

C O D E X

T'AU EMPIRE

newvision

INHALTSVERZEICHNIS

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DETACHMENT OVERVIEW

10 Detachments

Advanced Acquisition Cadre

6 Stratagems · 2 Enhancements

Auxiliary Cadre

6 Stratagems · 2 Enhancements

Experimental Prototype Cadre

6 Stratagems · 3 Enhancements

Kauyon

6 Stratagems · 4 Enhancements

Kroot Hunting Pack

6 Stratagems · 4 Enhancements

Kroot Raiding Party

4 Stratagems · 2 Enhancements

Mont'ka

0 Stratagems · 4 Enhancements

Retaliation Cadre

6 Stratagems · 4 Enhancements

Starfire Cadre

4 Stratagems · 2 Enhancements

[export-as-ability]

0 Stratagems · 3 Enhancements

ADVANCED ACQUISITION CADRE

6 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

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 RULE

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 (6/6)

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

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

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

6 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

Student of Kauyon

20 pts

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

Admired Leader

20 pts

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

DETACHMENT RULE

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

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

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

STRATAGEMS (6/6)

1 CP AUXILIARY CADRE STRATAGEM **MOVEMENT**

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

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

Target: That KROOT/VESPID STINGWINGS unit.

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

1 CP AUXILIARY CADRE STRATAGEM **MOVEMENT**

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

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

Target: That KROOT/VESPID STINGWINGS unit.

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

1 CP AUXILIARY CADRE STRATAGEM **SHOOTING**

Firing on coordinates provided by selfless alien auxiliaries,

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

Target: That T'AU EMPIRE unit.

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

1 CP AUXILIARY CADRE STRATAGEM **SHOOTING**

Firing on coordinates provided by selfless alien auxiliaries,

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

Target: That T'AU EMPIRE unit.

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

1 CP AUXILIARY CADRE STRATAGEM **SHOOTING**

These experimental Earth caste weapon upgrades can only activate

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

Target: That KROOT/VESPID STINGWINGS unit.

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

1 CP AUXILIARY CADRE STRATAGEM **SHOOTING**

These experimental Earth caste weapon upgrades can only activate

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

Target: That KROOT/VESPID STINGWINGS unit.

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

EXPERIMENTAL PROTOTYPE CADRE

6 Stratagems · 3 Enhancements

ENHANCEMENTS (3)

Thermoneutronic Projector

15 pts

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

- +2 S
- +1 AP and D.

Plasma Accelerator Rifle

20 pts

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

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

Supernova Launcher

15 pts

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

- +3 S
- +1 AP and D.

DETACHMENT RULE

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

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

STRATAGEMS (6/6)

1 CP

EXPERIMENTAL PROTOTYPE CADRE – STRATEGIC PLOY STRATAGEM

COMMAND

AUTOMATED REPAIR DRONES

When: Command phase.**Target:** One T'au Empire Battlesuit unit from your army.**Effect:** Select one BATTLESUIT model in your unit: that model regains up to D3+1 lost wounds.**1 CP**

EXPERIMENTAL PROTOTYPE CADRE – WARGEAR STRATAGEM

SHOOTING

EXPERIMENTAL AMMUNITION

When: Your Shooting phase.**Target:** One T'AU EMPIRE unit from your army that has not been selected to shoot this phase.**Effect:** Select one of the following to apply to your unit until the end of the phase: Improve the Strength characteristic of ranged weapons equipped by models in your unit by 1. Improve the Strength and Armour Penetration characteristics of ranged weapons equipped by models in your unit by 1, and those weapons have the [HAZARDOUS] ability.**Restriction:** You cannot target the same unit with the Experimental Ammunition and Threat Assessment Analyser Stratagems in the same phase.**1 CP**

EXPERIMENTAL PROTOTYPE CADRE – BATTLE TACTIC STRATAGEM

SHOOTING

EXPERIMENTAL WEAPONRY

When: Your Shooting phase.**Target:** One T'AU EMPIRE unit from your army that has not been selected to shoot this phase.**Effect:** Until the end of the phase, each time you roll one or more dice to determine the number of attacks made with a weapon equipped by a model in your unit, you can re-roll the result.**1 CP**

