
FACTION KEYWORDS: Tau Empire

M	T	Sv	W	LD	OC
7"	6	5+	5	7+	2

CORE RULES

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

LONGSTRIKE [LEGENDS]

140 PTS

M	T	Sv	W	LD	OC
10"	10	3+	14	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Railgun DEVASTATING WOUNDS HEAVY	72"	1	3+	20	-5	D6+6
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Smart missile system INDIRECT FIRE	30"	3	4+	5	0	1
Twin pulse carbine TWIN-LINKED ASSAULT	20"	2	4+	5	0	1
► Ion cannon - overcharge BLAST HAZARDOUS	60"	D6+3	3+	8	-2	3
► Ion cannon - standard BLAST	60"	D6+3	3+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

ABILITIES

- Armour Hunter**
Each time this model makes an attack that targets a MONSTER or VEHICLE, add 1 to the Hit roll.
- Damaged: 1-5 Wounds Remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Targeting Array**
Each time this model is selected to shoot, you can re-roll one Hit roll or you can re-roll one Wound roll when resolving those attacks.
- XV02 Pilot Battlesuit**
In your Command phase, you can select one friendly HAMMERHEAD GUNSHIP unit within 12". Until the start of your next Command phase, ranged weapons equipped by models in that unit have the [LETHAL HITS] ability.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).



- AUFSTELLUNG
- 1x Longstrike [Legends]
- Equipped with:** Accelerator burst cannon, Railgun, Seeker missile, Smart missile system, Twin pulse carbine, ► Ion cannon - overcharge, ► Ion cannon - standard, Armoured hull
- Wargear Options:**
 - This model can be equipped with up to 2x Seeker missile.
 - This model can replace its Railgun with Ion cannon.
 - This model can replace its 2 Twin pulse carbines with 2 Accelerator burst cannons or 2 Smart missile systems.



KEYWORDS: Epic Hero, Character, Fly, Vehicle, Longstrike, Non-Kroot, Frame

FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
10"	10	3+	14	7+	3

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Epic Hero, Character, Fly, Vehicle, Longstrike, Non-Kroot, Frame

FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
40"	14	2+	60	7+	-

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy rail cannon DEVASTATING WOUNDS	120"	1	4+	26	-5	12
Long-barrelled burst cannon array	24"	32	4+	6	-1	1
Missile pod	30"	2	4+	7	-1	2
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
► Ion cannon - overcharge BLAST HAZARDOUS	60"	D6+3	4+	8	-2	3
► Ion cannon - standard BLAST	60"	D6+3	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	8	5+	6	0	1

ABILITIES

- Aggressive Deployment**
In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this TRANSPORT this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.
- Air Caste Colossus**
Each time you target this model with a Stratagem, you must spend three times that Stratagem's stated CP cost to do so.
- Damaged: 1-20 Wounds Remaining**
While this model has 1-20 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



AUFSTELLUNG

1x Manta

Equipped with: Heavy rail cannon, Long-barrelled burst cannon array, Missile pod, Seeker missile, ► Ion cannon - overcharge, ► Ion cannon - standard, Armoured hull



KEYWORDS: Vehicle, Aircraft, Fly, Titanic, Transport, Markerlight, Manta, Non-Kroot, Frame

FACTION KEYWORDS: Tau Empire

M	T	Sv	W	LD	OC
40"	14	2+	60	7+	-

INVULNERABLE
SAVE



One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

CORE RULES

Deadly Demise 3D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Hover

Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

TRANSPORT

Manta

This model has a transport capacity of all of the following:

- 200 T'AU EMPIRE INFANTRY or TACTICAL DRONE models
- 4 DEVILFISH, SKY RAY GUNSHIP or HAMMERHEAD models
- 8 BATTLESUIT models with a Wounds characteristic of 9 or less

KEYWORDS: Vehicle, Aircraft, Fly, Titanic, Transport, Markerlight, Manta, Non-Kroot, Frame
FACTION KEYWORDS: T'au Empire

ORCA DROPSHIP

[LEGENDS]

275 PTS

M	T	Sv	W	LD	OC
20"	12	3+	28	7+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Long-barrelled burst cannon	36"	4	4+	5	0	1
Missile pod	30"	2	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	8	0	1

ABILITIES

- Damaged: 1-9 Wounds Remaining**
While this model has 1-9 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Jet Pack Insertion**
At the end of your opponent's Movement phase, one or more units embarked within this TRANSPORT can disembark from it, provided every model in each of those disembarking units has the Deep Strike ability.

CORE RULES

- Deadly Demise D6+2**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.
- Hover**
Each time this unit takes to the skies (21.03), do not subtract 2" from the maximum distance.

TRANSPORT

- Orca Dropship**
This model has a transport capacity of 48 T'AU EMPIRE INFANTRY models. This model can also transport up to 6 BATTLESUIT models (these models take up the space of a number of models equal to their Wounds characteristic, e.g. a BATTLESUIT with a Wounds characteristic of 8 would take up the space of 8 models). This model cannot transport KROOT or VESPID STINGWINGS models.



AUFSTELLUNG

1x Orca Dropship [Legends]

Equipped with: Long-barrelled burst cannon, Missile pod, Armoured hull



KEYWORDS: Vehicle, Aircraft, Fly, Titanic, Transport, Orca Dropship, Non-Kroot, Frame

FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
7"	3	4+	1	7+	1

RANGED WEAPONS							
WEAPON	RANGE	A	BS	S	AP	D	
Drone burst cannon	18"	4	5+	5	0	1	
Missile pod	30"	2	5+	7	-1	2	
Pulse carbine	20"	2	4+	5	0	1	
Pulse pistol PISTOL	12"	1	4+	5	0	1	
Rail rifle DEVASTATING WOUNDS HEAVY	30"	1	5+	10	-4	3	
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1	
► Ion rifle - overcharge HAZARDOUS HEAVY	30"	3	5+	8	-2	2	
► Ion rifle - standard HEAVY	30"	3	5+	7	-1	1	
► Semi-automatic grenade launcher - EMP ANTI-VEHICLE 4+ DEVASTATING WOUNDS	18"	1	4+	3	0	1	
► Semi-automatic grenade launcher - fusion	18"	1	4+	6	-1	3	

MELEE WEAPONS							
WEAPON	RANGE	A	WS	S	AP	D	
Close combat weapon	Melee	1	5+	3	0	1	

- ABILITIES
- Grav-inhibitor Drone

Each time an enemy unit selects the bearer's unit as the target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers to that Charge roll).
- Guardian Drone

Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Marker Drone

The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Pulse Accelerator Drone

Add 6" to the Range characteristic of pulse carbines equipped by models in the bearer's unit.
- Recon Drone

The bearer is equipped with 1 drone burst cannon and the bearer's unit has the Infiltrators ability.
- Shield Drone

Add 1 to the bearer's Wounds characteristic.
- Target Uploaded

Each time a model in this unit makes an attack that targets their Spotted unit, improve the Ballistic Skill characteristic of that attack by 1 and that attack has the **IGNORES COVER** ability.

WEAPON ABILITIES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*



AUFSTELLUNG

9x Pathfinders w/ pulse carbine
oder Pathfinders w/ pulse carbine
and grenade launcher
1x Pathfinder Shas'ui

Equipped with: Drone burst
cannon, Missile pod, Pulse carbine,
Pulse pistol, Rail rifle, Twin pulse
carbine, ► Ion rifle - overcharge, ►
Ion rifle - standard, ► Semi-
automatic grenade launcher - EMP,
► Semi-automatic grenade
launcher - fusion, Close combat
weapon

Wargear Options:

■ Each Pathfinder Shas'ui can be
equipped with 1x Semi-automatic
grenade launcher.
Each Pathfinder Shas'ui can be
equipped with up to 2x M...



