COMMAND ROSTER

PLAYER NAME		RESOURCES	CURRENT KILL TEAM FORCE	301 Points
FACTION	T'au Empire		CURRENT KILL TEAM'S NAME	
MISSION				
BACKGROUND				
SQUAD QUIRK				

NAME	MODEL TYPE	WARGEAR	EXP	SPECIALISM/ABILITIES	DEMEANOUR	PTS
	Stealth Shas'vre	Target lock, Markerlight, Burst cannon,		Leader, Stealth Team Bonding Knife Ritual, Camouflage Fields,		21
	Pathfinder Gunner	Photon grenade, Rail rifle,		Demolitions, Pathfinder Bonding Knife Ritual,		12
	XV8 Crisis Shas'ui	3x Cyclic ion blaster (1. standard), 3x Cyclic ion blaster (2. overcharge),		Sniper, XV8 Bonding Knife Ritual,		56
	XV8 Crisis Shas'ui	2x Flamer,		Veteran, XV8 Bonding Knife Ritual, Early Warning Override,		45
	Breacher Shas'la	Pulse blaster (3. long), Pulse blaster (2. medium), Pulse blaster (1. close), Photon grenade, Pulse pistol,		Breacher Bonding Knife Ritual,		8
	Breacher Shas'la	Pulse blaster (3. long), Pulse blaster (2. medium), Pulse blaster (1. close), Photon grenade, Pulse pistol,		Breacher Bonding Knife Ritual,		8
	Breacher Shas'la	Pulse blaster (3. long), Pulse blaster (2. medium), Pulse blaster (1. close), Photon grenade, Pulse pistol,		Breacher Bonding Knife Ritual,		8

Breacher Shas'la	Pulse blaster (3. long), Pulse blaster (2. medium), Pulse blaster (1. close), Photon grenade, Pulse pistol,	Breacher Bonding Knife Ritual,	8
MB3 Recon Drone	Burst cannon,	Recon Suite,	7
MV1 Gun Drone	2x Pulse carbine,		7
MV1 Gun Drone	2x Pulse carbine,		7
MV36 Guardian Drone		Guardian Fields,	7
Kroot Carnivore	Kroot rifle (melee), Kroot rifle (shooting),	Leader,	6
Pathfinder Gunner	Photon grenade, Rail rifle,	Comms, Pathfinder Bonding Knife Ritual,	12
Stealth Shas'ui	Burst cannon,	Heavy, Stealth Team Bonding Knife Ritual, Camouflage Fields,	20
Shas'ui	Photon grenade, Pulse carbine, Pulse pistol, Markerlight,	Comms, Fire Warrior Bonding Knife Ritual,	8
Stealth Shas'ui	Fusion blaster,	Comms, Stealth Team Bonding Knife Ritual, Camouflage Fields,	24
MV1 Gun Drone	2x Pulse carbine,		7
Cadre Fireblade	Markerlight, Photon grenade, Pulse rifle,	Strategist,	23
MV1 Gun Drone	2x Pulse carbine,		7