EXPERIMENTAL PROTOTYPE CADRE – WARGEAR STRATAGEM

SHOOTING

NEUROWEB SYSTEM JAMMER

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.**Target:** One T'au Empire Crisis unit from your army that was selected as the target of one or more of the attacking unit's attacks.**Effect:** Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".**1 CP**

EXPERIMENTAL PROTOTYPE CADRE – BATTLE TACTIC STRATAGEM

SHOOTING

REACTIVE IMPACT DAMPENERS

When: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.**Target:** One T'au Empire Battlesuit unit from your army that was selected as the target of one or more of the attacking unit's attacks.**Effect:** Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.**1 CP**

EXPERIMENTAL PROTOTYPE CADRE – WARGEAR STRATAGEM

SHOOTING

THREAT ASSESSMENT ANALYSER

When: Your Shooting phase.**Target:** One T'AU EMPIRE unit from your army that has not been selected to shoot this phase.**Effect:** Select the [SUSTAINED HITS 1] or [LETHAL HITS] ability. Until the end of the phase, ranged weapons equipped by models in your unit have the selected ability. You can instead select the [SUSTAINED HITS 1], [LETHAL HITS] and [HAZARDOUS] abilities to apply to those weapons until the end of the phase.**Restriction:** You cannot target the same unit with the Experimental Ammunition and Threat Assessment Analyser Stratagems in the same phase.

ENHANCEMENTS (4)

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 RULE

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 (6/6)

1 CP KAUYON – BATTLE TACTIC STRATAGEM 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 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 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 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 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 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

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

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 RULE

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 (6/6)

1 CP KROOT HUNTING PACK – STRATEGIC PLOY STRATAGEM

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 – BATTLE TACTIC STRATAGEM

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 – WARGEAR STRATAGEM

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 – STRATEGIC PLOY STRATAGEM

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

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

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

4 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

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 RULE

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 (4/4)

1 CP

KROOT RAIDING PARTY – STRATEGIC PLOY
STRATAGEM

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 – WARGEAR STRATAGEM

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 – BATTLE TACTIC STRATAGEM **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 – STRATEGIC PLOY STRATAGEM **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.

ENHANCEMENTS (4)

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

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

Strategic Conqueror**15 pts**

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

Strike Swiftly**35 pts**

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

Coordinated Exploitation**30 pts**

T'AU EMPIRE model only (excluding KROOT SHAPER models). While the bearer is leading a unit, each time that unit is an Observer unit, until the end of the phase, ranged weapons equipped by models in a Guided unit have the [SUSTAINED HITS 1] ability while targeting their Spotted unit.

DETACHMENT RULE

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

RETALIATION CADRE

6 Stratagems · 4 Enhancements

ENHANCEMENTS (4)

Starflare Ignition System

20 pts

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

Internal Grenade Racks

20 pts

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

Prototype Weapon System

15 pts

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

Puretide Engram Neurochip

15 pts

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

DETACHMENT RULE

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

STRATAGEMS (6/6)

2 CP RETALIATION CADRE – STRATEGIC PLOY STRATAGEM

MOVEMENT

THE SHORTENED BLADE

When: Your Movement phase.

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

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

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

1 CP RETALIATION CADRE – WARGEAR STRATAGEM

SHOOTING

STIMM INJECTORS

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

Target: One T'au Empire Battlesuit unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, models in your unit have the Feel No Pain 6+ ability.

1 CP RETALIATION CADRE – BATTLE TACTIC STRATAGEM

SHOOTING

THE ARRO'KON PROTOCOL

When: Your Shooting phase.

Target: One T'au Empire Battlesuit unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, each time a model in your unit makes an attack that targets an enemy unit that contains 6 or more models, that attack has the [SUSTAINED HITS 1] ability. If that attack targets an enemy unit that contains 11 or more models, it has the [SUSTAINED HITS 2] ability instead.

1 CP RETALIATION CADRE – STRATEGIC PLOY STRATAGEM

SHOOTING

THE TORCHSTAR GAMBIT

When: Your Shooting phase.

