Tau

Fire Warrior	М	WS	-	BS	S	Т	W	Α	Ld	Sv		
Breacher Shas'ui	6"	5+		4+	3	3	1	2	7	4+		
<i>N</i> eapon	Range	Туре	S	AP	D			Abiliti				
Photon grenade	12"	Greanade D6	-	-	-	oppone INFA	veapon doe ent must su NTRY mod shoton grer	ibtract 1 els that h	from hit ro nave suffer til the end o	lls made fo ed any hits		
Pulse blaster	15"	Assault 2	4	0	1			-				
Abilities:												
Bonding Knife Ritual Breacher)		ubtract 1 fron team within 3										
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												
Level 1: Resourceful	As long	as this mode Comm					nd not sha ing of the			addition		
Experience: 🗆 🗆		00000	⊐ Fl	esh Wo	unds: [Convalesce	ence: 🗆	New Recr	uit: 🗆		
										20 Poir		
Name	М	WS		BS	S	Т	W	Α	Ld	Sv		
KV25 Stealth Battlesuit Shas'ui	8"	5+		4+	4	4	2	2	7	3+		
Weapon	Range	Type	S	AP	D			Abiliti	es			
Burst cannon	18"	Assault 4	5	0	1			-				
Abilities: Bonding Knife Ritual	You can	subtract 1 fro	om Ne	erve tes	ts for S	itealth Si	has'uis or S	tealth Sh	as'vres fro	m vour kil		
Stealth)		team within 3										
Camouflage Fields		r opponent m							-			
For the Greater Good	your k	n enemy mode xill team with t watch as if th	this al	bility wi ere also	thin 6' target	of one o	of the charg	ging mode as done s	el's targets o, they can	may fire		
Specialism: Veteran												
Level 1: Grizzled	This m											
20701 1. OI 12210U		oderignores	s pen	alties	to its I	_eaders	ship chara	cteristi	c and Ne	rve tests.		
Experience:							·					
Experience: □ □		00000		esh Wo	unds: [Convalesco					
Experience: □ □							·			uit: □		
Experience: □ □ Name KV25 Stealth Battlesuit Shas'vre	м 8"	ws 5+	⊒ Fl	esh Wo BS 4+	unds: [S 4		Convalesco	ence: □ A 3	New Recru Ld 8	uit: □ 20 Poir		
Experience: □ □ Name XV25 Stealth Battlesuit Shas'vre Weapon	M 8"	WS 5+	□ FI	BS 4+	unds: [S 4	T	Convalesco	ence: 🗆	New Recru Ld 8	uit: □ 20 Poir Sv		
Experience: Name KV25 Stealth Battlesuit Shas'vre Weapon Burst cannon	м 8"	ws 5+	⊒ Fl	esh Wo BS 4+	unds: [S 4	T	Convalesco	ence: □ A 3 Abiliti	New Recru Ld 8	uit: □ 20 Poir Sv		
Experience: Name KV25 Stealth Battlesuit Shas'vre Weapon Burst cannon	M 8"	WS 5+	□ FI	BS 4+	unds: [S 4	T	Convalesco	ence: □ A 3 Abiliti	New Recru Ld 8	uit: □ 20 Poir Sv		
Experience: Name KV25 Stealth Battlesuit Shas'vre Weapon Burst cannon Heavy Abilities:	M 8" Range 18"	WS 5+	S 5	BS 4+ AP 0	s 4 D	T 4	Convalesco W 2	A 3 Abiliti	New Recri	uit: □ 20 Poir Sv 3+		
Experience: Name KV25 Stealth Battlesuit Shas'vre Weapon Burst cannon Heavy Abilities: Bonding Knife Ritual Stealth)	M 8" Range 18"	WS 5+ Type Assault 4 subtract 1 froteam within 3	S 5 5	BS 4+ AP 0	unds: [S 4 D 1 1]	T 4	Convalesco W 2 has'uis or S th this abiliti	A Abiliti - ttealth Sh	Ld 8 es	20 Poir Sv 3+ om your kilen.		
Experience: Name XV25 Stealth Battlesuit Shas'vre Weapon Burst cannon Heavy Abilities: Bonding Knife Ritual Stealth)	M 8" Range 18"	WS 5+ Type Assault 4 subtract 1 froteam within 3 ir opponent m	S 5 5	BS 4+ AP 0	unds: [S 4 D 1 1 ts for S ddly mod 1 from	T 4	Convalesco W 2 has'uis or S h this abiliti	A Abiliti - ttealth Sh	New Recri	20 Poir Sv 3+ m your kilen. model.		