			Bork'a	n Sept				21	Point		
M	WS	BS	S	T	W	A	LD	SV	MAX		
8"	5+	4+	4	4	2	3	8	3+	1		
RANGE	TY	PE	S	AP	[)	Al	BILITIES			
A model with a target lock does not suffer the penalty to their hit rolls for Advancing and firing Assault weapons.											
36"	Hea	vy 1	-	-			See Man	rkerlight	rules.		
18"			5	0	1	L	-				
				of any oth	ner frien						
Your o	ppon	ent mu	st subtrac			olls for	attacks tl	hat targe	et this		
models model's	from targets	your ki s may fi	ll team w ire Overw	rith this a	bility w f they w	ithin 6" ere also	of one o	of the ch . Once a	arging model		
LEADEI	₹										
As long as this model is on the battlefield and not shaken, you gain an additional Command Point at the beginning of the battle round.											
	8" RANGE A mod 36" 18" You can from your of the second when a model's and has dore the second when a second w	8" 5+ RANGE TY A model wi 36" Heat 18" Ass You can subtree from your kill to the second subtree from your kill to the second subtree from your kill to the second subtree from models from model's target thas done so, the second subtree from model fr	M WS BS 8" 5+ 4+ RANGE TYPE A model with a target of the second of th	M WS BS S 8" 5+ 4+ 4 RANGE TYPE S A model with a target lock of Advancing 36" Heavy 1 - 18" Assault 4 5 You can subtract 1 from Ner from your kill team within 3" of Advancing 36" Heavy 1 - 18" Assault 5 5 You can subtract 1 from Ner from your kill team within 3" of Advancing 36" Heavy 1 - 18" Assault 5 5 You can subtract 1 from Ner from your kill team within 3" of Advancing 36" Heavy 1 - 18" Assault 5 5 You can subtract 1 from Ner from your kill team within 3" of Advancing 36" Heavy 1 - 18" Assault 5 5 You can subtract 1 from Ner from your kill team within 3" of Advancing 36" Heavy 1 - 18" Assault 5 5	RANGE TYPE S AP A model with a target lock does not so Advancing and firing 36" Heavy 1	M WS BS S I W 8" 5+ 4+ 4 4 2 RANGE TYPE S AP E A model with a target lock does not suffer the Advancing and firing Assault 36" Heavy 1	M WS BS S T W A 8" 5+ 4+ 4 4 2 3 RANGE TYPE S AP D A model with a target lock does not suffer the penal Advancing and firing Assault weap 36" Heavy 1 18" Assault 4 5 0 1 You can subtract 1 from Nerve tests for Stealth Shas' from your kill team within 3" of any other friendly modern are not shaken. Your opponent must subtract 1 from all hit rolls for model. When an enemy model declares a charge against a modern models from your kill team with this ability within 6" model's targets may fire Overwatch as if they were also has done so, they cannot fire Overwatch or Retreat for LEADER As long as this model is on the battlefield and not a series of the seri	M WS BS S T W A LD 8" 5+ 4+ 4 4 2 3 8 RANGE TYPE S AP D AR A model with a target lock does not suffer the penalty to their Advancing and firing Assault weapons. 36" Heavy 1 See Man 18" Assault 5 0 1 You can subtract 1 from Nerve tests for Stealth Shas'uis or Ste from your kill team within 3" of any other friendly models with are not shaken. Your opponent must subtract 1 from all hit rolls for attacks the model. When an enemy model declares a charge against a model from models from your kill team with this ability within 6" of one comodel's targets may fire Overwatch as if they were also targeted has done so, they cannot fire Overwatch or Retreat for the rest LEADER As long as this model is on the battlefield and not shaken, you will be a subtract of the startest of the start	M WS BS S T W A LD SV 8" 5+ 4+ 4 4 2 3 8 3+ RANGE TYPE S AP D ABILITIES A model with a target lock does not suffer the penalty to their hit rol Advancing and firing Assault weapons. 36" Heavy 1 See Markerlight 18" Assault 4 5 0 1 - You can subtract 1 from Nerve tests for Stealth Shas'uis or Stealth Shafrom your kill team within 3" of any other friendly models with this abit are not shaken. Your opponent must subtract 1 from all hit rolls for attacks that targe model. When an enemy model declares a charge against a model from your kill models from your kill team with this ability within 6" of one of the chemodel's targets may fire Overwatch as if they were also targeted. Once a has done so, they cannot fire Overwatch or Retreat for the rest of the LEADER As long as this model is on the battlefield and not shaken, you gain		