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

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

1 CP RETALIATION CADRE – STRATEGIC PLOY STRATAGEM

CHARGE

GRAV-INHIBITOR FIELD

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

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

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

2 CP RETALIATION CADRE – EPIC DEED STRATAGEM

ANY

FAIL-SAFE DETONATOR

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

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

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

STARFIRE CADRE

4 Stratagems · 2 Enhancements

ENHANCEMENTS (2)

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 RULE

- 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 (4/4)

1 CP STARFIRE CADRE – BATTLE TACTIC STRATAGEM **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 – STRATEGIC PLOY STRATAGEM **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 – BATTLE TACTIC STRATAGEM **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 **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]

0 Stratagems · 3 Enhancements

ENHANCEMENTS (3)

Gun Drone

—

Missile Drone

—

Gun Drone

—

AX-1-0 TIGER SHARK

315 PTS

M

T

SV

W

LD

OC

5+

-

11

3+

18

7+

-

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

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.

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 RULES

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.

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").

T'AU EMPIRE

AUN'SHI

[LEGENDS]

50 PTS



M

6"

T

3

SV

6+

W

3

LD

7+

OC

1

5+

✂ MELEE WEAPONS

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

AUFSTELLUNG

1x Aun'shi [Legends]

Equipped with: Fidelity

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 RULES

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.



T'AU EMPIRE

AUN'VA

[LEGENDS]

65 PTS



AUN'VA

M	T	SV	W	LD	OC	
6"	3	5+	5	7+	1	4+

ETHEREAL GUARD

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

AUFSTELLUNG

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

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.



T'AU EMPIRE

BARRACUDA

[LEGENDS]

220 PTS



M

T

SV

W

LD

OC

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

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.

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 RULES

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.

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").



T'AU EMPIRE

BATTLESUIT VETERAN

[CRUCIBLE]

60 PTS

M

8"

T

4

SV

3+

W

4

LD

7+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Blast javelin	18"	D6	4+	10	-2	2
Burst cannon	18"	4	3+	5	0	1
Dart-bow and tri-blade	24"	D3+1	4+	4	0	2
Dvorgite Skinner	12"	D6	N/A	4	-1	1
Fireblade pulse rifle	30"	1	3+	5	0	2
Fusion blaster	12"	1	3+	9	-4	D6
Heavy rail rifle	60"	2	3+	12	-4	D6+1
High-yield missile pods	30"	6	3+	7	-1	2
Kroot carbine	18"	1	4+	4	0	2
Kroot long gun	36"	1	3+	6	-2	3
Kroot pistol	12"	1	4+	4	0	1
Kroot pistol and hunting javelins	12"	2	4+	4	0	1
Kroot rifle	24"	1	4+	4	0	1
Kroot scattergun	12"	2	4+	4	0	1
Londaxi tribalest	18"	3	5+	7	-1	1

Pulse blaster	10"	2	3+	6	-1	1
Pulse carbine	20"	2	3+	5	0	1
Pulse pistol	12"	1	3+	5	0	1
Rail rifle	30"	1	4+	10	-4	3
Seeker missile	48"	1	3+	14	-3	D6+1
Tanglebomb launcher	24"	D3	4+	5	0	1
Twin plasma rifle	18"	1	3+	8	-3	3
Twin smart missile system	30"	4	3+	5	0	1
> Ion rifle - overcharge	30"	3	4+	8	-2	2
> Ion rifle - standard	30"	3	4+	7	-1	1
> Semi-automatic grenade launcher - EMP	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	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	Melee	3	3+	4	-1	1
Kalamandra's bite	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

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 - fusion, Bladestave and prey-hook, Close combat weapon, Crushing bulk, Hunting blades, Kalamandra's bite, Rampager fists, Shaper's blade, Twin ritualistic blades

Wargear Options:

- This model can be equipped with one of: Heavy rail rifle, High-yield missile pods, Ion rifle, Pulse carbine, Rail rifle, Seeker missile, Semi-automatic grenade launcher, Twin plasma rifle, Twin smart missile system, Tanglebomb launcher, Fireblade pulse rifle, Kroot rifle, Blast javelin, Fusion blaster, Burst cannon, Kroot carbine, Kroot long gun, Dart-bow and tri-blade, Kroot scattergun, Londaxi tribalest, Pulse blaster, Dvorgite skinner.
- This model can be equipped with up to 2 of: Pulse pistol, Kroot pistol and hunting javelins, Kroot pistol.
- This model can be equipped with 1x Bladestave and prey-hook.
- This model can be equipped with 1x Close combat weapon.
- This model can be equipped with 1x Hunting blades.
- This model can be equipped with 1x Shaper's blade.
- This model can be equipped with 1x Twin ritualistic blades.