Experience: Name KV25 Stealth Battlesuit Shas'vre Weapon Burst cannon Heavy Abilities: Bonding Knife Ritual Stealth) Camouflage Fields For the Greater	M 8" Range 18" You can You When a	WS 5+ Type Assault 4 subtract 1 froteam within 3 ir opponent m nemy mode (ill team with it watch as if th	S 5 5 5 5 5 5 5 5 5 5 5 6 6 6 6 6 6 6 6	BS 4+ AP 0	unds: [T 4 Sitealth Siddels with all hit ro against 1 of one of ed. Once	Convalesco W 2 has'uis or S th this abilitilities for atta a model froc of the charg	A Abiliti - tealth Shy that ar cks that to my your kging mode as done s	New Recriber 1	uit: □ 20 Poir Sv 3+ om your kilen. model. odels fron may fire		
Experience: Name XV25 Stealth Battlesuit Shas'vre Weapon Burst cannon Heavy Abilities: Bonding Knife Ritual (Stealth) Camouflage Fields For the Greater Good	M 8" Range 18" You can You When a	WS 5+ Type Assault 4 subtract 1 froteam within 3 ir opponent m nemy mode (ill team with it watch as if th	S 5 5 5 5 5 5 5 5 5 5 5 5 5 5 6 6 6 6 6	BS 4+ AP 0	unds: [T 4 itealth Siddels with all hit ro against to of one of ed. Once	Convalesco W 2 has'uis or S h this abilitibls for atta a model fro f the charge	A Abiliti - tealth Shy that ar cks that to my your kging mode as done s	New Recriber 1	uit: □ 20 Poir Sv 3+ om your kilen. model. odels fron may fire		
Experience: Name XV25 Stealth Battlesuit Shas'vre Weapon Burst cannon Heavy Abilities: Bonding Knife Ritual Stealth) Camouflage Fields For the Greater	M 8" Range 18" You can You When a	WS 5+ Type Assault 4 subtract 1 froteam within 3 ir opponent m nemy mode (ill team with it watch as if th	S 5 5 5 5 5 5 5 5 5 5 5 5 5 5 6 6 6 6 6	BS 4+ AP 0	unds: [T 4 itealth Siddels with all hit ro against to of one of ed. Once	Convalesco W 2 has'uis or S h this abilitibls for atta a model fro f the charge	A Abiliti - tealth Shy that ar cks that to my your kging mode as done s	New Recriber 1	uit: □ 20 Poir Sv 3+ om your kilen. model. odels fron may fire		
Experience: Name KV25 Stealth Battlesuit Shas'vre Weapon Burst cannon Heavy Abilities: Bonding Knife Ritual Stealth) Camouflage Fields For the Greater Good	M 8" Range 18" You can You When a	WS 5+ Type Assault 4 subtract 1 froteam within 3 ir opponent m nemy mode (ill team with it watch as if th	S 5 5 5 5 5 5 5 5 5 5 5 5 5 5 6 6 6 6 6	BS 4+ AP 0	unds: [T 4 itealth Siddels with all hit ro against to of one of ed. Once	Convalesco W 2 has'uis or S h this abilitibls for atta a model fro f the charge	A Abiliti - tealth Shy that ar cks that to my your kging mode as done s	New Recriber 1	uit: □ 20 Poir Sv 3+ om your kilen. model. odels fron may fire		
Experience: Name KV25 Stealth Battlesuit Shas'vre Weapon Burst cannon Heavy Abilities: Bonding Knife Ritual Stealth) Camouflage Fields For the Greater Good	M 8" Range 18" You can You When a	WS 5+ Type Assault 4 subtract 1 froteam within 3 ir opponent m nemy mode (ill team with it watch as if th	S 5 5 5 5 5 5 5 5 5 5 5 5 5 5 6 6 6 6 6	BS 4+ AP 0	unds: [T 4 itealth Siddels with all hit ro against to of one of ed. Once	Convalesco W 2 has'uis or S h this abilitibls for atta a model fro f the charge	A Abiliti - tealth Shy that ar cks that to my your kging mode as done s	New Recriber 1	uit: □ 20 Poir Sv 3+ om your kilen. model. odels fron may fire		