KEYWORDS: Infantry, Grenades,
Markerlight, Pathfinder Team, Non-
Kroot

FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
7"	3	4+	1	7+	1

- Assault**
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Devastating Wounds**
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.
- Heavy**
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Pistol**
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

- Infiltrators**
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Scouts 7"**
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:
 - If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
 - If that unit is wholly within your deployment zone, it can make a scout move.
 - If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

PIRANHAS

M	T	Sv	W	LD	OC
14"	7	4+	7	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Piranha burst cannon	18"	4	4+	6	-1	1
Piranha fusion blaster MELTA 4	12"	1	4+	9	-4	D6
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Twin pulse carbine TWIN-LINKED ASSAULT	20"	2	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	2	5+	4	0	1

ABILITIES

Drone Harassment Tactics
At the end of your Movement phase, select one enemy unit within 12" of this unit; that enemy unit must take a Battle-shock test.

WEAPON ABILITIES

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Melta
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.



AUFSTELLUNG

- 1-3x Piranhas - Equipped with:
Armoured hull, Twin pulse carbine, Piranha burst cannon, Piranha fusion blaster, Seeker missile
- Wargear Options:**
- This model can replace its Piranha burst cannon with Piranha fusion blaster.
 - This model can be equipped with up to 2x Seeker missile.



KEYWORDS: Vehicle, Fly, Piranha, Non-Kroot, Frame
FACTION KEYWORDS: T'au Empire

PIRANHAS

M	T	Sv	W	LD	OC
14"	7	4+	7	7+	2

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

R'VARNA BATTLESUIT
[LEGENDS]

200 PTS

M	T	Sv	W	LD	OC
8"	10	2+	15	7+	4

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	5+	7	-1	2
Pulse submunitions cannon BLAST	60"	D6+2	4+	8	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	6	5+	6	0	2

ABILITIES

- Battlesuit Support System**
The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.
- Damaged: 1-5 Wounds Remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Nova Shielding**
Once per battle, when this model is selected as the target of a ranged attack, it can use this ability. If it does, until the end of the phase, each time an attack targets this model, if the Strength characteristic of that attack is greater than the Toughness characteristic of this model, subtract 1 from the Wound roll.
- Weapon Support System**
Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

CORE RULES

- Deadly Demise D6**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercaptors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercaptors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



- AUFSTELLUNG
- 1x R'varna Battlesuit [Legends]
- Equipped with:** Missile pod, Pulse submunitions cannon, Battlesuit fists
- Wargear Options:**
 - This model can be equipped with up to 2x Missile Drone.



KEYWORDS: Vehicle, Walker, Fly,
R'varna, Battlesuit, Non-Kroot
FACTION KEYWORDS: T'au Empire

RAZORSHARK STRIKE
FIGHTER

160 PTS

M	T	Sv	W	LD	OC
-	10	3+	12	7+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Missile pod	30"	2	4+	7	-1	2
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
➤ Quad ion turret - overcharge HAZARDOUS TWIN-LINKED	30"	8	4+	8	-2	2
➤ Quad ion turret - standard TWIN-LINKED	30"	8	4+	7	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

ABILITIES

- Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Ground Strike Fighter

Each time this model makes a ranged attack that targets an enemy unit that cannot FLY, add 1 to the Hit roll.

WEAPON ABILITIES

- Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.
- Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



- AUFSTELLUNG

1x Razorshark Strike Fighter

Equipped with: Accelerator burst cannon, Missile pod, Seeker missile, ➤ Quad ion turret - overcharge, ➤ Quad ion turret - standard, Armoured hull

Wargear Options:
■ This model can replace its Accelerator burst cannon with Missile pod.



KEYWORDS: Vehicle, Aircraft, Fly, Razorshark Strike Fighter, Non-Kroot
FACTION KEYWORDS: T'au Empire

REMORA STEALTH DRONES [LEGENDS]

160 PTS

REMORA STEALTH DRONE

M	T	Sv	W	LD	OC
16"	6	3+	5	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Remora seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Twin long-barrelled burst cannon TWIN-LINKED	24"	4	4+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	4	0	1

ABILITIES

Aerial Disengagement

In your opponent's Movement phase, when an enemy unit ends a Normal, Advance or Fall Back move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

WEAPON ABILITIES

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

AUFSTELLUNG

2x Remora Stealth Drone -
Equipped with: Close combat
weapon, Remora seeker missile,
Twin long-barrelled burst cannon

KEYWORDS: Vehicle, Fly,
Markerlight, Remora Stealth Drones,
Non-Kroot
FACTION KEYWORDS: T'au Empire

REMOTE SENSOR TOWER

[LEGENDS]

50 PTS

M	T	Sv	W	LD	OC
-	8	4+	4	8+	0

ABILITIES

- Fortification**
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:
- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
 - Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.
- Orbital Comms Array (Aura)**
While a friendly T'AU EMPIRE unit is within 6" of this FORTIFICATION, each time you target that unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.
- Reinforced Cover**
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.



AUFSTELLUNG

1x Remote Sensor Tower
[Legends]



KEYWORDS: Fortification, Remote Sensor Tower, Non-Kroot, Frame
FACTION KEYWORDS: T'au Empire

RIPTIDE BATTLESUIT

190 PTS

M	T	Sv	W	LD	OC
10"	9	2+	14	7+	4

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy burst cannon	36"	12	4+	6	-1	2
Missile pod	30"	2	5+	7	-1	2
Twin fusion blaster MELTA 2 TWIN-LINKED	12"	1	4+	9	-4	D6
Twin plasma rifle TWIN-LINKED	18"	1	4+	8	-3	3
Twin smart missile system INDIRECT FIRE TWIN-LINKED	30"	3	4+	5	0	1
► Ion accelerator - overcharge HAZARDOUS	72"	6	4+	10	-3	4
► Ion accelerator - standard	72"	6	4+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Riptide fists	Melee	6	5+	6	0	2

ABILITIES

- Battlesuit Support System**
The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.
- Damaged: 1-4 Wounds Remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Nova Charge**
Once per battle, when this unit is selected to shoot in your Shooting phase, select one ranged weapon equipped by this model. Until the end of the phase, that weapon has the [DEVASTATING WOUNDS] ability.
- Weapon Support System**
Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

WEAPON ABILITIES

- Devastating Wounds**
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Indirect Fire**
Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).



AUFSTELLUNG

- 1x Riptide Battlesuit
- Equipped with:** Heavy burst cannon, Missile pod, Twin fusion blaster, Twin plasma rifle, Twin smart missile system, ► Ion accelerator - overcharge, ► Ion accelerator - standard, Riptide fists
- Wargear Options:**
 - This model can replace its Heavy burst cannon with Ion accelerator.
 - This model can be equipped with up to 2x Missile Drone.
 - This model can replace its Twin plasma rifle with Twin smart missile system or Twin fusion blaster.



KEYWORDS: Vehicle, Walker, Fly,
Battlesuit, Riptide, Non-Kroot
FACTION KEYWORDS: Tau Empire

M	T	Sv	W	LD	OC
10"	9	2+	14	7+	4

INVULNERABLE
SAVE



Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

SHAS'NEL [CRUCIBLE]