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.

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 RULES

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.

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.

◆ 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).



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

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.

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 RULES

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.



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

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: Weapon support system, Seeker missile.
- Each Broadside Shas'ui can be equipped with one of: Twin plasma rifle, Twin smart missile system.
- Each Broadside Shas'vre can be equipped with up to 2x Marker Drone.
- Each Broadside Shas'vre can be equipped with up to 2x Shield Drone.
- Each Broadside Shas'vre can be equipped with 1x Guardian Drone.
- Each Broadside Shas'vre can be equipped with up to 2x Missile Drone.
- Each Broadside Shas'vre can replace its Heavy rail rifle with High-yield missile pods.
- Each Broadside Shas'vre can be equipped with up to 2 of: Weapon support system, Seeker missile.
- Each Broadside Shas'vre can be equipped with one of: Twin plasma rifle, Twin smart missile system.



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 RULES

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.*

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.

T'AU EMPIRE

CADRE
FIREBLADE

50 PTS



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

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.

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 RULES

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.

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.



COMMANDER FARSIGHT

70 PTS



M

10"

T

5

SV

2+

W

8

LD

6+

OC

2

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

AUFSTELLUNG

1x Commander Farsight

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

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.



T'AU EMPIRE

COMMANDER SHADOWSUN

100 PTS



M	T	SV	W	LD	OC	
10"	4	3+	6	6+	1	5+

RANGED WEAPONS

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

MELEE WEAPONS

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

AUFSTELLUNG

1x Commander Shadowsun

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

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 RULES

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.



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).



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

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 1x Battlesuit support system.
- This model can be equipped with 1x Shield generator.
- This model can be equipped with 1x Weapon support system.
- This model can be equipped with up to 4x Missile pod.
- This model can be equipped with up to 4x Burst cannon.
- This model can be equipped with 1x Airbursting fragmentation projector.
- This model can be equipped with 1x Cyclic ion blaster.
- This model can be equipped with up to 4x T'au flamer.
- This model can be equipped with up to 4x Fusion blaster.
- This model can be equipped with up to 4x Plasma rifle.

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.

Leader

This model can be attached to the following units:

- CRISIS BATTLESUITS
- CRISIS FIREKNIFE BATTLESUITS
- CRISIS STARSCYTHE BATTLESUITS
- CRISIS SUNFORGE BATTLESUITS

WEAPON RULES

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.



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

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.
- This model can be equipped with 1x Shield generator.
- This model can be equipped with 1x Weapon support system.
- This model can be equipped with up to 4x Missile pod.
- This model can be equipped with up to 4x Burst cannon.
- This model can be equipped with 1x Airbursting fragmentation projector.
- This model can be equipped with up to 4x Cyclic ion blaster.
- This model can be equipped with up to 4x T'au flamer.
- This model can be equipped with up to 4x Fusion blaster.
- This model can be equipped with up to 4x Plasma rifle.

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.

Leader

This model can be attached to the following units:

- CRISIS BATTLESUITS
- CRISIS FIREKNIFE BATTLESUITS
- CRISIS STARSCYTHE BATTLESUITS
- CRISIS SUNFORGE BATTLESUITS

WEAPON RULES

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.



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

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.
- This model can be equipped with 1x Shield generator.
- This model can be equipped with 1x Weapon support system.
- This model can be equipped with up to 4x Missile pod.
- This model can be equipped with up to 4x Burst cannon.
- This model can be equipped with 1x Airbursting fragmentation projector.
- This model can be equipped with 1x Cyclic ion blaster.
- This model can be equipped with up to 4x T'au flamer.
- This model can be equipped with up to 4x Fusion blaster.
- This model can be equipped with up to 4x Plasma rifle.