Specialism:											7 Point		
Drone 8" 5+ 5+ 3 4 1 1 6 5+	Name	М	WS		BS	S	Т	W	А	Ld	Sv		
AGuardian Fields Guardian Fields A Guardian Drone has a 5+ invulnerable save. Friendly TAU EMPIRE models within 6' of the model have a 6+ invulnerable save. 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 models 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. If a DRONE is within 3' of a friendly TAU EMPIRE INFANTRY model whan an enemy attact successfully wounds it, you can inflict a mortal wound on the Drone, and the target model of successfully wounds it, you can inflict an mortal wound on the Drone, and the target model of successfully wounds it, you can inflict an mortal wound on the Drone, and the target model of successfully wounds it, you can inflict an mortal wound on the Drone, and the target model of successfully wounds it, you can inflict an mortal wound on the Drone, and the target model of successfully wounds it, you can subtract a from this attack. Specialism: Experience:		8"	5+		5+	3	4	1	1	6	5+		
A Guardian Drone has a 5+ invulnerable save. Friendly TAU EMPIRE models within 6° of the model have a 6+ invulnerable save. 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 free Overwards as fifthey were able targeted. Ones a model has done so, they cannot fire Overwards as fifthey were able targeted. Ones a model has done so, they cannot fire Overwards or Retreat for the rest of the phase. Drones cannot be specialists, are not part of the fire team and cannot gain experience. Barlour Protocols Fla DRONE is within 3° of a friendly TAU EMPIRE INFANTRY model whan an enemy attack successfully wounds it, you can inflict a mortal wound on the Drone, and the target model does not suffer any damage from this attack. Specialism: Experience:	Weapon	Range	Туре	S	AP	D			Abilit	ies			
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 as if they were also targeted. Once a model has done so, they cannot fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch as if they were also targeted. Once a model has done so, they cannot fire overwatch as if they were also targeted. Once a model has tack. This weapon of the control o	Abilities:												
For the Greater Good Good	Guardian Fields	A Guardia	an Drone has a							models with	in 6" of thi		
Drones cannot be specialists, are not part of the fire team and cannot gain experience. Saviour Protocols Saviour Protocols Specialism: Farmon Farmo		your k	ill team with t watch as if the	his ab ey wei	ility wi re also	thin 6' target	of one o	of the cha	rging mod has done	lel's targets so, they can	may fire		
Saviour Protocols successfully wounds it, you can inflict a mortal wound on the Drone, and the target model does not suffer any damage from this attack. Experience:		Drone	es cannot be sp	oeciali	ists, ar	e not p	art of th	e fire tean	n and can	not gain exp	erience.		
Experience:	Saviour Protocols	successfully wounds it, you can inflict a mortal wound on the Drone, and the target model											
Experience:	C			does	not su	ffer an	y damag	e from th	is attack.				
Pathfinder Shas'ui 7" 5+ 4+ 3 3 1 1 2 7 5+ Weapon Range Photon grenade 12" Greanade D6 This weapon does not inflict any damage. Your substract 1 from Nerve tests for Pathfinders, Pathfinder Gunners or Pathfinder Shas'uis from your kill team within 3" of any friendly models with this ability within 6" of one of the charging model's targets may fire Overwatch or Retreat for the rest of the phase. Photon grenade M WS BS T W A Ld Sv Pathfinder Gunner 7" 5+ 4+ 3 3 1 1 1 6 5+ Weapon Range Photon grenade 12" Greanade D6 This weapon does not inflict any damage. Your opponent must subtract 1 from hit rolls made for line from photon grenades until the end of the battle from photon grenades until the end of the battle from photon grenades on the charging model's targets may fire overwatch or Retreat for the rest of the phase. When an enemy model declares a charge against a model from your kill team, models from your kill team, within 6" of one of the charging model's targets may fire overwatch or Retreat for the rest of the phase. Specialism: Experience:	Experience: 🗆 🗆	10000	00000	∃ Fle	sh Wo	unds: [Convales	cence: 🗆	New Recru	ıit: □		
Pathfinder Shas'ui 7" 5+ 4+ 3 3 1 2 7 5+ Weapon Range Type S AP D Abilities This weapon does not inflict any damage. Your opponent must subtract 1 from hit rolls made for Netherlight Abilities: Bonding Knife Ritual (Pathfinder) When an enemy model declares a charge against a model from your kill team, models from Yourwatch as if they were also targeted. Once a model has done so, they cannot fire Overwatch as if they were also targeted once and inflict any damage. Your opponent must subtract 1 from Nerve tests for Pathfinders, Pathfinder Gunners or Pathfinder Gunners or Pathfinder (Pathfinder) Abilities: When an enemy model declares a charge against a model from your kill team, models from Yourwatch as if they were also targeted. Once a model has done so, they cannot 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. 7 Point Name M WS BS S T W A Ld SV Pathfinder Gunner 7" 5+ 4+ 3 3 1 6 5+ Weapon Range Type S AP D Abilities 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 Potential path in the path in the end of the battly round. The path index of the path in the path											7 Poin		
