## **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	Points		
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX		
Stealth Shas'vre	8"	5+	4+	4	4	2	3	8	3+	1		
WEAPON	RANG	E T\	/PE	S	AP		D	A	BILITIES			
Target lock	A m	A model with a target lock does not suffer the penalty to their hit rolls for Advancing and firing Assault weapons.										
Markerlight	36"	He	avy 1	-	-		-	See Ma	rkerligh	rules.		
Burst cannon	18"		sault 4	5	0		1		-			
ABILITIES:												
Stealth Team Bonding Knife Ritual				from Ner vithin 3" o		er friei	ndly m					
Camouflage Fields	Your	oppon	ent mu	ıst subtrac	et 1 from		rolls fo	r attacks t	hat targe	et this		
For the Greater Good	model'	els from 's target	your k	del declar ill team w fire Overw nnot fire	rith this al	bility v they v	vithin ( were als	6" of one o	of the ch	arging ı model		
SPECIALISM:	LEAD	ER										
Resourceful	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.											
Experience: □□			□□ F	lesh Wou	nds: □□[	Co	nvalesc	ence: 🗆	New Re	cruit: □		

				Bork'aı	n Sept				12	Points		
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX		
Pathfinder Gunner	7"	5+	4+	3	3	1	1	6	5+	3		
WEAPON	RANGE	TY	PE	S	AP		D	Al	BILITIES	S		
Photon grenade	12"		nade D6	-	-			This we inflict an opponen 1 from his INFANT have sure from phonen in the control of the control	y damag t must s it rolls n 'RY mo ffered an	ge. Your subtract nade for dels that ny hits enades		
Rail rifle	30"		pid re 1	6	-4	Ι		For each 6+ made the target mort: addition	weapon, suffers a d in			
ABILITIES:												
Pathfinder Bonding Knife Ritual			as'uis fr		kill team	within	3" of a	Pathfind ny other f ken.				
For the Greater Good	models models	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:	DEMO	LITIO	NS									
Breacher	You ca	ın add	1 to thi	s model's	wound	rolls ag	ainst ta	rgets that	are obs	cured.		
Experience:			□□ Fl	esh Wou	nds: □□	□ Coı	nvalesc	ence: 🗆 🛚	New Re	cruit: 🗆		

				Bork'a	n Sept				56	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	RANGE	E <b>T</b> Y	/PE	S	AP		D	A	BILITIE	S
3x Cyclic ion blaster (1. standard)	18	Ass	sault 3	7	-1		1			
3x Cyclic ion blaster (2. overcharge)	18	As	sault 3	8	-1	I	D3	If you make one or unmodified hit roll the bearer suffers a wound after all of weapon's shots hav resolved.		olls of 1, a mortal of this ave been
ABILITIES:										
XV8 Bonding Knife Ritual				cill team		of any	other	s Shas'uis friendly n		
For the Greater Good	model's	ls from s targe	your ki s may fi	ll team w ire Overv	ith this a vatch as it	bility v f they v	vithin vere al	odel from 6" of one so targeted for the re	of the ch	arging a model
SPECIALISM:	SNIPE	ER								
Marksman	You c	an re-r	oll hit re	olls of 1 f	or this m	odel w	hen it	makes a sł	nooting a	ıttack.
Experience: □□			□□ Fl	esh Wou	nds: □□	Co	nvales	cence: 🗆	New Re	cruit: 🗆
				Bork'a	n Sent				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 TY	/PE	S	AP		D	AE	BILITIES	3
2x Flamer	8		sault D6	4	0		1	automa	is weapo itically h target.	
ABILITIES:										
XV8 Bonding Knife Ritual				till team		of any	other fr	Shas'uis o iendly m		
Early Warning Override	model	is not s	haken, of those	then at the models	ne end of as if it we	the phare	se this i	l during a model ma ng phase, ng these sl	ay imme but you	diately
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	rithin 6' vere also	del from of one of targeted or the res	f the cha . Once a	arging model
SPECIALISM:	VETERAN									
Grizzled	This 1	model i	gnores p	oenalties '	to its Lea	dership	charac	teristic ar	nd Nerve	e tests.
Experience: □□			⊐□ Fl	esh Wou	nds: □□	□ Cor	nvalesce	nce: □     1	New Red	cruit: 🗆