				Bork'aı	n Sept				12	Points
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Pathfinder Gunner	7"	5+	4+	3	3	1	1	6	5+	3
WEAPON	RANGE	T)	/PE	S	AP		D	A	BILITIES	
Photon grenade	12"		nade D6	÷	-			from phuntil the	y damag it must s it rolls n 'RY mo- ffered ar noton gr	ge. Your ubtract nade for dels that ny hits enades
Rail rifle	30"		ipid re 1	6	-4	Ι		For each 6+ made the the target mort: addition	weapon, suffers a d in	
ABILITIES:										
Pathfinder Bonding Knife Ritual			as'uis fr	om your	kill team	within	3" of a	Pathfind ny other f ken.		
For the Greater Good	model's	with this ability that are not shaken. When an enemy model declares a charge against a model from your kill team models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a mod has done so, they cannot fire Overwatch or Retreat for the rest of the phase.								
SPECIALISM:	DEMO	LITI0	NS							
Breacher	You c	an add	1 to th	is model's	wound	rolls ag	ainst ta	rgets that	are obse	cured.
Experience: □□[-		□□ Fl	esh Wou	nds: □□[□ Coi	nvalesco	ence: 🗆]	New Re	cruit: □

]	Bork'a	n Sept				56	Point		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
XV8 Crisis Shas'ui	8"	5+	4+	5	5	3	2	7	3+	-		
WEAPON	RANGE TYPE		/PE	S	AP		D	Al	BILITIES	S		
3x Cyclic ion blaster (1. standard)	18		sault 3	7	-1		1					
3x Cyclic ion blaster (2. overcharge)	18		sault	8	-1	Ι)3	If you make one or mo unmodified hit rolls of the bearer suffers a mon wound after all of thi weapon's shots have be resolved.				
ABILITIES:												
XV8 Bonding Knife Ritual				ill team v		of any	other f	Shas'uis c riendly m				
For the Greater Good	model'	els from 's target	your ki s may fi	ll team w re Overw	rith this a vatch as i	bility w f they w	vithin 6 vere als	odel from " of one co targeted for the res	of the ch	arging 1 model		
SPECIALISM:	SNIPI	ER										
Marksman	You	can re-r	oll hit ro	olls of 1 f	or this m	odel wl	nen it n	nakes a sh	ooting a	ittack.		
Experience: □□			□□ Flo	esh Wou	nds: □□	□ Cot	nvalesc	ence: 🗆]	New Re	cruit: □		
Bork'an Sept 45 Points												

				Bork'a	n Sept				45	Points			
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX			
XV8 Crisis Shas'ui	8"	5+	4+	5	5	3	2	7	3+	-			
WEAPON	RANG	E T\	/PE	S	AP		D	Al	BILITIES	;			
2x Flamer	8		sault D6	4	0		1	Thi					
ABILITIES:		target.											
XV8 Bonding Knife Ritual		You can subtract 1 from nerve tests for XV8 Crisis Shas'uis or XV8 Crisis Shas'vres from your kill team within 3" of any other friendly models with this ability that are not shaken.											
Early Warning Override	model	is not s at one	haken, of those	are setup then at the models a from thes	ne end of as if it we	the phare	se this i Shootii	model mang phase,	ay imme but you	diately			
For the Greater Good	model	subtract 1 from these hit rolls when resolving these shots. When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase.											
SPECIALISM:	VETE	VETERAN											
Grizzled	This	This model ignores penalties to its Leadership characteristic and Nerve tests.											
Experience: □□		□□□□□□□□ Flesh Wounds: □□□ Convalescence: □ New Recruit:											

				Bork'a	n Sept				8	Points	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Breacher Shas'la	6"	5+	4+	3	3	1	1	6	4+	-	
WEAPON	RANGE	. TY	PE	S	AP)	Al	BILITIES	S	
Pulse blaster (3. long)	15"		sault 2	4	0		1	-			
Pulse blaster (2. medium)	10"		sault 2	5	-1		1	-			
Pulse blaster (1. close)	5"		sault 2	6	-2		1	-			
Photon grenade	12"		nade)6	-	-		-	This weapon does not inflict any damage. You opponent must subtract 1 from hit rolls made for INFANTRY models the have suffered any hits from photon grenades until the end of the batt round.			
Pulse pistol	12"	Pist	tol 1	5	0		1		-		
ABILITIES:											
Breacher Bonding Knife Ritual						er frien		as'las or Br odels with			
For the Greater Good	model's	When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase.									