Photon grenade 12" Greanade D6	Name		WS		BS		Т	W	Α	1	Sv		
Photon grenade 12" Greanade D6	Pathfinder Shas'ui	7"	5+		4+	3	3	1	2	7	5+		
Photon grenade 12" Greanade D6	Weapon	Range	Type	S	AP	D							
Markerlight Abilities: Bonding Knife Ritual (Pathfinder) For the Greater Good When an enemy model declares a charge against a model from your kill team within 5° 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 as if they were also targeted any hits from photon grenade 12" Greanade D6 This wappon does not inflict any damage. Your opponent must subtract 1 from hit rolls made for Markerlight Abilities: 8	Photon grenade	12"		-	-	-	opponent must subtract 1 from hit rolls made for INFANTRY models that have suffered any hits from photon grenades until the end of the batt						
A Specialism: Specialism: You can subtract 1 from Nerve tests for Pathfinders, Pathfinder Gunners or Pathfinder Shas'uis from your kill team within 3" of any friendly models with this ability that are not shaken.	Pulse carbine w/ Markerlight	18"	Assault 2	5	0	1			-				
Shas'uis from your kill team within 3" of any 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 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: Experience:	Abilities:												
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: Experience:	Bonding Knife Ritual (Pathfinder)					n 3" of	any frie	ndly mode					
Experience:	For the Greater Good	your k	ill team with t watch as if the	his ab ey wei	ility wi re also	thin 6' target	of one o	of the char a model	rging mod has done	lel's targets so, they can	may fire		
Pathfinder Gunner 7" 5+ 4+ 3 3 1 1 6 5+ Weapon Range Type S AP D Abilities Photon 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 w/ Markerlight 18" Assault 2 5 0 1	Specialism:												
Pathfinder Gunner 7" 5+ 4+ 3 3 1 1 6 5+ Weapon Range Type S AP D Abilities Photon 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 w/ Markerlight 18" Assault 2 5 0 1											. =		
Pathfinder Gunner 7" 5+ 4+ 3 3 1 6 5+ Weapon Range Type S AP D Abilities 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 w/ Markerlight Assault 2 5 0 1 - Abilities 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 w/ Markerlight Assault 2 5 0 1 - Abilities You can subtract 1 from Nerve tests for Pathfinders, Pathfinder Gunners or Pathfinder Shas'uis from your kill team within 3" of any 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 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: 🗆 L			J Fle	sh Wo	unds: L		Convales	cence: 🗆	New Recru	iit: ⊔		
Pathfinder Gunner 7" 5+ 4+ 3 3 1 6 5+ Weapon Range Type S AP D Abilities 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 w/ Markerlight Assault 2 5 0 1 - Abilities 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 w/ Markerlight Assault 2 5 0 1 - Abilities You can subtract 1 from Nerve tests for Pathfinders, Pathfinder Gunners or Pathfinder Shas'uis from your kill team within 3" of any 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 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.											7 Doin		
Pathfinder Gunner 7" 5+ 4+ 3 3 1 1 1 6 5+ Weapon Range Type S AP D Abilities Photon grenade 12" Greanade 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 w/ Markerlight 18" Assault 2 5 0 1	Namo	N/I	\A/C		DC	С	T -	14/		l d			
Photon grenade 12" Greanade 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.				-			3		1				
Photon grenade 12" Greanade 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 w/ Markerlight 18" Assault 2 5 0 1				S	_								
Markerlight Assault 2 5 U 1 Abilities: Bonding Knife Ritual (Pathfinder) You can subtract 1 from Nerve tests for Pathfinders, Pathfinder Gunners or Pathfinder Shas'uis from your kill team within 3" of any 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 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.	Photon grenade		Greanade	-	-	-	oppon INFA	This weapon does not inflict any damage. opponent must subtract 1 from hit rolls ma INFANTRY models that have suffered any from photon grenades until the end of the l			Is made fo d any hits		
Bonding Knife Ritual (Pathfinder) You can subtract 1 from Nerve tests for Pathfinders, Pathfinder Gunners or Pathfinder Shas'uis from your kill team within 3" of any 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 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.	Pulse carbine w/ Markerlight	18"	Assault 2	5	0	1			-				
Shas'uis from your kill team within 3" of any 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 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.	Abilities:												
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.	Bonding Knife Ritual (Pathfinder)					n 3" of	any frie	ndly mode					
·	For the Greater Good	your k	ill team with t watch as if the	his ab ey wei	ility wi re also	charge thin 6' target	against of one o	a model fi of the cha a model	rging mod has done	lel's targets so, they can	may fire		
	Specialism:		,	J v C I V	vaccii C	. IVELI	cat ioi li	ic rest of	пс рназе				