50 PTS

M	T	Sv	W	LD	OC
6"	3	4+	3	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast javelin ASSAULT BLAST	18"	D6	4+	10	-2	2
Burst cannon	18"	4	3+	5	0	1
Dart-bow and tri-blade ANTI-INFANTRY 3+ ASSAULT HEAVY	24"	D3+1	4+	4	0	2
Dvorgite skinner IGNORES COVER TORRENT	12"	D6	N/A	4	-1	1
Fireblade pulse rifle RAPID FIRE 1	30"	1	3+	5	0	2
Fusion blaster MELTA 2	12"	1	3+	9	-4	D6
Heavy rail rifle DEVASTATING WOUNDS HEAVY	60"	2	3+	12	-4	D6+1
High-yield missile pods TWIN-LINKED	30"	6	3+	7	-1	2
Kroot carbine	18"	1	4+	4	0	2
Kroot long gun HEAVY PRECISION	36"	1	3+	6	-2	3
Kroot pistol PISTOL	12"	1	4+	4	0	1
Kroot pistol and hunting javelins ASSAULT PISTOL	12"	2	4+	4	0	1
Kroot rifle RAPID FIRE 1	24"	1	4+	4	0	1
Kroot scattergun ASSAULT	12"	2	4+	4	0	1
Londaxi tribalest ANTI-VEHICLE 4+ DEVASTATING WOUNDS HEAVY	18"	3	5+	7	-1	1
Pulse blaster ASSAULT	10"	2	3+	6	-1	1
Pulse carbine	20"	2	3+	5	0	1
Pulse pistol PISTOL	12"	1	3+	5	0	1
Rail rifle DEVASTATING WOUNDS HEAVY	30"	1	4+	10	-4	3
Seeker missile ONE SHOT	48"	1	3+	14	-3	D6+1
Tanglebomb launcher BLAST	24"	D3	4+	5	0	1
Twin plasma rifle TWIN-LINKED	18"	1	3+	8	-3	3



AUFSTELLUNG

1x Shas'nel [Crucible]

Equipped with: Blast javelin, Burst cannon, Dart-bow and tri-blade, Dvorgite Skinner, Fireblade pulse rifle, Fusion blaster, Heavy rail rifle, High-yield missile pods, Kroot carbine, Kroot long gun, Kroot pistol, Kroot pistol and hunting javelins, Kroot rifle, Kroot scattergun, Londaxi tribalest, Pulse blaster, Pulse carbine, Pulse pistol, Rail rifle, Seeker missile, Tanglebomb launcher, Twin plasma rifle, Twin smart missile system, ► Ion rifle - overcharge, ► Ion rifle - standard, ► Semi-automatic grenade launcher - EMP, ► Semi-automatic grenade launcher - EMP, Bladestave and prey-horn, Combat weapon, Cryo-blades, Javelins



KEYWORDS: Character, Infantry, Crucible, Grenades, Shas'nel, Leader
FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
6"	3	4+	3	7+	1

Twin smart missile system INDIRECT FIRE TWIN-LINKED	30"	4	3+	5	0	1
► Ion rifle - overcharge HAZARDOUS HEAVY	30"	3	4+	8	-2	2
► Ion rifle - standard HEAVY	30"	3	4+	7	-1	1
► Semi-automatic grenade launcher - EMP ANTI-VEHICLE 4+ DEVASTATING WOUNDS	18"	1	3+	3	0	1
► Semi-automatic grenade launcher - fusion	18"	1	3+	6	-1	3

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Bladestave and prey-hook LETHAL HITS	Melee	4	2+	5	-1	2
Close combat weapon	Melee	3	4+	3	0	1
Crushing bulk	Melee	3	4+	6	0	1
Hunting blades LANCE	Melee	3	3+	4	-1	1
Kalamandra's bite EXTRA ATTACKS	Melee	4	4+	5	-1	1
Rampager fists EXTRA ATTACKS SUSTAINED HITS 1	Melee	4	3+	6	-1	2
Shaper's blade	Melee	4	2+	5	0	1
Twin ritualistic blades TWIN-LINKED	Melee	4	2+	5	-1	1

ABILITIES

CORE - Leader

- Broadside Battlesuit**
Battlesuit Veteran only. Change this model's Move characteristic to 5", its Toughness characteristic to 6, its Save characteristic to 2+, and its Wounds characteristic to 10. Remove the Infantry keyword, add the Vehicle and Walker keywords, and remove the Infiltrators and Stealth abilities. It can be equipped with up to three ranged weapons, and replace the list of units this model can be attached to: Broadside Battlesuits.
- Cunning Ambush**
After both players have deployed their armies, you can redeploy this model's unit and one other friendly T'au Empire unit. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.
- Fire Discipline**
Each time this unit makes a ranged attack, re-roll a Hit roll of 1.
- Fire and Fade**
Kinband Champion only. In your Shooting phase, after this unit has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this unit is not eligible to declare a charge.
- Kalamandra**
Kinband Champion only. Change this model's Move characteristic to 12", its Toughness characteristic to 5, its Save characteristic to 5+, its Wounds characteristic to 6, and it is equipped with 1 kalamandra's bite in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted keyword and it gains the Lone Operative ability.

KEYWORDS: Character, Infantry,
Crucible, Grenades, Shas'nel,
Leader
FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
6"	3	4+	3	7+	1

Krootox
Kinband Champion only. Change this model's Toughness characteristic to 6, its Save characteristic to 5+ and its Wounds characteristic to 7, and it is equipped with 1 Rampager fists in addition to the weapons you choose in Step 4. Remove the Infantry keyword, add the Mounted keyword, and replace the list of units this model can be attached to: Krootox Rampagers, Krootox Riders.

Ritual Butchery
Kinband Champion only. While this model is leading a unit, melee weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

Veteran Scout
Shas'nel only. Change this model's Move characteristic to 7", it gains the Scouts 7" ability, and replace the list of units this model can be attached to: Pathfinder Team.

Volley Fire
While this model is leading a unit, add 1 to the Attacks characteristic of ranged weapons equipped by models in that unit.

Warrior Bond
Once per battle, at the start of any phase, you can select one friendly T'au Empire unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

Leader
This model can be attached to the following units:

- Breacher Team
- Strike Team

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).

Devastating Wounds
Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Extra Attacks
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [EXTRA ATTACKS] weapons.
- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

Heavy
In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

KEYWORDS: Character, Infantry, Crucible, Grenades, Shas'nel, Leader

FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
6"	3	4+	3	7+	1

- Ignores Cover**

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Indirect Fire**

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).
- Lance**

Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Lethal Hits**

Each time an attack made with a **[LETHAL HITS]** weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as **[DEVASTATING WOUNDS]**.*
- Melta**

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- One Shot**

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its **[ONE SHOT]** weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all **[ONE SHOT]** weapons in that unit can be selected to make attacks with once per battle.
- Pistol**

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

 - One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.
- Precision**

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more **CHARACTER** models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible **CHARACTER** models. If they do, until those attacks are resolved, or until that **CHARACTER** group is destroyed (whichever happens first), that **CHARACTER** group is the current allocation group.
- Rapid Fire**

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*
- Sustained Hits**

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*
- Torrent**

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.
- Twin-linked**

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

Crucible

A Character created using Crucible rules has the Crucible ability. Your army may include up to three units with the Crucible ability and these units cannot be given Enhancements.

KEYWORDS: Character, Infantry, Crucible, Grenades, Shas'nel, Leader
FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
6"	3	4+	3	7+	1

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Scouts 7"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

SHAS'O R'ALAI [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
8"	6	3+	6	7+	2

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Experimental pulse submunitions rifle - EMP ANTI-VEHICLE 3+ DEVASTATING WOUNDS	24"	1	3+	1	0	3
► Experimental pulse submunitions rifle - ionic cluster-beam shell BLAST	24"	D6	3+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	4+	5	0	1

ABILITIES

CORE - Leader

- Assassin**
Each time this model makes an attack that targets a Character unit, you can re-roll the Hit roll.
- Blacklight Marker Drones**
Twice per battle, when this unit is an Observer unit, until the end of the phase, each time a ranged attack is made by a model in their Guided unit that targets their Spotted unit, re-roll a Wound roll of 1.
Designer's Note: *Place two Blacklight Marker Drone tokens next to this model, removing one each time this ability has been used.*
- Eclipse Field Generator**
While this model is leading a unit, models in that unit have a 5+ invulnerable save.
- Leader**
This model can be attached to the following unit:
- XV9 Hazard Battlesuits

WEAPON ABILITIES

- Anti**
This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*
- Blast**
Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*
- Devastating Wounds**
Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.
Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.
*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Shas'o R'alai [Legends]

Equipped with: ► Experimental pulse submunitions rifle - EMP, ► Experimental pulse submunitions rifle - ionic cluster-beam shell, Battlesuit fists