Experience:

Flesh Wounds:

Convalescence:

New Recruit:

NAME	M	WS	BS	Bork'a:	T	W	A	LD	SV	Point MAX	
Breacher Shas'la	6"	5+	4+	3	3	1	1	6	-		
WEAPON	RANGE	TYF	PE	S	AP		D		ABILITIE	S	
Pulse blaster (3. long)	15"	Assa 2		4	0		1		-		
Pulse blaster (2. medium)	10"	Assa 2		5	-1		1		-		
Pulse blaster (1. close)	5"	Assa 2		6	-2		1				
Photon grenade	12"	Gren Do		÷	-		-	This weapon does not inflict any damage. You opponent must subtra 1 from hit rolls made to INFANTRY models to have suffered any hit from photon grenadountil the end of the baround.			
Pulse pistol	12"	Pisto	ol 1	5	0		1		-		
ABILITIES: Breacher Bonding Knife Ritual						ner frie	ndly n		Breacher S		
For the Greater Good	model's	When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase.									

				Bork'a	n Sept				8	Point	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Breacher Shas'la	6"	5+	4+	3	3	1	1	6	4+	-	
WEAPON	RANGE	T)	/PE	S	AP		D ABILITIES				
Pulse blaster (3. long)	15"		sault 2	4	0		1	-			
Pulse blaster (2. medium)	10"		sault 2	5	-1		1	-			
Pulse blaster (1. close)	5"		sault 2	6	-2		1	-			
Photon grenade	12"		enade D6	-	-		-	This weapon does not inflict any damage. You opponent must subtract 1 from hit rolls made for INFANTRY models the have suffered any hits from photon grenades until the end of the batter round.			
Pulse pistol	12"	Pis	tol 1	5	0		1		-		
ABILITIES: Breacher Bonding Knife Ritual						er frien		as'las or Br odels with			
For the Greater Good	model's	s from s target	your k s may f	ill team w ìre Overw	ith this a	bility w they w	ithin (ere als	odel from 6" of one o so targeted for the res	of the ch	arging a model	

Experience:

Flesh Wounds:

Convalescence:

New Recruit:

				Bork'a	n Sept				8	Point	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Breacher Shas'la	6"	5+	4+	3	3	1	1	6 4+			
WEAPON	RANGE	TY	PE	S	AP		D	Al	BILITIES	3	
Pulse blaster (3. long)	15"		ault 2	4	0		1		-		
Pulse blaster (2. medium)	10"	2200	ault 2	5	-1		1	-			
Pulse blaster (1. close)	5"		ault 2	6	-2		1	-			
Photon grenade	12"		nade)6	-	-			This weapon does not inflict any damage. Yo opponent must subtra 1 from hit rolls made f INFANTRY models the have suffered any hit from photon grenade until the end of the bat round.			
Pulse pistol	12"	Pist	tol 1	5	0		1		-		
ABILITIES: Breacher	You can	n subtr	act 1 f	rom Nerv	e tests foi	Breac	her Sha	ıs'las or Bı	eacher S	Shas'uis	
Bonding Knife Ritual	from yo	ur kill	team v	vithin 3" o	of any oth are not s			odels with	this abi	lity tha	
For the Greater Good	model's	When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase.									