Experience:

Convalescence:

New Recruit:

										7 Point		
Name	М	WS	_	BS	S	Т	W	Α	Ld	Sv		
MB3 Recon Drone	8"	5+	5+		4	4	2	1	6	5+		
Weapon	Range	Type	S	AP	D			Abiliti	es			
Burst cannon	18"	Assault 4	5	0	1			-				
Abilities:												
Recon Suite		art of the Shoo iendly Recon [to their	Orone.	Until t	the end	of the pl		nodel do	es not suffe			
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	Drone	es cannot be s	peciali	ists, ar	e not pa	art of the	fire team	and cann	ot gain exp	erience.		
Saviour Protocols		NE is within 3 sfully wounds i	t, you	can int	, flict a m	ortal wo		Drone,				
Experience: 🗆 🛭	10000	100000	□ Fle	sh Wo	ounds: [] [] [Convalesce	ence: 🗆	New Recru	it: □		
										8 Point		
Name	М	WS		BS	S	Т	W	Α	Ld			
Fire Warrior Shas'la	6"	5+		4+	3	3	1	1	6	Sv		
Weapon	Range	Type	S	-						4+		
				AP	D			Abiliti		4+		
Photon grenade	12"	Greanade D6	-	AP -	D -	oppone INFAN	nt must su NTRY mod	es not infl btract 1 els that h	lict any dam from hit rol ave suffere il the end o	4+ nage. Your Is made for d any hits		
J	12" 30"	Greanade	5	- 0	- 1	oppone INFAN	nt must su NTRY mod	es not infl btract 1 els that h ades unt	lict any dam from hit rol ave suffere il the end o	4+ nage. Your Is made for d any hits		
Pulse rifle		Greanade D6 Rapid	5	-	- 1	oppone INFAN	nt must su NTRY mod	es not infl btract 1 els that h ades unt	lict any dam from hit rol ave suffere il the end o	4+ nage. Your Is made for d any hits		
Photon grenade Pulse rifle Abilities: Bonding Knife Ritual (Fire Warrior)	30"	Greanade D6 Rapid Fire 1 subtract 1 fro	m Ner	- 0	ts for SI	oppone INFAN from ph	nt must su NTRY mode noton gren	es not infl btract 1: els that h ades unt round -	lict any dam from hit rol lave suffere il the end o d.	4+ nage. Your Is made fo d any hits f the battle		

Experience:

Convalescence:

New Recruit:

Specialism: