

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'an Sept

21 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
Stealth Shas'v're	8"	5+	4+	4	4	2	3	8	3+	1
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Target lock	A model with a target lock does not suffer the penalty to their hit rolls for Advancing and firing Assault weapons.									
Markerlight	36"	Heavy 1	-	-	-	See Markerlight rules.				
Burst cannon	18"	Assault 4	5	0	1	-				

ABILITIES:

Stealth Team Bonding Knife Ritual	You can subtract 1 from Nerve tests for Stealth Shas'uis or Stealth Shas'vres from your kill team within 3" of any other friendly models with this ability that are not shaken.
Camouflage Fields	Your opponent must subtract 1 from all hit rolls for attacks that target this model.
For the Greater Good	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: 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.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

12 Points

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Photon grenade	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from hit rolls made for INFANTRY models that have suffered any hits from photon grenades until the end of the battle round.
Rail rifle	30"	Rapid Fire 1	6	-4	D3	For each wound roll of 6+ made for this weapon, the target model suffers a mortal wound in addition to the normal damage.

ABILITIES:

Pathfinder Bonding Knife Ritual	You can subtract 1 from Nerve tests for Pathfinders, Pathfinder Gunners or Pathfinder Shas'uis from your kill team within 3" of any other friendly models with this ability that are not shaken.
For the Greater Good	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: DEMOLITIONS

Breacher	You can add 1 to this model's wound rolls against targets that are obscured.
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Experience: ☐☐☒☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☒ Convalescence: ☐ New Recruit: ☐

Bork'an 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	TYPE	S	AP	D	ABILITIES				
3x Cyclic ion blaster (1. standard)	18	Assault 3	7	-1	1					
3x Cyclic ion blaster (2. overcharge)	18	Assault 3	8	-1	D3	If you make one or more unmodified hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.				

ABILITIES:

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.
For the Greater Good	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: SNIPER

Marksman	You can re-roll hit rolls of 1 for this model when it makes a shooting attack.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Bork'an 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	RANGE	TYPE	S	AP	D	ABILITIES				
2x Flamer	8	Assault D6	4	0	1	This weapon automatically hits its target.				

ABILITIES:

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	If any enemy models are setup within 12" of this model during a phase, and this model is not shaken, then at the end of the phase this model may immediately shoot at one of those models as if it were your Shooting phase, but you must subtract 1 from these hit rolls when resolving these shots.
For the Greater Good	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: VETERAN

Grizzled	This model ignores penalties to its Leadership characteristic and Nerve tests.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

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	TYPE	S	AP	D	ABILITIES				
Pulse blaster (3. long)	15"	Assault 2	4	0	1	-				
Pulse blaster (2. medium)	10"	Assault 2	5	-1	1	-				
Pulse blaster (1. close)	5"	Assault 2	6	-2	1	-				
Photon grenade	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from hit rolls made for INFANTRY models that have suffered any hits from photon grenades until the end of the battle round.				
Pulse pistol	12"	Pistol 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	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: ☐

Bork'an 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	TYPE	S	AP	D	ABILITIES				
Pulse blaster (3. long)	15"	Assault 2	4	0	1	-				
Pulse blaster (2. medium)	10"	Assault 2	5	-1	1	-				
Pulse blaster (1. close)	5"	Assault 2	6	-2	1	-				
Photon grenade	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from hit rolls made for INFANTRY models that have suffered any hits from photon grenades until the end of the battle round.				
Pulse pistol	12"	Pistol 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	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: ☐

Bork'an 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	TYPE	S	AP	D	ABILITIES				
Pulse blaster (3. long)	15"	Assault 2	4	0	1	-				
Pulse blaster (2. medium)	10"	Assault 2	5	-1	1	-				
Pulse blaster (1. close)	5"	Assault 2	6	-2	1	-				
Photon grenade	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from hit rolls made for INFANTRY models that have suffered any hits from photon grenades until the end of the battle round.				
Pulse pistol	12"	Pistol 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	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: ☐

Bork'an 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	TYPE	S	AP	D	ABILITIES				
Pulse blaster (3. long)	15"	Assault 2	4	0	1	-				
Pulse blaster (2. medium)	10"	Assault 2	5	-1	1	-				
Pulse blaster (1. close)	5"	Assault 2	6	-2	1	-				
Photon grenade	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from hit rolls made for INFANTRY models that have suffered any hits from photon grenades until the end of the battle round.				
Pulse pistol	12"	Pistol 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	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: ☐

Bork'an Sept

7 Points

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	TYPE	S	AP	D	ABILITIES				
Burst cannon	18"	Assault 4	5	0	1	-				

ABILITIES:

Recon Suite	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	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	Drones cannot be specialists, are not part of the fire team and cannot gain experience.
Saviour Protocols	When a friendly T'AU EMPIRE INFANTRY or BATTLE SUIT 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: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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	TYPE	S	AP	D	ABILITIES				
2x Pulse carbine	18"	Assault 2	5	0	1	-				

ABILITIES:

For the Greater Good	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	Drones cannot be specialists, are not part of the fire team and cannot gain experience.
Saviour Protocols	When a friendly T'AU EMPIRE INFANTRY or BATTLE SUIT 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: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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	TYPE	S	AP	D	ABILITIES				
2x Pulse carbine	18"	Assault 2	5	0	1	-				

ABILITIES:

For the Greater Good	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	Drones cannot be specialists, are not part of the fire team and cannot gain experience.
Saviour Protocols	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: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Bork'an Sept

7 Points

NAME	M	WS	BS	S	T	W	A	LD	SV	MAX
MV36 Guardian Drone	8"	5+	5+	3	4	1	1	6	4+	1

ABILITIES:

Guardian Fields	A Guardian Drone has a 5+ invulnerable save. Friendly T'AU EMPIRE models within 6" of this model have a 6+ invulnerable save.
For the Greater Good	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	Drones cannot be specialists, are not part of the fire team and cannot gain experience.
Saviour Protocols	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: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

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	RANGE	TYPE	S	AP	D	ABILITIES				
Kroot rifle (melee)	Melee	Melee	+1	0	1	-				
Kroot rifle (shooting)	24"	Rapid Fire 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.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Bork'an 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	TYPE	S	AP	D	ABILITIES				
Photon grenade	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from hit rolls made for INFANTRY models that have suffered any hits from photon grenades until the end of the battle round.				
Rail rifle	30"	Rapid Fire 1	6	-4	D3	For each wound roll of 6+ made for this weapon, the target model suffers a mortal wound in addition to the normal damage.				

ABILITIES:

Pathfinder Bonding Knife Ritual	You can subtract 1 from Nerve tests for Pathfinders, Pathfinder Gunners or Pathfinder Shas'uis from your kill team within 3" of any other friendly models with this ability that are not shaken.
For the Greater Good	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: COMMS

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.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Bork'an Sept										20 Points
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	TYPE	S	AP	D	ABILITIES				
Burst cannon	18"	Assault 4	5	0	1	-				
ABILITIES:										
Stealth Team Bonding Knife Ritual	You can subtract 1 from Nerve tests for Stealth Shas'uis or Stealth Shas'vres from your kill team within 3" of any other friendly models with this ability that are not shaken.									
Camouflage Fields	Your opponent must subtract 1 from all hit rolls for attacks that target this model.									
For the Greater Good	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: HEAVY										
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: <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flesh Wounds: <input type="checkbox"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>										

Bork'an 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	TYPE	S	AP	D	ABILITIES				
Photon grenade	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from hit rolls made for INFANTRY models that have suffered any hits from photon grenades until the end of the battle round.				
Pulse carbine	18"	Assault 2	5	0	1	-				
Pulse pistol	12"	Pistol 1	5	0	1	-				
Markerlight	36"	Heavy 1	-	-	-	See Markerlight rules.				

ABILITIES:

Fire Warrior Bonding Knife Ritual	You can subtract 1 from Nerve tests for Shas'las or Shas'uis from your kill team within 3" of any other friendly models with this ability that are not shaken.
For the Greater Good	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: COMMS

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.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐☐ Convalescence: ☐ New Recruit: ☐

Bork'an Sept

24 Points

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	TYPE	S	AP	D	ABILITIES				
Fusion blaster	18"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.				

ABILITIES:

Stealth Team Bonding Knife Ritual	You can subtract 1 from Nerve tests for Stealth Shas'uis or Stealth Shas'vres from your kill team within 3" of any other friendly models with this ability that are not shaken.
Camouflage Fields	Your opponent must subtract 1 from all hit rolls for attacks that target this model.
For the Greater Good	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: COMMS

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.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

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	TYPE	S	AP	D	ABILITIES				
2x Pulse carbine	18"	Assault 2	5	0	1	-				

ABILITIES:

For the Greater Good	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	Drones cannot be specialists, are not part of the fire team and cannot gain experience.
Saviour Protocols	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: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

Bork'an Sept

23 Points

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	TYPE	S	AP	D	ABILITIES				
Markerlight	36"	Heavy 1	-	-	-	See Markerlight rules.				
Photon grenade	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from hit rolls made for INFANTRY models that have suffered any hits from photon grenades until the end of the battle round.				
Pulse rifle	30"	Rapid Fire 1	5	0	1	-				

ABILITIES:

For the Greater Good	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.
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SPECIALISM: STRATEGIST

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.
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Experience: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

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	TYPE	S	AP	D	ABILITIES				
2x Pulse carbine	18"	Assault 2	5	0	1	-				

ABILITIES:

For the Greater Good	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	Drones cannot be specialists, are not part of the fire team and cannot gain experience.
Saviour Protocols	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: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