]	Bork'a	n Sept				7	Point			
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX			
MB3 Recon Drone	8"	5+	5+	4	4	2	1	6	6 4+				
WEAPON	RANGE TYPE			S	AP		D	Al	BILITIES	3			
Burst cannon	18" A		sault 4	5	0		1		-				
ABILITIES:													
Recon Suite	your ki	ll team	within (6" of a fr suffer p	phase, yo iendly Re enalties to rget bein	econ Dr o their h	one. Un nit and I	itil the ei	nd of the	e phase,			
For the Greater Good	model'	ls from s target	your kil s may fi	ll team w re Overv	es a char vith this a vatch as i Overwat	ibility w f they w	rithin 6" vere also	of one o	of the cha . Once a	arging model			
Support Subroutines	Droi	nes can	not be s	pecialists	s, are not exper	_	the fire	team and	d cannot	gain			
Saviour Protocols	3" of range	this mo	odel wou elee weap	ıld lose a oon, this	E INFA ny woun model c ounds an	ids as a r an inter	esult of cept tha	an attacl t attack.	k made v If it doe	with a s, that			
Experience: □□			□□ Fle	esh Wou	nds: □□	□ Cor	nvalescei	nce: 🗆 🛚	New Re	cruit: 🗆			
		Bork'an Sept 7 Points											
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX			
MV1 Gun Drone	8" 5+ 5+ 3 4 1 1 6 4+									-			

Experience:														
	Bork'an Sept 7 Points													
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX				
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	-				
WEAPON	RANGE	RANGE TYPE S AP D ABILIT						BILITIES	IES					
2x Pulse carbine	18"	18" Assault 5 0 1 -												
ABILITIES:														
For the Greater Good	model's	s from s target	your ki s may fi	ll team w re Overv	res a charg vith this a vatch as if Overwate	bility w f they w	rithin 6" rere also	of one o targeted	f the cha . Once a	arging model				
Support Subroutines	Dron	ies can	not be s	pecialists	s, are not experi	_	the fire	team and	l cannot	gain				
Saviour Protocols	3" of t	his mo	del wou lee wea _l	ıld lose a oon, this	E INFAI ny woun model ca ounds an	ds as a r an inter	esult of cept tha	an attacl t attack.	k made v If it doe	vith a s, that				

	Bork'an Sept 7 Point											
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	-		
WEAPON	RANGE	T)	/PE	S	AP		D	ABILITIES				
2x Pulse carbine	18"	18" Assault 2 5 0 1 -										
ABILITIES:												
For the Greater Good	model's	s from s target	your ki	ill team v ire Overv	res a char vith this a watch as i Overwat	bility w f they w	vithin 6' vere also	of one o	of the ch . Once a	arging model		
Support Subroutines	Dror	nes can	not be s	specialist	s, are not exper	part of ience.	the fire	team and	d cannot	gain		
Saviour Protocols	3" of t	When a friendly T'AU EMPIRE INFANTRY or BATTLESUIT model within 3" of this model would lose any wounds as a result of an attack made with a ranged or melee weapon, this model can intercept that attack. If it does, that model does not lose those wounds and this model suffers 1 mortal wound.										

		Bork'an Sept 7 Points											
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX			
MV36 Guardian Drone	8"	8" 5+ 5+ 3 4 1 1 6 4											
ABILITIES:													
Guardian Fields	A Gua				vulnerab model h					models			
For the Greater Good	model	When an enemy model declares a charge against a model from your kill team, models from your kill team with this ability within 6" of one of the charging model's targets may fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch or Retreat for the rest of the phase.											
Support Subroutines	Dro	nes can	not be sp	pecialists	s, are not expe	part of	the fire t	eam and	l cannot	gain			
Saviour Protocols	3" of range	When a friendly T'AU EMPIRE INFANTRY or BATTLESUIT model within 3" of this model would lose any wounds as a result of an attack made with a ranged or melee weapon, this model can intercept that attack. If it does, that model does not lose those wounds and this model suffers 1 mortal wound.											
Experience: □□			□□ Fle	sh Wou	nds: □□	l□ Con	valescer	ice: □]	New Red	ruit: 🗆			

									6	Points	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
Kroot Carnivore	7"	3+	4+	3	3	1	1	6	6+	-	
WEAPON	RANG	BILITIES									
Kroot rifle (melee)	Melee	Melee Melee +1 0 1 -									
Kroot rifle (shooting)	24"		ipid re 1	4	0		1		÷		
SPECIALISM:	LEAD	ER									
Resourceful					the batt						
Experience: $\Box\Box$			□□ Fl	esh Wou	nds: □□I	□ Coı	nvalesce	nce: 🗆 🗎	New Re	cruit: 🗆	
Bork'an Sept 12 Points											

