

Tau

8 Points									
Name	M	WS	BS	S	T	W	A	Ld	Sv
Fire Warrior Breacher Shas'ui	6"	5+	4+	3	3	1	2	7	4+
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 blaster	15"	Assault 2	4	0	1	-			
Abilities:									
Bonding Knife Ritual (Breacher)	You can subtract 1 from Nerve tests for Breacher Shas'las or Breacher Shas'uis from your kill team within 3" of any 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: Leader									
Level 1: 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: <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"/> <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"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>									

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7 Points									
Name	M	WS	BS	S	T	W	A	Ld	Sv
MV36 Guardian Drone	8"	5+	5+	3	4	1	1	6	5+
Weapon	Range	Type	S	AP	D	Abilities			
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	If a DRONE is within 3" of a friendly T'AU EMPIRE INFANTRY model when 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: <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"/> <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"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>									

7 Points									
Name	M	WS	BS	S	T	W	A	Ld	Sv
Pathfinder Shas'ui	7"	5+	4+	3	3	1	2	7	5+
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 w/ Markerlight	18"	Assault 2	5	0	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.								
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:									
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"/> <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"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>									

7 Points									
Name	M	WS	BS	S	T	W	A	Ld	Sv
Pathfinder Gunner	7"	5+	4+	3	3	1	1	6	5+
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 w/ Markerlight	18"	Assault 2	5	0	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.								
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:									
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"/> <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"/> <input type="checkbox"/> Convalescence: <input type="checkbox"/> New Recruit: <input type="checkbox"/>									

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Name	M	WS	BS	S	T	W	A	Ld	Sv
MB3 Recon Drone	8"	5+	5+	4	4	2	1	6	5+
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	If a DRONE is within 3" of a friendly T'AU EMPIRE INFANTRY model when 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: ☐☐☐☐☐☐☐☐☐☐ Flesh Wounds: ☐☐ Convalescence: ☐ New Recruit: ☐

8 Points

Name	M	WS	BS	S	T	W	A	Ld	Sv
Fire Warrior Shas'la	6"	5+	4+	3	3	1	1	6	4+
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 rifle	30"	Rapid Fire 1	5	0	1	-

Abilities:

Bonding Knife Ritual (Fire Warrior)	You can subtract 1 from Nerve tests for Shas'las or Shas'uis from your kill team within 3" of any 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:

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