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.

Leader

This model can be attached to the following units:

- CRISIS BATTLESUITS
- CRISIS FIREKNIFE BATTLESUITS
- CRISIS STARSCYTHE BATTLESUITS
- CRISIS SUNFORGE BATTLESUITS

WEAPON RULES

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.



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

AUFSTELLUNG

2-5x Crisis Shas'ui - Equipped with: Twin pulse carbine, Missile pod, Battlesuit fists, T'au flamer, Burst cannon, Plasma rifle, Airbursting fragmentation projector,
 ► Cyclic ion blaster - standard, ► Cyclic ion blaster - overcharge, Fusion blaster
 1x Crisis Shas'vre

Wargear Options:

- Each Crisis Shas'ui can be equipped with up to 2x Marker Drone.
- Each Crisis Shas'ui can be equipped with up to 2x Shield Drone.
- Each Crisis Shas'ui can be equipped with 1x Battlesuit support system.
- Each Crisis Shas'ui can be equipped with 1x Shield generator.
- Each Crisis Shas'ui can be equipped with up to 3x T'au flamer.
- Each Crisis Shas'ui can be equipped with 1x Weapon support system.
- Each Crisis Shas'ui can be equipped with up to 3x Burst cannon.
- Each Crisis Shas'ui can be equipped with up to 3x Missile pod.
- Each Crisis Shas'ui can be equipped with up to 3x Plasma rifle.
- Each Crisis Shas'ui can be equipped with 1x Airbursting fragmentation projector.
- Each Crisis Shas'ui can be equipped with up to 3x Cyclic ion blaster.
- Each Crisis Shas'ui can be equipped with up to 3x Fusion blaster.
- Each Crisis Shas'vre can be equipped with up to 2x Marker Drone.
- Each Crisis Shas'vre can be equipped with up to 2x Shield Drone.
- Each Crisis Shas'vre can be equipped with 1x Guardian Drone.
- Each Crisis Shas'vre can be equipped with up to 2x Missile Drone.
- Each Crisis Shas'vre can be equipped with 1x Battlesuit support system.
- Each Crisis Shas'vre can be equipped with 1x Shield generator.
- Each Crisis Shas'vre can be equipped with 1x Weapon support system.
- Each Crisis Shas'vre can be equipped with up to 3x Missile pod.
- Each Crisis Shas'vre can be equipped with up to 3x Burst cannon.
- Each Crisis Shas'vre can be equipped with 1x Airbursting fragmentation projector.
- Each Crisis Shas'vre can be equipped with up to 3x Cyclic ion blaster.
- Each Crisis Shas'vre can be equipped with up to 3x T'au flamer.
- Each Crisis Shas'vre can be equipped with up to 3x Fusion blaster.
- Each Crisis Shas'vre can be equipped with up to 3x Plasma rifle.

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.

WEAPON RULES

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.



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	20"	2	5+	5	0	1

MELEE WEAPONS

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

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.
- Each Crisis Fireknife Shas'vre can be equipped with 1x Guardian Drone.
- Each Crisis Fireknife Shas'vre can be equipped with up to 2x Missile Drone.
- Each Crisis Fireknife Shas'vre must be equipped with 2 of: Missile pod, Plasma rifle.

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 RULES

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.



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	12"	D6	N/A	4	0	1
Twin pulse carbine	20"	2	5+	5	0	1

MELEE WEAPONS

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

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.
- Each Crisis Starscythe Shas'vre can be equipped with 1x Guardian Drone.
- Each Crisis Starscythe Shas'vre can be equipped with up to 2x Missile Drone.
- Each Crisis Starscythe Shas'vre must be equipped with 2 of: Burst cannon, T'au flamer.

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 RULES

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.



CRISIS SUNFORGE BATTLESUITS

125 PTS

CRISIS SUNFORGE SHAS'UI

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

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 1x Guardian Drone.
- Each Crisis Sunforge Shas'vre can be equipped with up to 2x Missile Drone.

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 RULES

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.