Experience: 🗆 🗆	Experience: Convalescence: New Recruit: Ne												
				Bork'aı	n Sept				12	Points			
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX			
Pathfinder Gunner	7"	5+	4+	3	3	1	1	6	5+	3			
WEAPON	RANGE	T	PE	S	AP		D	AE	BILITIES	3			
Photon grenade	12"		nade D6	-	-			opponen 1 from hi INFANT have sur from ph until the	This weapon does not need to be people of the people of th				
Rail rifle	30"		pid re 1	6	-4	Γ)3	For each wound roll of 6+ made for this weapor the target model suffer mortal wound in addition to the normal damage.					
ABILITIES:													
Pathfinder Bonding Knife Ritual			as'uis fr		kill team	within	3" of a	Pathfind ny other f ken.					
For the Greater Good	model's	s from s target	your ki s may fi	ll team w ire Overw	ith this al	bility w they w	rithin 6 vere also	odel from of one of targeted for the res	of the cha . Once a	arging model			
SPECIALISM:	COMM	IS											
Scanner	_			eam with		his moo	del to s	, when yo hoot, you se.	_				
Experience: 🗆 🗆 🛭			□□ Fl	esh Wou	nds: □□[Cor	rvalesc	ence: 🗆 🛚	New Re	cruit: 🗆			

				Bork'a	n Sept				20	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Stealth Shas'ui	8"	5+	4+	4	4	2	2	7	3+	-
WEAPON	RANGE	T)	/PE	S	AP)	AE	BILITIES	S
Burst cannon	18"		sault 4	5	0		1		-	
ABILITIES:										
Stealth Team Bonding Knife Ritual					of any oth	ner frien				
Camouflage Fields	Your	oppon	ent mu	st subtra	et 1 from		olls for	attacks tl	hat targe	et this
For the Greater Good	model's	s from target	your ki s may fi	ll team w re Overv	es a charg vith this a vatch as i Overwat	bility w f they w	ithin 6" ere also	of one o	of the ch . Once a	arging ı model
SPECIALISM:	HEAV	1								
Relentless				precedin	ie -1 pena g Moven pon aftei	nent pha	ase, or f	-	•	•
Experience: □□I			⊐□ Fl	esh Wou	nds: □□	□ Con	ıvalesce	nce: □ 1	New Re	cruit∙ □

				Bork'a	n Sept				8	Point			
NAME	M	WS	BS	S	Ţ	W	A	LD	SV	MAX			
Shas'ui	6"	5+	4+	3	3	1	2	7	4+	1			
WEAPON	RANGE	T۱	/PE	S	AP		D	A	BILITIES	3			
Photon grenade	12"		nade D6	·	-		-	inflict and opponer 1 from h INFANT have su from pluntil the	This weapon does n inflict any damage. Yo opponent must subtr 1 from hit rolls made INFANTRY models have suffered any hi from photon grenad until the end of the baround.				
Pulse carbine	18"		sault 2	5	0		1	round. -					
Pulse pistol	12"	Pis	tol 1	5	0		1		-				
Markerlight	36"	Hea	avy 1	-	-		-	See Ma	rkerlight	t rules.			
ABILITIES:													
Fire Warrior Bonding Knife Ritual								has'uis froi ility that a	•				
For the Greater Good	model's	s from target	your ki	ill team w ìre Overv	vith this a vatch as i	bility f they	within were al	odel from 6" of one of so targeted for the res	of the ch l. Once a	arging a mode			
SPECIALISM:	COMM	IS											
Scanner	Once per Shooting phase, if this model is not shaken, when you pick another model from your kill team within 6" of this model to shoot, you can add 1 to his rolls for that model in this phase.												
Experience: □□[¬□ Fl	lesh Wou	nds. □□		nvales	cence: 🗆 🗎	New Re	cruit.			