KEYWORDS: Epic Hero, Character, Vehicle, Walker, Fly, Markerlight, Shas'o R'alai, Battlesuit, Non-Kroot, Leader

FACTION KEYWORDS: T'au Empire

SHAS'O R'ALAI [LEGENDS]

80 PTS

M	T	Sv	W	LD	OC
8"	6	3+	6	7+	2

INVULNERABLE
SAVE



CORE RULES

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

KEYWORDS: Epic Hero, Character, Vehicle, Walker, Fly, Markerlight, Shas'o R'alai, Battlesuit, Non-Kroot, Leader
FACTION KEYWORDS: T'au Empire

SKY RAY GUNSHIP

140 PTS

M	T	Sv	W	LD	OC
10"	10	3+	14	7+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Seeker missile rack TWIN-LINKED	48"	3	4+	14	-3	D6+1
Smart missile system INDIRECT FIRE	30"	3	4+	5	0	1
Twin pulse carbine TWIN-LINKED ASSAULT	20"	2	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

ABILITIES

- Damaged: 1-5 Wounds Remaining**

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Targeting Array**

Each time this model is selected to shoot, you can re-roll one Hit roll or you can re-roll one Wound roll when resolving those attacks.
- Velocity Tracker**

Each time this model makes an attack with a ranged weapon that targets a unit that can FLY, you can re-roll the Hit roll.

WEAPON ABILITIES

- Assault**

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Indirect Fire**

Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).
- Twin-linked**

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise D3**

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



- AUFSTELLUNG
- 1x Sky Ray Gunship
- Equipped with:** Accelerator burst cannon, Seeker missile rack, Smart missile system, Twin pulse carbine, Armoured hull
- Wargear Options:**
 - This model can replace its 2 Twin pulse carbines with 2 Accelerator burst cannons or 2 Smart missile systems.



- KEYWORDS:** Vehicle, Fly, Markerlight, Sky Ray Gunship, Non-Kroot, Frame
- FACTION KEYWORDS:** T'au Empire

M	T	Sv	W	LD	OC
8"	4	3+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Fusion blaster MELTA 2	12"	1	4+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Pulse pistol PISTOL	12"	1	4+	5	0	1
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	2	5+	4	0	1

ABILITIES

- Forward Observers**
Each time this unit is an Observer unit, until the end of the phase, each time a ranged attack is made by a model in a Guided unit that targets their Spotted unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.
- Guardian Drone**
Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Homing Beacon**
Once per battle, you can use the Rapid Ingress Stratagem for OCP. The target must be set up within 3" of the bearer's unit and more than 8" away from all enemy units.

Designer's Note: *Place a Homing Beacon token next to this unit, removing it once this ability is used.*
- Localised Stealth Projectors (Aura)**
When a friendly KROOT/VESPID STINGWINGS unit within 6" of this unit has shot, those attacks do not prevent that unit from being hidden.
- Marker Drone**
The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Shield Drone**
Add 1 to the bearer's Wounds characteristic.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Melta**
This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
 - One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.



- AUFSTELLUNG
- 4x Stealth Shas'ui w/ burst cannon oder Stealth Shas'ui w/ fusion blaster
1x Stealth Shas'vre
- Equipped with:** Burst cannon, Fusion blaster, Missile pod, Pulse pistol, Twin pulse carbine, Battlesuit fists
- Wargear Options:**
 - Each Stealth Shas'vre can be equipped with 1x Pulse pistol.
 - Each Stealth Shas'vre can be equipped with up to 2x Marker Drone.
 - Each Stealth Shas'vre can be equipped with up to 2x Shield Drone.
 - Each Stealth Shas'vre can be equipped with 1x Guardian Drone.



KEYWORDS: Infantry, Fly, Battlesuit, Stealth, Grenades, Markerlight, Non-Kroot

FACTION KEYWORDS: T'au Empire

M	T	Sv	W	LD	OC
8"	4	3+	2	7+	1

Twin-linked
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

- Infiltrators**
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.
- Stealth**
If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

M	T	Sv	W	LD	OC
8"	11	2+	20	7+	6

INVULNERABLE
SAVE

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cluster rocket system BLAST HEAVY	48"	4D6	4+	5	0	1
Destroyer missiles HEAVY	72"	1	4+	16	-4	D6+2
Pulse Driver Cannon BLAST HEAVY	72"	D6+3	4+	12	-3	3
Twin T'au flamer IGNORES COVER TORRENT TWIN-LINKED	12"	D6	N/A	4	0	1
Twin airbursting fragmentation projector BLAST HEAVY INDIRECT FIRE TWIN-LINKED	24"	D6	4+	3	0	1
Twin burst cannon HEAVY TWIN-LINKED	18"	4	4+	5	0	1
Twin smart missile system HEAVY INDIRECT FIRE TWIN-LINKED	30"	3	4+	5	0	1
► Pulse blast cannon - dispersed HEAVY	48"	6	4+	10	-2	4
► Pulse blast cannon - focused HEAVY	24"	2	4+	24	-6	12

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Thunderous footfalls	Melee	3	5+	8	-1	2

ABILITIES

- Damaged: 1-5 Wounds Remaining**
While this model has 1-5 wounds remaining, subtract 3 from this models Objective Control characteristic, and each time this model makes an attack, subtract 1 from the Hit roll.
- Heavy Walker**
Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there.
- Support System**
Each time this model makes a ranged attack, you can ignore any or all modifiers to the Hit roll.
- Titan-killer**
Each time this model makes a ranged attack that targets a TITANIC or TOWERING unit, you can re-roll the Hit roll.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).



- AUFSTELLUNG
- 1x Stormsurge
- Equipped with:** Cluster rocket system, Destroyer missiles, Pulse Driver Cannon, Twin T'au flamer, Twin airbursting fragmentation projector, Twin burst cannon, Twin smart missile system, ► Pulse blast cannon - dispersed, ► Pulse blast cannon - focused, Thunderous footfalls
- Wargear Options:**
 - This model can replace its Pulse driver cannon with Pulse blast cannon.
 - This model can replace its Twin T'au flamer with Twin airbursting fragmentation projector or Twin burst cannon.



- KEYWORDS:** Vehicle, Walker, Titanic, Towering, Stormsurge, Non-Kroot
- FACTION KEYWORDS:** T'au Empire

M	T	Sv	W	LD	OC
8"	11	2+	20	7+	6

INVULNERABLE
SAVE

4+

- Heavy**
In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:
 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Ignores Cover**
Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Indirect Fire**
Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).
- Torrent**
Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise D6+2**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker,
Titanic, Towering, Stormsurge, Non-
Kroot

FACTION KEYWORDS: T'au Empire

STRIKE TEAM70 PTS

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	5+	7	-1	2
Pulse carbine	20"	2	4+	5	0	1
Pulse pistol PISTOL	12"	1	4+	5	0	1
Pulse rifle RAPID FIRE 1	30"	1	4+	5	0	1
Support turret INDIRECT FIRE TWIN-LINKED	30"	2	5+	5	0	1
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	3	0	1

ABILITIES

- DS8 Support Turret**
In your Movement phase, if this unit Remains Stationary, until the start of your next turn, its Shas'ui model is equipped with the support turret weapon.
Designer's Note: Place a Support Turret token next to this unit to remind you.
- Guardian Drone**
Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.
- Marker Drone**
The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.
- Shield Drone**
Add 1 to the bearer's Wounds characteristic.
- Suppression Volley**
In your Shooting phase, after this unit has shot, select one enemy INFANTRY unit hit by one or more of those attacks. Until the start of your next turn, while unit is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Indirect Fire**
Units containing one or more models with an **[INDIRECT FIRE]** weapon can shoot using indirect shooting (10.07).
- Pistol**
[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.
Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:
 - One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.



AUFSTELLUNG

- 9x Fire Warrior w/ pulse carbine oder Fire Warrior w/ pulse rifle
1x Fire Warrior Shas'ui
- Equipped with:** Missile pod, Pulse carbine, Pulse pistol, Pulse rifle, Support turret, Twin pulse carbine, Close combat weapon
- Wargear Options:**
 - Each Fire Warrior Shas'ui can be equipped with up to 2x Marker Drone.
 - Each Fire Warrior Shas'ui can be equipped with up to 2x Shield Drone.
 - Each Fire Warrior Shas'ui can be equipped with 1x Guardian Drone.
 - Each Fire Warrior Shas'ui can be equipped with up to 2x Mi



- KEYWORDS:** Infantry, Battleline, Grenades, Markerlight, Fire Warrior, Strike Team, Non-Kroot
- FACTION KEYWORDS:** Tau Empire

STRIKE TEAM

70 PTS

M	T	Sv	W	LD	OC
6"	3	4+	1	7+	2

Rapid Fire

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

KEYWORDS: Infantry, Battleline,
Grenades, Markerlight, Fire Warrior,
Strike Team, Non-Kroot

FACTION KEYWORDS: T'au Empire

SUN SHARK BOMBER

150 PTS

M	T	Sv	W	LD	OC
-	9	3+	12	7+	-

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	4+	7	-1	2
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Twin missile pod TWIN-LINKED	30"	2	4+	7	-1	2
► Twin ion rifle - overcharged HAZARDOUS TWIN-LINKED	30"	3	4+	8	-2	2
► Twin ion rifle - standard TWIN-LINKED	30"	3	4+	7	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

ABILITIES

- Damaged: 1-4 Wounds Remaining**
While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Pulse Bombs**
At the end of your opponent's Fight phase, select one visible enemy unit (excluding Lone Operative units) within 24" of this unit, and roll six D6 for that unit: For each 4+, that unit suffers 1 mortal wound.

WEAPON ABILITIES

- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- One Shot**
Each weapon with this ability can only be selected to make attacks with once per battle.
If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.
If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise D3**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.



- AUFSTELLUNG
- 1x Sun Shark Bomber
- Equipped with:** Missile pod, Seeker missile, Twin missile pod, ► Twin ion rifle - overcharged, ► Twin ion rifle - standard, Armoured hull
- Wargear Options:**
■ This model can replace its Missile pod with Twin missile pod.



KEYWORDS: Vehicle, Aircraft, Fly,
Sun Shark Bomber, Non-Kroot
FACTION KEYWORDS: Tau Empire

TX42 PIRANHA [LEGENDS]

60 PTS

M	T	Sv	W	LD	OC
14"	7	4+	7	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion blaster MELTA 2	12"	1	4+	9	-4	D6
Missile pod	30"	2	4+	7	-1	2
Plasma rifle	18"	1	4+	8	-3	3
Rail rifle DEVASTATING WOUNDS	30"	1	4+	10	-4	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	2	5+	4	0	1

ABILITIES

Outflank

When this unit arrives from Strategic Reserves, it can be set up within your opponent's deployment zone (all other restrictions still apply).

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

AUFSTELLUNG

1x TX42 Piranha [Legends]

Equipped with: Fusion blaster, Missile pod, Plasma rifle, Rail rifle, Armoured hull

Wargear Options:

■ This model can replace its 2 Plasma rifles with 2 Fusion blasters, 2 Missile pods or 2 Rail rifles.

KEYWORDS: Vehicle, Fly, TX42
Piranha, Non-Kroot, Frame

FACTION KEYWORDS: T'au Empire

TX42 PIRANHA [LEGENDS]

60 PTS

M	T	Sv	W	LD	OC
14"	7	4+	7	7+	2

CORE RULES

Deadly Demise 1

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

KEYWORDS: Vehicle, Fly, TX42
Piranha, Non-Kroot, Frame
FACTION KEYWORDS: T'au Empire

TA'UNAR SUPREMACY
ARMOUR

790 PTS

M	T	Sv	W	LD	OC
8"	13	2+	30	7+	10

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Fragmentation cluster shell launcher BLAST	24"	2D6+6	4+	6	-1	1
Fusion eradicator MELTA 3	24"	5	4+	10	-4	D6
Heavy rail cannon array DEVASTATING WOUNDS HEAVY	120"	2	4+	26	-5	16
Nexus missile launcher	36"	8	4+	8	-3	2
Pulse ordnance driver ANTI-INFANTRY 2+	60"	8	4+	5	-1	3
Smart missile system INDIRECT FIRE	30"	3	4+	5	0	1
► Tri-axis ion cannon - standard BLAST	36"	D6+3	4+	8	-2	2
► Tri-axis ion cannon - supercharge BLAST HAZARDOUS	36"	D6+3	4+	9	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing feet	Melee	6	5+	8	-1	2

ABILITIES

Coordinated Strike
While this model is a Guided unit, each time it makes an attack that targets its Spotted unit, re-roll a Hit roll of 1.

Damaged: 1-10 Wounds Remaining
While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

Blast
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).



AUFSTELLUNG

1x Ta'unar Supremacy Armour

Equipped with: Burst cannon, Fragmentation cluster shell launcher, Fusion eradicator, Heavy rail cannon array, Nexus missile launcher, Pulse ordnance driver, Smart missile system, ► Tri-axis ion cannon - standard, ► Tri-axis ion cannon - supercharge, Crushing feet

Wargear Options:

- This model must be equipped with 2 of: Tri-axis ion cannon, Fusion eradicator.
- This model can replace its 3 Pulse ordnance drivers with 2 Nexus missile launchers or Heavy rail cannon array and Fragmentation cluster shell



KEYWORDS: Vehicle, Titanic, Walker, Towering, Ta'unar Supremacy Armour, Non-Kroot, Frame

FACTION KEYWORDS: T'au Empire

TA'UNAR SUPREMACY

ARMOUR

790 PTS

M	T	Sv	W	LD	OC
8"	13	2+	30	7+	10

INVULNERABLE
SAVE

5+

- Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.
- Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Heavy

In your Shooting phase, each time an attack is made with a [HEAVY] weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

 - That unit is unengaged.
 - That unit was not set up on the battlefield this turn.
 - No model in that unit has moved more than 3" this turn.
- Indirect Fire

Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).
- Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

CORE RULES

- Deadly Demise D6+3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.
- Super-Heavy Walker

Each time a unit with this ability makes a normal, advance or fall-back move:

 - Models in that unit can move through models (including MONSTER/VEHICLE models, but excluding TITANIC models) and can move horizontally through sections of terrain features that are 4" or less in height.
 - Before moving that unit, you can select for all models in that unit to have the MOBILE keyword until that move ends. If you do, when that move ends, roll one D6: on a 1, that unit is battle-shocked.

Designer's Note: Gaining the MOBILE keyword for the duration of a move will enable models in that unit to move horizontally through dense terrain features (13.06).

KEYWORDS: Vehicle, Titanic,
Walker, Towering, Ta'unar
Supremacy Armour, Non-Kroot,
Frame

FACTION KEYWORDS: T'au Empire

TACTICAL DRONES

[LEGENDS]

70 PTS

TACTICAL DRONES

M	T	Sv	W	LD	OC
8"	3	4+	1	7+	0

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	6+	3	0	1

WEAPON ABILITIES

- Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Twin-linked
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.



AUFSTELLUNG

4-12x Tactical Drones - Equipped with: Close combat weapon, Twin pulse carbine



KEYWORDS: Drone, Fly, Tactical Drones, Non-Kroot
FACTION KEYWORDS: T'au Empire

TETRAS [LEGENDS]

80–160 PTS

M	T	Sv	W	LD	OC
14"	7	4+	7	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Pulse rifle RAPID FIRE 1	30"	1	4+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	5+	3	0	1

ABILITIES

High-intensity Markerlights
Each time this unit is an Observer unit, until the end of the phase, each time a model in its Guided unit makes an attack that targets their Spotted unit, you can re-roll the Hit roll.

WEAPON ABILITIES

Rapid Fire
This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).

CORE RULES

Deadly Demise 1
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Infiltrators
During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.



AUFSTELLUNG

2-4x Tetra

Equipped with: Pulse rifle, Close combat weapons



KEYWORDS: Vehicle, Fly, Markerlight, Tetras, Non-Kroot, Frame
FACTION KEYWORDS: T'au Empire

THE TWIN LANCE

220 PTS

RI'LANTAR

M	T	Sv	W	LD	OC
10"	6	2+	8	6+	2

INVULNERABLE
SAVE

4+

RI'LOCAI

M	T	Sv	W	LD	OC
10"	6	2+	8	6+	2

INVULNERABLE
SAVE

4+



AUFSTELLUNG

1x Ri'Lantar - Equipped with:
Shardstorm burst system, Twin pulse blaster, XV pulse pistol, Fusion eliminator

1x Ri'Locai - Equipped with:
Shardstorm burst system, Twin pulse blaster, XV pulse pistol, ► Ion scattercannon - overcharge, Ion scattercannon, ► Ion scattercannon - standard

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion eliminator MELTA 2	18"	2	2+	10	-4	D6
Shardstorm burst system PISTOL	18"	D6	2+	5	0	1
Twin pulse blaster ASSAULT TWIN-LINKED	10"	2	5+	6	-1	1
XV pulse pistol RAPID FIRE 2	12"	2	2+	6	-1	2
► Ion scattercannon - overcharge HAZARDOUS RAPID FIRE 2	18"	4	2+	8	-3	3
► Ion scattercannon - standard RAPID FIRE 2	18"	4	2+	7	-2	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Fusion eliminator EXTRA ATTACKS	Melee	1	4+	10	-4	D6+2
Ion scattercannon EXTRA ATTACKS	Melee	3	4+	7	-2	2
XV pulse pistol	Melee	4	3+	6	-1	2

ABILITIES

- Exemplars of Mont'ka**
Each time a model in this unit makes a ranged attack that targets the closest eligible target, that attack has the [SUSTAINED HITS 1] and [IGNORES COVER] abilities.
- MV15 Gun Drone**
The bearer is equipped with 1 twin pulse blaster.
- Neocapacitor Shields**
At the start of your opponent's Charge phase, you can select one visible enemy unit (excluding MONSTER and VEHICLE units) within 12" of this unit. That unit must take a Battle-shock test and, until the end of the turn, subtract 1 from Charge rolls made for that unit.
- Retro-thrusters**
At the end of the Fight phase, if this unit was eligible to fight this phase, this unit can either make a Normal move of up to 6" or a Fall Back move.

WEAPON ABILITIES

Assault
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).



KEYWORDS: Epic Hero, Vehicle, Walker, Fly, Character, Battlesuit, Non-Kroot, The Twin Lance
FACTION KEYWORDS: T'au Empire

RI'LANTAR

M	T	Sv	W	LD	OC
10"	6	2+	8	6+	2

INVULNERABLE
SAVE

4+

RI'LOCAI

M	T	Sv	W	LD	OC
10"	6	2+	8	6+	2

INVULNERABLE
SAVE

4+

- Extra Attacks**

Each time a unit containing one or more models with an **[EXTRA ATTACKS]** weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

 - All of that model's **[EXTRA ATTACKS]** weapons.
 - One of that model's other melee weapons, if possible.
- Hazardous**

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of **[HAZARDOUS]** weapons you selected in the Select Weapons step.
- Ignores Cover**

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Melta**

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Pistol**

[PISTOL] and **[CLOSE-QUARTERS]** are identical for all rules purposes.

Units containing one or more models with a **[CLOSE-QUARTERS]** weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding **MONSTER/VEHICLE** models), you can only select one of the following to make attacks with:

 - One or more of its **[CLOSE-QUARTERS]** weapons.
 - One or more of its other ranged weapons.
- Rapid Fire**

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*
- Sustained Hits**

This ability always takes the form **[SUSTAINED HITS X]**. Each time an attack made with a **[SUSTAINED HITS]** weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a **[SUSTAINED HITS 2]** weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the **[SUSTAINED HITS 2]** ability).*
- Twin-linked**

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

CORE RULES

- Deep Strike**

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.
- Scouts 8"**

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

 - If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
 - If that unit is wholly within your deployment zone, it can make a scout move.
 - If that unit is embarked within a **DEDICATED TRANSPORT** that is wholly within your deployment zone, and if every model embarked within that **DEDICATED TRANSPORT** has the Scouts ability, that **DEDICATED TRANSPORT** can make a scout move.

KEYWORDS: Epic Hero, Vehicle,
Walker, Fly, Character, Battlesuit,
Non-Kroot, The Twin Lance

FACTION KEYWORDS: T'au Empire

TIDEWALL DRONEPORT85 PTS

M	T	Sv	W	LD	OC
4"	8	3+	10	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Drone defenders ASSAULT TWIN-LINKED	20"	8	5+	5	0	1

ABILITIES

Droneport

Each time this FORTIFICATION is selected to shoot, its drone defenders weapon will target and resolve attacks against every enemy unit that is an eligible target to this FORTIFICATION.

Fortification

While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Tidewall Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

WEAPON ABILITIES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 11

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



AUFSTELLUNG

1x Tidewall Droneport

Equipped with: Drone defenders



KEYWORDS: Fortification, Vehicle, Transport, Fly, Tidewall Droneport, Non-Kroot, Frame

FACTION KEYWORDS: T'au Empire

TIDEWALL DRONEPORT85 PTS

M	T	Sv	W	LD	OC
4"	8	3+	10	7+	0

TRANSPORT

Tidewall Droneport
This model has a transport capacity of 11 T'AU EMPIRE INFANTRY models. It cannot transport BATTLESUIT, KROOT or VESPID STINGWINGS models.

KEYWORDS: Fortification, Vehicle,
Transport, Fly, Tidewall Droneport,
Non-Kroot, Frame
FACTION KEYWORDS: T'au Empire

TIDEWALL GUNRIG90 PTS

M	T	Sv	W	LD	OC
4"	8	3+	14	7+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Supremacy railgun DEVASTATING WOUNDS TWIN-LINKED	72"	1	5+	20	-5	D6+6

ABILITIES

Fortification

While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Tidewall Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

WEAPON ABILITIES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 11

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.



AUFSTELLUNG

1x Tidewall Gunrig

Equipped with: Supremacy railgun



KEYWORDS: Fortification, Vehicle, Transport, Fly, Tidewall Gunrig, Non-Kroot, Frame

FACTION KEYWORDS: T'au Empire

TIDEWALL GUNRIG90 PTS

M	T	Sv	W	LD	OC
4"	8	3+	14	7+	0

TRANSPORT

Tidewall Gunrig
This model has a transport capacity of 11 T'AU EMPIRE INFANTRY models. It cannot transport BATTLESUIT, KROOT or VESPID STINGWINGS models.

KEYWORDS: Fortification, Vehicle, Transport, Fly, Tidewall Gunrig, Non-Kroot, Frame
FACTION KEYWORDS: T'au Empire

TIDEWALL SHIELDLINE

85 PTS

M	T	Sv	W	LD	OC
4"	8	3+	10	7+	0

INVULNERABLE
SAVE



ABILITIES

Fortification

While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Tidewall Cover

Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this FORTIFICATION, that model has the Benefit of Cover against that attack.

Tidewall Defence Platform

If equipped with a Tidewall defence platform, this FORTIFICATION has a Wounds characteristic of 15.

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Firing Deck 20

This ability always takes the form Firing Deck X. In your Shooting phase, each time this TRANSPORT is selected to shoot, if one or more units are embarked within it, resolve the following sequence:

1. Select up to X models embarked within this TRANSPORT (excluding models whose units have already been selected to shoot this phase).
2. For each selected model, select one of its ranged weapons (excluding [ONE SHOT] weapons).
3. Until this TRANSPORT has resolved all of its attacks, it has all of those selected weapons in addition to its other weapons.
4. Until the end of the turn, units embarked within this TRANSPORT are not eligible to shoot.

TRANSPORT

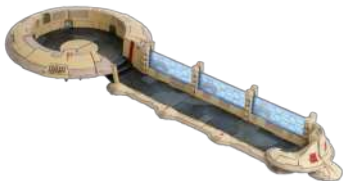
Tidewall Shieldline

This model has a transport capacity of 11 T'AU EMPIRE INFANTRY models. It cannot transport BATTLESUIT, KROOT or VESPID STINGWINGS models. If this model is equipped with a Tidewall defence platform, it has a transport capacity of 22 T'AU INFANTRY models instead.



AUFSTELLUNG

1x Tidewall Shieldline



KEYWORDS: Fortification, Vehicle, Transport, Fly, Tidewall Shieldline, Non-Kroot

FACTION KEYWORDS: T'au Empire

TIGER SHARK

375 PTS

M	T	Sv	W	LD	OC
-	11	3+	18	7+	-

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Missile pod	30"	2	4+	7	-1	2
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
Skyspear missile rack ANTI-FLY 3+ BLAST	72"	D6+1	4+	6	-1	1
Swiftstrike burst cannon	36"	16	4+	6	-1	1
Swiftstrike railgun DEVASTATING WOUNDS	72"	1	4+	20	-5	D6+6
► Cyclic ion blaster - overcharge HAZARDOUS	18"	3	4+	8	-2	2
► Cyclic ion blaster - standard	18"	3	4+	7	-1	1
► Ion cannon - overcharge BLAST HAZARDOUS	60"	D6+3	4+	8	-2	3
► Ion cannon - standard BLAST	60"	D6+3	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

ABILITIES

Damaged: 1-6 Wounds Remaining

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

Strafing Run

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks that cannot FLY. That enemy unit must take a Battle-shock test.

Transport bay

The bearer has the TRANSPORT keyword and has a transport capacity of 12 TACTICAL DRONES models.

WEAPON ABILITIES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*



AUFSTELLUNG

1x Tiger Shark

Equipped with: Burst cannon, Missile pod, Seeker missile, Skyspear missile rack, Swiftstrike burst cannon, Swiftstrike railgun, ► Cyclic ion blaster - overcharge, ► Cyclic ion blaster - standard, ► Ion cannon - overcharge, ► Ion cannon - standard, Armoured hull

Wargear Options:

- This model can replace its 2 burst cannons with 2 cyclic ion blasters.
- This model can replace its 2 Ion cannons with 2 Swiftstrike burst cannons or 2 Swiftstrike railguns.
- This model can be equipped with up to 6x Seeker missile.
- This model can replace its transport bay with 2 Skyspear missile racks.



KEYWORDS: Vehicle, Aircraft, Fly, Tiger Shark, Non-Kroot
FACTION KEYWORDS: Tau Empire

M	T	Sv	W	LD	OC
-	11	3+	18	7+	-

INVULNERABLE
SAVE



Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

Hazardous

Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

One Shot

Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [ONE SHOT] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [ONE SHOT] weapons in that unit can be selected to make attacks with once per battle.

CORE RULES

Deadly Demise D6+2

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

VESPID STINGWINGS70–115 PTS

M	T	Sv	W	LD	OC
12"	4	4+	1	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Neutron blaster ASSAULT	18"	2	4+	5	-2	2
Neutron grenade launcher ANTI-INFANTRY 3+ BLAST	18"	D6	4+	4	-1	2
Neutron rail rifle DEVASTATING WOUNDS	30"	1	4+	10	-4	3
T'au flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Stingwing claws	Melee	1	4+	4	-1	1

ABILITIES

- Airborne Agility**

At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.
- Oversight Drone**

Once per battle, when the bearer's unit is selected to shoot, until the end of the phase, ranged weapons equipped by models in this unit have the **IGNORES COVER** ability.

Designer's Note: Place an Oversight Drone token next to the bearer, removing it once this ability has been used.

WEAPON ABILITIES

- Anti**

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Assault**

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Blast**

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Devastating Wounds**

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.



- AUFSTELLUNG**
- 1x Vespids Strain Leader

4-9x Vespids Stingwings w/ Neutron Blaster oder Vespids Stingwings w/ T'au Flamer oder Vespids Stingwings w/ Neutron Grenade Launcher oder Vespids Stingwings w/ Neutron Rail Rifle

Equipped with: Neutron blaster, Neutron grenade launcher, Neutron rail rifle, T'au flamer, Stingwing claws

Wargear Options:

 - This model's Neutron blaster can be replaced with 1x T'au flamer.



- KEYWORDS:** Infantry, Fly, Vespids Stingwings, Non-Kroot

FACTION KEYWORDS: T'au Empire

VESPID STINGWINGS70–115 PTS

M	T	Sv	W	LD	OC
12"	4	4+	1	7+	1

- Ignores Cover

Each time an attack is made with an **[IGNORES COVER]** weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.

CORE RULES

- Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Infantry, Fly, Vespida
Stingwings, Non-Kroot

FACTION KEYWORDS: T'au Empire

XV9 HAZARD BATTLESUITS

[LEGENDS]

M	T	Sv	W	LD	OC
8"	6	3+	4	7+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Fusion cascade MELTA 4	12"	1	4+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Phased ion gun	30"	4	4+	6	-1	1
Twin hazard burst cannon TWIN-LINKED	24"	4	4+	5	0	1
Twin pulse carbine ASSAULT TWIN-LINKED	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	5+	5	0	1

ABILITIES

Battlesuit Support System

The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.

Guardian Drone

Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.

Marker Drone

The bearer's unit has the Markerlight keyword and can act as an Observer unit for another unit even if it Advanced this turn.

Photon Casters

In your Shooting phase, after this unit has shot, if an enemy Infantry unit was hit by one or more of those attacks, until the end of your opponent's next turn, that enemy unit is stunned. While a unit is stunned, subtract 2 from that unit's Move characteristic, and subtract 2 from Advance and Charge rolls made for that unit.

Shield Drone

Add 1 to the bearer's Wounds characteristic.

Shield Generator

The bearer has a 4+ invulnerable save.

Weapon Support System

Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

WEAPON ABILITIES

Assault

Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).

Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

Twin-linked

Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

AUFSTELLUNG

1-2x XV9 Hazard Battlesuit

Equipped with: Fusion cascade, Missile pod, Phased ion gun, Twin hazard burst cannon, Twin pulse carbine, Battlesuit fists

Wargear Options:

- Each XV9 Hazard Battlesuit can be equipped with up to 2x Marker Drone.
- Each XV9 Hazard Battlesuit can be equipped with up to 2x Shield Drone.
- Each XV9 Hazard Battlesuit can be equipped with 1x Guardian Drone.
- Each XV9 Hazard Battlesuit can be equipped with up to 2x Missile Drone.
- Each XV9 Hazard Battlesuit can be equipped with one or more Photon Casters.