T'AU EMPIRE

DARKSTRIDER

60 PTS



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

AUFSTELLUNG

1x Darkstrider

Equipped with: Shade, Close combat weapon

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 RULES

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.



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

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.

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.

Devilfish (Transport)

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

WEAPON RULES

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").



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

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.

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 RULES

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.



T'AU EMPIRE

ETHEREAL

50 PTS



M

6"

T

3

SV

5+

W

3

LD

6+

OC

1

5+

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

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 RULES

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.



T'AU EMPIRE

FIRESIGHT TEAM

55 PTS



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

AUFSTELLUNG

1x Firesight Team

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

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 RULES

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.



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).



T'AU EMPIRE

GHOSTKEEL
BATTLESUIT

150 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

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.

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 RULES

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.

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 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").

◇ 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).



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

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.

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 RULES

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

◆ 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.



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

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.

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 RULES

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.

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").



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

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

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 RULES

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



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
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

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 - fusion, Bladestave and prey-hook, Close combat weapon, Crushing bulk, Hunting blades, Kalamandra's bite, Rampager fists, Shaper's blade, Twin ritualistic blades

Wargear Options:

- This model can be equipped with one of: Heavy rail rifle, High-yield missile pods, Ion rifle, Pulse carbine, Rail rifle, Seeker missile, Semi-automatic grenade launcher, Twin plasma rifle, Twin smart missile system, Tanglebomb launcher, Fireblade pulse rifle, Kroot rifle, Blast javelin, Fusion blaster, Burst cannon, Kroot carbine, Kroot long gun, Dart-bow and tri-blade, Kroot scattergun, Londaxi tribalest, Pulse blaster, Dvorgite skinner.
- This model can be equipped with up to 2 of: Pulse pistol, Kroot pistol and hunting javelins, Kroot pistol.
- This model can be equipped with 1x Bladestave and prey-hook.
- This model can be equipped with 1x Close combat weapon.
- This model can be equipped with 1x Hunting blades.
- This model can be equipped with 1x Shaper's blade.
- This model can be equipped with 1x Twin ritualistic blades.

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.

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 RULES

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.

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.

◆ 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).



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

AUFSTELLUNG

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

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 RULES

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).*



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 CARNIVORES

65–130 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

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.

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 RULES

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).

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).

T'AU EMPIRE

KROOT
FARSTALKERS

75 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	12"	D6	N/A	4	-1	1
Farstalker firearm	24"	1	4+	4	0	1
Farstalker firearm	24"	1	4+	4	0	1
Kroot pistol	12"	1	4+	4	0	1
Londaxi tribalest	18"	3	5+	7	-1	1
T'au tech rifle	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

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.

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 RULES

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.*

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).



T'AU EMPIRE

KROOT FLESH SHAPER

45 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

AUFSTELLUNG

1x Kroot Flesh Shaper

Equipped with: Kroot scattergun, Twin ritualistic blades

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 RULES

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.

◆ 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).



T'AU EMPIRE

KROOT HOUNDS

45–65 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

AUFSTELLUNG

5-10x Kroot Hounds

Equipped with: Ripping fangs

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).



T'AU EMPIRE

KROOT LONE-SPEAR

80 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

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.

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 RULES

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).*

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.

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).



T'AU EMPIRE

KROOT TRAIL SHAPER

50 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

AUFSTELLUNG

1x Kroot Trail Shaper

Equipped with: Kroot rifle, Shaper's blade

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 RULES

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.

◆ 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).



T'AU EMPIRE

KROOT WAR SHAPER

60 PTS



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

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.

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 RULES

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].

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 RAMPAGERS

85–170 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

AUFSTELLUNG

3-6x Krootox Rampagers

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

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 RULES

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).*



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 RIDERS

45–90 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

AUFSTELLUNG

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

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

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 RULES

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).*

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

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.

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 RULES

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.*

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").



T'AU EMPIRE

MANTA

2100 PTS



M40"

T14

SV2+

W60

LD7+

OC-

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

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

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.
- Manta (Transport)**
Capacity: 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

WEAPON RULES

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.

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").

◇ Hover

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



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

AUFSTELLUNG

1x Orca Dropship [Legends]

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

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.