		24	Point								
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX	
Stealth Shas'ui	8"	5+	4+	4	4	2	2	7	3+	,	
WEAPON	RANGI	E TY	/PE	S	AP		D	AE	BILITIES	3	
Fusion blaster	18"		sault 1	If the target is within							
ABILITIES:											
Stealth Team Bonding Knife Ritual						ner frier	ndly m	s'uis or Ste odels with			
Camouflage Fields	Your	oppon	ent mus	st subtrac	et 1 from		rolls fo	r attacks tl	hat targe	et this	
For the Greater Good	model'	ls from s target	your ki s may fi	ll team w re Overw	rith this a vatch as i	bility w f they w	vithin (vere als	odel from 6" of one o so targeted for the res	f the cha . Once a	arging model	
SPECIALISM:	COM	NS									
Scanner	Once per Shooting phase, if this model is not shaken, when you pick another model from your kill team within 6" of this model to shoot, you can add 1 to hit rolls for that model in this phase.										
Experience: □□			□□ Fl	esh Wou	nds: □□	□ Coı	nvalesc	ence: 🗆 1	New Re	cruit: 🗆	

				Bork'a	n Sept				7	Points	
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	-	
WEAPON	RANGE	TY	/PE	S	AP)	Al	BILITIES		
2x Pulse carbine	18"	18" Assault 5 0 1 -									
ABILITIES:											
For the Greater Good	model's	s from target	your ki s may fi	ll team w re Overw	es a charş rith this a vatch as i Overwat	bility w f they w	ithin 6" ere also	of one o	f the cha . Once a	arging model	
Support Subroutines	Dron	ies can	not be s	pecialists	experi	•	the fire	team and	l cannot	gain	
Saviour Protocols	3" of t	When a friendly T'AU EMPIRE INFANTRY or BATTLESUIT model with 3" of this model would lose any wounds as a result of an attack made with a ranged or melee weapon, this model can intercept that attack. If it does, that model does not lose those wounds and this model suffers 1 mortal wound.									

			В	ork'a	n Sept				23	Points
NAME	M	WS I	BS	S	T	W	A	LD	SV	MAX
Cadre Fireblade	6"	3+ 2	2+	3	3	5	3	8	4+	1
WEAPON	RANGE	TYPE		S	AP		D	Al	BILITIES	S
Markerlight	36"	Heavy	1	-	-		-	See Ma	rkerlight	t rules.
Photon grenade	12"	Grenac D6	de	-			-	opponent 1 from h INFANT have su from ph until the	t must s it rolls m RY mo ffered an	ge. Your subtract nade for dels that ny hits enades
Pulse rifle	30"	Rapio Fire 1		5	0		1		-	
ABILITIES:										
For the Greater Good	models	from you	ur kill t ay fire	eam w Overw	rith this a vatch as i	ibility f they	within were al	odel from 6" of one of so targeted for the res	of the ch	arging 1 model
SPECIALISM:	STRAT	EGIST								
Resourceful		-						ot shaken, y		

			7	Points							
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX	
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+		
WEAPON	RANGE	: T\	/PE	S	AP		D	Al	BILITIES	3	
2x Pulse carbine	18"	18" Assault 2 5 0 1 -									
ABILITIES:											
For the Greater Good	model's	ls from s target	your ki s may fi	ll team w re Overv	res a charg vith this a vatch as i Overwat	bility w f they w	rithin 6" rere also	of one o	of the ch . Once a	arging ı model	
Support Subroutines	Dror	nes can	not be s	pecialists	s, are not exper	-	the fire	team and	d cannot	gain	
Saviour Protocols	3" of t	When a friendly T'AU EMPIRE INFANTRY or BATTLESUIT model within 3" of this model would lose any wounds as a result of an attack made with a ranged or melee weapon, this model can intercept that attack. If it does, that model does not lose those wounds and this model suffers 1 mortal wound.									
Experience: □□			□□ Fl	esh Wou	nds: □□	□ Cor	valesce	nce: □]	New Re	cruit: □	