KEYWORDS: Vehicle, Walker, Fly, XV9 Hazard, Battlesuit, Non-Kroot
FACTION KEYWORDS: Tau Empire

XV9 HAZARD BATTLESUITS

[LEGENDS]

M	T	Sv	W	LD	OC
8"	6	3+	4	7+	2

CORE RULES

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

KEYWORDS: Vehicle, Walker, Fly,
XV9 Hazard, Battlesuit, Non-Kroot
FACTION KEYWORDS: T'au Empire

Y'VAHRA BATTLESUIT

[LEGENDS]

210 PTS

M	T	Sv	W	LD	OC
10"	9	2+	15	7+	4

INVULNERABLE
SAVE

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flechette pod	12"	5	4+	3	0	1
Missile pod	30"	2	5+	7	-1	2
Phased plasma-flamer IGNORES COVER TORRENT	12"	10	N/A	6	-1	1
➤ Ionic discharge cannon - overcharge BLAST HAZARDOUS	18"	D6+1	4+	8	-2	3
➤ Ionic discharge cannon - standard BLAST	18"	D6+1	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	6	5+	6	0	2

ABILITIES

- Battlesuit Support System**
The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.
- Damaged: 1-5 Wounds Remaining**
While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.
- Nova Burst**
Once per battle, before this model makes a Normal, Advance or Fall Back move, it can use this ability. If it does, until the end of the phase, it has a Move characteristic of 18".
- Weapon Support System**
Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

WEAPON ABILITIES

- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Hazardous**
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [HAZARDOUS] weapons you selected in the Select Weapons step.
- Ignores Cover**
Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Y'vahra Battlesuit [Legends]

Equipped with: Flechette pod, Missile pod, Phased plasma-flamer, ➤ Ionic discharge cannon - overcharge, ➤ Ionic discharge cannon - standard, Battlesuit fists

Wargear Options:
■ This model can be equipped with up to 2x Missile Drone.

KEYWORDS: Vehicle, Walker, Fly, Battlesuit, Y'vahra, Non-Kroot

FACTION KEYWORDS: T'au Empire

Y'VAHRA BATTLESUIT
[LEGENDS]

210 PTS

M	T	Sv	W	LD	OC
10"	9	2+	15	7+	4

INVULNERABLE
SAVE



CORE RULES

Deadly Demise D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Walker, Fly,
Battlesuit, Y'vahra, Non-Kroot
FACTION KEYWORDS: T'au Empire

PUNKTELISTE

EINHEIT	PUNKTE
AX-1-0 Tiger Shark	315 pts · ab der 2. gleichnamigen Einheit im Heer: +60 pts
Aun'shi [Legends]	50 pts
Aun'va [Legends]	65 pts
Barracuda [Legends]	220 pts
Battlesuit Veteran [Crucible]	60 pts · +5 pts (Sonderbedingung)
Breacher Team	90 pts
Broadside Battlesuits	75 pts (bis 1 Modell) · 150 pts (2 Modelle) · 255 pts (ab 3 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +20 pts
Cadre Fireblade	50 pts
Commander Farsight	70 pts
Commander Shadowsun	100 pts
Commander in Coldstar Battlesuit	95 pts
Commander in Crisis Battlesuit [Legends]	80 pts
Commander in Enforcer Battlesuit	80 pts
Crisis Battlesuits [Legends]	200 pts (bis 3 Modelle) · 400 pts (ab 4 Modellen)
Crisis Fireknife Battlesuits	100 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Crisis Starscythe Battlesuits	90 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Crisis Sunforge Battlesuits	125 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Darkstrider	60 pts
Devilfish	75 pts · ab der 4. gleichnamigen Einheit im Heer: +10 pts
Drone Sentry Turret [Legends]	50 pts
Ethereal	50 pts
Firesight Team	55 pts
Ghostkeel Battlesuit	150 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Great Knarloc [Legends]	100 pts
Hammerhead Gunship	150 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Heavy Gun Drones [Legends]	45 pts
Kinband Champion [Crucible]	55 pts · +5 pts (Sonderbedingung)
Knarloc Riders [Legends]	110 pts
Kroot Carnivores	65 pts (bis 10 Modelle) · 130 pts (ab 11 Modellen)
Kroot Farstalkers	75 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Kroot Flesh Shaper	45 pts
Kroot Hounds	45 pts (bis 5 Modelle) · 65 pts (ab 6 Modellen)
Kroot Lone-spear	80 pts
Kroot Trail Shaper	50 pts
Kroot War Shaper	60 pts
Krootox Rampagers	85 pts (bis 3 Modelle) · 170 pts (ab 4 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts

EINHEIT	PUNKTE
Krootox Riders	45 pts (bis 1 Modell) · 60 pts (2 Modelle) · 90 pts (ab 3 Modellen)
Longstrike [Legends]	140 pts
Manta	2100 pts
Orca Dropship [Legends]	275 pts
Pathfinder Team	85 pts · ab der 3. gleichnamigen Einheit im Heer: +15 pts
Piranhas	65 pts (bis 1 Modell) · 110 pts (2 Modelle) · 165 pts (ab 3 Modellen) · ab der 3. gleichnamigen Einheit im Heer: +10 pts
R'varna Battlesuit [Legends]	200 pts
Razorshark Strike Fighter	160 pts
Remora Stealth Drones [Legends]	160 pts
Remote Sensor Tower [Legends]	50 pts
Riptide Battlesuit	190 pts · ab der 3. gleichnamigen Einheit im Heer: +30 pts
Shas'nel [Crucible]	50 pts · +5 pts (Sonderbedingung)
Shas'o R'alai [Legends]	80 pts
Sky Ray Gunship	140 pts
Stealth Battlesuits	100 pts · ab der 3. gleichnamigen Einheit im Heer: +10 pts
Stormsurge	375 pts · ab der 2. gleichnamigen Einheit im Heer: +25 pts
Strike Team	70 pts
Sun Shark Bomber	150 pts
TX42 Piranha [Legends]	60 pts
Ta'unar Supremacy Armour	790 pts · ab der 2. gleichnamigen Einheit im Heer: +100 pts
Tactical Drones [Legends]	70 pts · +70 pts (Sonderbedingung) · +70 pts (Sonderbedingung)
Tetras [Legends]	80 pts (bis 2 Modelle) · 160 pts (ab 3 Modellen)
The Twin Lance	220 pts
Tidewall Droneport	85 pts
Tidewall Gunrig	90 pts
Tidewall Shieldline	85 pts
Tiger Shark	375 pts · ab der 2. gleichnamigen Einheit im Heer: +50 pts
Vespid Stingwings	70 pts (bis 5 Modelle) · 115 pts (ab 6 Modellen)
Y'vakra Battlesuit [Legends]	210 pts

ENHANCEMENTS — ADVANCED ACQUISITION CADRE

ENHANCEMENT	PUNKTE
Unmasking Suite	15 pts
Negation Emitters	15 pts

ENHANCEMENTS — AUXILIARY CADRE

ENHANCEMENT	PUNKTE
Student of Kauyon	20 pts
Admired Leader	20 pts

ENHANCEMENTS — EXPERIMENTAL PROTOTYPE CADRE

ENHANCEMENT	PUNKTE
Thermoneutronic Projector	15 pts
Plasma Accelerator Rifle	20 pts
Supernova Launcher	15 pts

ENHANCEMENTS — KAUYON

ENHANCEMENT	PUNKTE
Exemplar of the Kauyon	20 pts
Precision of the Patient Hunter	15 pts
Solid-image Projection Unit	20 pts
Through Unity, Devastation	30 pts

ENHANCEMENTS — KROOT HUNTING PACK

ENHANCEMENT	PUNKTE
Nomadic Hunter	20 pts
Borthrod Gland	15 pts
Root-carved Weapons	10 pts
Kroothawk Flock	10 pts

ENHANCEMENTS — KROOT RAIDING PARTY

ENHANCEMENT	PUNKTE
Quill Marker	—
Experienced Leader	—

ENHANCEMENTS — MONT'KA

ENHANCEMENT	PUNKTE
Exemplar of the Mont'ka	10 pts
Strike Swiftly	35 pts
Strategic Conqueror	15 pts
Coordinated Exploitation	30 pts

ENHANCEMENTS — RETALIATION CADRE

ENHANCEMENT	PUNKTE
Starflare Ignition System	20 pts
Prototype Weapon System	15 pts
Internal Grenade Racks	20 pts
Puretide Engram Neurochip	15 pts

ENHANCEMENTS — STARFIRE CADRE

ENHANCEMENT	PUNKTE
Target Optimisation Microdrones	—
Duty's Echo	—

ENHANCEMENTS — [EXPORT-AS-ABILITY]

ENHANCEMENT	PUNKTE
Gun Drone	—
Missile Drone	—
Gun Drone	—