Orca Dropship (Transport)

Capacity: 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.

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").

Hover

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



PATHFINDER TEAM

85 PTS



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

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 Marker Drone.
- Each Pathfinder Shas'ui can be equipped with up to 2x Shield Drone.
- Each Pathfinder Shas'ui can be equipped with 1x Guardian Drone.
- Each Pathfinder Shas'ui can be equipped with up to 2x Missile Drone.
- Each Pathfinder Shas'ui can be equipped with one of: Grav-inhibitor drone, Pulse accelerator drone, Recon drone.

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 RULES

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).

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.



T'AU EMPIRE

PIRANHAS

65–165 PTS



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

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.

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 RULES

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.



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").

◆ **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.



T'AU EMPIRE

R'VARNA BATTLESUIT

[LEGENDS]

200 PTS



M

8"

T

10

SV

2+

W

15

LD

7+

OC

4

5+

RANGED WEAPONS

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

MELEE WEAPONS

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

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.

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 RULES

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").



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

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.

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 RULES

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").



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

AUFSTELLUNG

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

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 RULES

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).



REMOTE SENSOR TOWER

[LEGENDS]

50 PTS



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

AUFSTELLUNG
1x Remote Sensor Tower [Legends]

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.



T'AU EMPIRE

RIPTIDE BATTLESUIT

190 PTS



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

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.

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 RULES

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).

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").

T'AU EMPIRE

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
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

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 - fusion, Bladestave and prey-hook, Close combat weapon, Crushing bulk, Hunting blades, Kalamandra's bite, Rampager fists, Shaper's blade, Twin ritualistic blades

Wargear Options:

- This model can be equipped with one of: Heavy rail rifle, High-yield missile pods, Ion rifle, Pulse carbine, Rail rifle, Seeker missile, Semi-automatic grenade launcher, Twin plasma rifle, Twin smart missile system, Tanglebomb launcher, Fireblade pulse rifle, Kroot rifle, Blast javelin, Fusion blaster, Burst cannon, Kroot carbine, Kroot long gun, Dart-bow and tri-blade, Kroot scattergun, Londaxi tribalest, Pulse blaster, Dvorgite skinner.
- This model can be equipped with up to 2 of: Pulse pistol, Kroot pistol and hunting javelins, Kroot pistol.
- This model can be equipped with 1x Bladestave and prey-hook.
- This model can be equipped with 1x Close combat weapon.
- This model can be equipped with 1x Hunting blades.
- This model can be equipped with 1x Shaper's blade.
- This model can be equipped with 1x Twin ritualistic blades.

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.

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 RULES

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.

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.

◆ 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

8"

T

6

SV

3+

W

6

LD

7+

OC

2

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Experimental pulse submunitions rifle - EMP ANTI-VEHICLE 3+	24"	1	3+	1	0	3
DEVASTATING WOUNDS						
► Experimental pulse submunitions rifle - ionic cluster-beam shell	24"	D6	3+	6	-1	1
BLAST						

MELEE WEAPONS

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

AUFSTELLUNG

1x Shas'o R'alai [Legends]

Equipped with: ► Experimental pulse submunitions rifle - EMP, ► Experimental pulse submunitions rifle - ionic cluster-beam shell, Battlesuit fists

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 RULES

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.

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.



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

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.

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 RULES

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").



T'AU EMPIRE

STEALTH BATTLESUITS

100 PTS



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	12"	1	4+	9	-4	D6
Missile pod	30"	2	5+	7	-1	2
Pulse pistol	12"	1	4+	5	0	1
Twin pulse carbine	20"	2	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	2	5+	4	0	1

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.
- Each Stealth Shas'vre can be equipped with up to 2x Missile Drone.
- Each Stealth Shas'vre can replace its Burst cannon with Fusion blaster.

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 RULES

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.

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).

T'AU EMPIRE

STORMSURGE

375 PTS



M	T	SV	W	LD	OC	
8"	11	2+	20	7+	6	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

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.

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 RULES

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).*

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").



STRIKE TEAM

70 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

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 Missile Drone.

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 RULES

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.

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.



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

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.

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 RULES

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").



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

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.