				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	RANGI	T\	/PE	S	AP		D	A	BILITIES	3	
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 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 frier	ndly m	as'las or B odels witl			
For the Greater Good	model'	ls from s target	your k s may f	ill team w ìre Overw	rith this al vatch as if	bility w they v	vithin vere al	odel from 6" of one so targeted for the re	of the ch	arging ı mode	
Experience:			□ F	lesh Wou	nds: □□[	Co	nvales	cence: 🗆	New Re	cruit: [	

				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	A	BILITIES	3	
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 D6	-	-		-	This weapon does no inflict any damage. You opponent must subtra 1 from hit rolls made f INFANTRY models the have suffered any hits from photon grenade until the end of the bat round.			
Pulse pistol	12"	Pis	tol 1	5	0		1		-		
ABILITIES: Breacher Bonding Knife Ritual	You can subtract 1 from Nerve tests for Breacher Shas'las or Breacher Shas'uis from your kill team within 3" of any other friendly models with this ability that are not shaken.										
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	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		D	A	BILITIES			
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 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 For the	from yo	You can subtract 1 from Nerve tests for Breacher Shas'las or Breacher Shas'uis from your kill team within 3" of any other friendly models 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										
Greater Good	model's	s target	s may f	fire Overw	atch as if	they w	ere als	so targeted for the res	l. Once a	model		

				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		'PE	S	AP		D	A	BILITIES	3			
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. Yo opponent must subtra 1 from hit rolls made for INFANTRY models the suffered any hit from photon grenade until the end of the bat round.					
Pulse pistol	12"	Pis	tol 1	5	0		1		-				
ABILITIES:													
Breacher Bonding Knife Ritual						ner frier	ıdly m	as'las or Bi odels with					
For the Greater Good	model's	ls from s target	your ki s may f	ill team w ire Overw	vith this a	bility w f they w	vithin vere als	odel from 6" of one of so targeted for the res	of the ch	arging ı mode			
Experience:			□□ Fl	esh Wou	nds: □□	□ Coi	ivales	cence: 🗆	New Re	cruit: [			
				Bork'a	n Sept				7	Point			
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX			
MB3 Recon Drone	8"	5+	5+	4	4	2	1	6	<b>4</b> +	1			

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX			
MB3 Recon Drone	8" 5+		5+	4	4	2	1	6	4+	1			
WEAPON	RANGE T		'PE	S	AP		D	AI	BILITIES	3			
Burst cannon	18"		ault 4	5	0		1	-					
ABILITIES:													
Recon Suite	your ki	At the start of the Shooting phase, you can choose a PATHFINDER from your kill team within 6" of a friendly Recon Drone. Until the end of the phase, that model does not suffer penalties to their hit and Injury rolls due to their target being obscured.											
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 s	pecialists	, are not experi	•	the fire	team and	l cannot	gain			
Saviour Protocols	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.								with a s, that				
Experience: □□			□□ Fl	esh Wou	nds: □□	□ Con	ivalesce	nce: □ ]	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	T\	/PE	S	AP		D	AE	BILITIES			
2x Pulse carbine	18"	Assault										
ABILITIES:												
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.										
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	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	nvalesce	nce: 🗆 🛚	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	RANG	E TY	PE	S	AP		D	AE	BILITIES	
2x Pulse carbine	18"		sault 2	5	0		1			
ABILITIES:										
For the			•					odel from 5" of one o		
Greater Good								o targeted		

## 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 Drones cannot be specialists, are not part of the fire team and cannot gain experience. 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: Convalescence: New Recruit:

	Bork'an Sept 7 Poin													
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX				
MV36 Guardian Drone	8"	8" 5+ 5+ 3 4 1 1 6 4+ 1												
ABILITIES:														
Guardian Fields	A Gua				vulnerab model h		•			models				
For the Greater Good	model model	els from 's target	your kil s may fir	l team w e Overv	res a char vith this a vatch as i Overwa	ability w if they w	ithin 6" ere also	of one o	of the cha . Once a	arging model				
Support Subroutines	Dro	nes can	not be sp	pecialists	s, are not exper	part of	the fire	team and	d cannot	gain				
Saviour Protocols	3" of range	this mo	del wou elee weap	ld lose a oon, this	E INFA ny wour model c ounds ar	nds as a r an inter	esult of cept tha	an attacl t attack.	k made v If it doe	with a				
Experience: □□			□□ Fle	sh Wou	nds: □□	□ Con	ıvalescei	nce: 🗆 ]	New Re	cruit: 🗆				

									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	E TY	PE	S	AP		D	AF	BILITIES	
Kroot rifle (melee)	Melee	e Mo	elee	+1	0		1		-	
Kroot rifle (shooting)	24"		pid e 1	4	0		1		-	

## SPECIALISM: LEADER

Resourceful 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.

				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	Al	BILITIES	3
Photon grenade	12"		nade D6	-				from phuntil the	y damag t must s it rolls n 'RY mo- ffered an noton gr	ge. Your ubtract nade for dels that ny hits enades
Rail rifle	30"		ipid re 1	6	-4	Ι		addition	for this s model s al woun	weapon, suffers a d in
ABILITIES:										
Pathfinder Bonding Knife Ritual			as'uis fr		kill team	within	3" of a	, Pathfind iny other i ken.		
For the Greater Good	model's	s 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 5" of one c o targeted for the res	of the ch . Once a	arging ı model
SPECIALISM:	COMM	IS								
Scanner	_			eam with		his mo	del to s	, when yo hoot, you se.	_	
Experience:			□□ Fl	esh Wou	nds: □□	□ Coı	nvalesc	ence: 🗆 🗎	New Re	cruit: 🗆

		Bork'an Sept 20 Po											
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX			
Stealth Shas'ui	8"	5+	4+	4	4	2	2	7	3+	,			
WEAPON	RANG	E TY	/PE	S	AP		D	A	BILITIES	3			
Burst cannon	18"	18" Assault 5 0 1 -											
ABILITIES:													
Stealth Team Bonding Knife Ritual						ner frie	ndly m	ıs'uis or St ıodels witl					
Camouflage Fields	You	r oppon	ent mus	st subtra	ct 1 from		rolls fo	or attacks	that targe	et this			
For the Greater Good	model	els from 's target	your ki s may fi	ll team w re Overv	vith this a	bility v	within were al	odel from 6" of one so targeted for the re	of the ch d. Once a	arging model			
SPECIALISM:	HEAV	Υ											
Relentless		This model does not suffer the -1 penalty for shooting with a Heavy weapon after moving in the preceding Movement phase, or for shooting an Assault weapon after Advancing.											
Experience:			□□ Fl	esh Wou	nds: □□	□ Co	nvales	cence: □	New Re	cruit: 🗆			

				Bork'aı	n Sept					8	Points
NAME	M	WS	BS	S	T	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	BILITIE	S
Photon grenade	12"		nade )6	-	-		-		inflict ar opponer 1 from h INFANT have su	nt must s nit rolls n I'RY mo nffered a hoton gr	ge. Your subtract nade for dels that ny hits renades
Pulse carbine	18"		sault 2	5	0		1			•	
Pulse pistol	12"	Pis	tol 1	5	0		1			-	
Markerlight	36"	Hea	avy 1	-	-		-		See Ma	ırkerligh	t rules.
ABILITIES:											
Fire Warrior Bonding Knife Ritual				om Nerve her friend						•	
For the Greater Good	model's	s from target	your k	odel declar till team w fire Overw unnot fire	rith this a vatch as i	bility f they	with	nin ( e als	6" of one o	of the ch	arging a model
SPECIALISM:	COMM	IS									
Scanner	_			phase, if th team with rolls for		his m	odel	to s	shoot, you	_	

				Bork'a	n Sept				24	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		D	Al	BILITIES	
Fusion blaster	18"		sault 1	8	-4	Ι	06	If the targ range of t two dice damag discard th	his weap when in e with it	oon, rol flicting and
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		olls fo	r attacks t	hat targe	t this
For the Greater Good	model's	s 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 o vere als	odel from 6" of one c so targeted for the res	f the cha . Once a	arging model
SPECIALISM:	COMM	IS								
Scanner	^	Once per Shooting phase, if this model is not shaken, when you pick another nodel from your kill team within 6" of this model to shoot, you can add 1 to hi rolls for that model in this phase.								
				10113 101	tilat ilio	dei III ti	на рна	SC.		

			-	Bork'a	n Sept				7	Points
NAME	М	WS	BS	S	T	W	A	LD	SV	MAX
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	-
WEAPON	RANGI	E TY	/PE	S	AP		)	AE	BILITIES	
2x Pulse carbine	18"		sault 2	5	0		1			
ABILITIES:										
For the Greater Good	model'	ls from s target	your ki s may fi	ll team w re Overv	es a charg rith this a vatch as i Overwat	bility w f they w	ithin 6" ere also	of one o targeted	of the cha . Once a	arging model
Support Subroutines	Droi	nes can	not be s	pecialists	, are not	_	the fire	team and	d cannot	gain
Saviour Protocols	3" of range	this mo	odel wou elee wea	ald lose a pon, this	E INFA ny woun model ca ounds an	ds as a r an inter	esult of cept tha	an attacl	k made v If it doe	with a s, that
Experience: □□			□□ Fl	esh Wou	nds: □□	□ Con	ıvalesce	nce: 🗆 🛚	New Re	cruit: 🗆

				Bork'a	n Sept				23	Point
NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Cadre Fireblade	6"	3+	2+	3	3	5	3	8	4+	1
WEAPON	RANGE	: T	/PE	S	AP		D	AE	BILITIES	3
Markerlight	36"	He	avy 1	-	-		-	See Mai	rkerlight	rules.
Photon grenade	12"		enade D6	÷	-		-	This we inflict an opponen 1 from hi INFANT have suffrom ph until the o	ge. Your ubtract nade for dels that ny hits enades	
Pulse rifle	30"		apid re 1	5	0		1		-	
ABILITIES:										
For the Greater Good	model's	ls from s targe	your ki ts may fi	ll team w re Overw	rith this a vatch as i	bility w f they w	vithin 6 vere als	odel from 5" of one o o targeted for the res	of the ch . Once a	arging ı model
SPECIALISM:	STRA	TEGIS	T							
Resourceful		_						t shaken, y of the battl	-	
Experience: □□				esh Wou	nds: □□	□ Co1	nvalesc	ence: □ 1	New Re	cruit: 🗆

			]	Bork'a	n Sept				7	Point
NAME	М	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		D	Al	BILITIES	}
2x Pulse carbine	18"	1100	sault 2	5	0		1		-	
ABILITIES:										
For the Greater Good	model's	s from target	your kil s may fi	ll team w re Overw	es a charg rith this a vatch as i Overwat	bility w f they w	rithin 6" rere also	of one of	of the ch l. Once a	arging mode
Support Subroutines	Dron	ies cani	not be s	pecialists	exper	_	the fire	team and	d cannot	gain
Saviour Protocols	3" of t	his mo l or me	del wou lee weap	ıld lose a	E INFAI	ds as a r an inter	esult of cept tha	an attac it attack.	k made v If it doe	with a s, that