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 RULES

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.*



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").

◇ **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.



T'AU EMPIRE

TA'UNAR SUPREMACY

ARMOUR

790 PTS



M

8"

T

13

SV

2+

W

30

LD

7+

OC

10

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Fragmentation cluster shell launcher	24"	2D6+6	4+	6	-1	1
Fusion eradicator	24"	5	4+	10	-4	D6
Heavy rail cannon array	120"	2	4+	26	-5	16
Nexus missile launcher	36"	8	4+	8	-3	2
Pulse ordnance driver	60"	8	4+	5	-1	3
Smart missile system	30"	3	4+	5	0	1
► Tri-axis ion cannon - standard	36"	D6+3	4+	8	-2	2
► Tri-axis ion cannon - supercharge	36"	D6+3	4+	9	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Crushing feet	Melee	6	5+	8	-1	2

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 launcher.

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 RULES

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.

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").

◆ 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).



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

AUFSTELLUNG

4-12x Tactical Drones - Equipped with: Close combat weapon, Twin pulse carbine

ABILITIES

WEAPON RULES

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.



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

AUFSTELLUNG

2-4x Tetra

Equipped with: Pulse rifle, Close combat weapons

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 RULES

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").

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.



THE TWIN LANCE

220 PTS



RI'LANTAR

M	T	SV	W	LD	OC	
10"	6	2+	8	6+	2	4+

RI'LOCAI

M	T	SV	W	LD	OC	
10"	6	2+	8	6+	2	4+

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

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

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 RULES

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.

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.



TIDEWALL DRONEPORT

85 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

AUFSTELLUNG

1x Tidewall Droneport

Equipped with: Drone defenders

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.

Tidewall Droneport (Transport)

Capacity: This model has a transport capacity of 11 T'AU EMPIRE INFANTRY models. It cannot transport BATTLESUIT, KROOT or VESPID STINGWINGS models.

WEAPON RULES

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").

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.



T'AU EMPIRE

TIDEWALL
GUNRIG

90 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

AUFSTELLUNG

1x Tidewall Gunrig

Equipped with: Supremacy railgun

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 Gunrig (Transport)

Capacity: This model has a transport capacity of 11 T'AU EMPIRE INFANTRY models. It cannot transport BATTLESUIT, KROOT or VESPID STINGWINGS models.

WEAPON RULES

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").

◆ **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.



T'AU EMPIRE

TIDEWALL SHIELDLINE

85 PTS



M	T	SV	W	LD	OC
4"	8	3+	10	7+	0

5+

AUFSTELLUNG

1x Tidewall Shieldline

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.

Tidewall Shieldline (Transport)

Capacity: 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.

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").

◆ 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.



T'AU EMPIRE

TIGER SHARK

375 PTS



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

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
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

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.

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.

KEYWORDS: Vehicle, Aircraft, Fly, Tiger Shark, Non-Kroot



FACTION: T'au Empire 375 PTS

WEAPON RULES

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.

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").

T'AU EMPIRE

VESPID
STINGWINGS

70–115 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

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.

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 RULES

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.*

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.

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

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 of: Battlesuit support system, Shield generator, Weapon support system.
- Each XV9 Hazard Battlesuit must be equipped with 2 of: Fusion cascade, Phased ion gun, Twin hazard burst cannon.

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 RULES

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.



T'AU EMPIRE

Y'VAHRA BATTLESUIT

[LEGENDS]

210 PTS

M

10"

T

9

SV

2+

W

15

LD

7+

OC

4

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	12"	10	N/A	6	-1	1
▶ Ionic discharge cannon - overcharge	18"	D6+1	4+	8	-2	3
▶ Ionic discharge cannon - standard	18"	D6+1	4+	7	-1	2

MELEE WEAPONS

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

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.

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 RULES

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.

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").

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

EINHEIT	PUNKTE
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

EINHEIT	PUNKTE
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
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

EINHEIT	PUNKTE
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

EINHEIT	PUNKTE
Vespid Stingwings	70 pts (bis 5 Modelle) · 115 pts (ab 6 Modellen)
Y'vahra 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

ENHANCEMENT	PUNKTE
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	—