CODEX: Gue’Vesa:

By Anthony

**Wargear List:**

Pistol Weapons: Las Pistol, Auto Pistol, Pulse Pistol

Melee Weapons: Chainsword, Power Sword

Ranged Weapons: Lasgun, Autogun, Pulse Rifle

**Gue’Vesa’El – points:**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name: | M | WS | BS | S | T | W | A | Ld | Sv |
| Gue’Vesa’El | 6” | 3+ | 3+ | 4 | 4 | 4 | 3 | 8 | 4+ |

Battlefield Role: HQ

Unit Composition: 1 Gue’Vesa’El

Wargear: Lasgun, Markerlight, and Photon Grenades

Options:

* This model may replace his Lasgun with any combination of two weapons from the Pistol Weapons or Melee Weapons list or he may replace his Lasgun with a single weapon from the Ranged Weapons list.

Abilities:

* Shield Generator: This model has a 4+ invulnerable save.
* One for All, All for One: You can re-roll hit rolls of 1 made for friendly <DOCTRINE> units within 6” of this model.

Faction Keywords: **T’AU EMPIRE, AUXILLARY, <DOCTRINE>**

Keywords: **GUE’VESA, INFANTRY, GUE’VESA’EL**

**Gue’Vesa Squad – 50 Points:**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name: | M | WS | BS | S | T | W | A | Ld | Sv |
| Gue’Vesa’La | 6” | 4+ | 4+ | 3 | 3 | 1 | 1 | 6 | 5+ |
| Gue’Vesa’Ui | 6” | 4+ | 4+ | 3 | 3 | 1 | 2 | 7 | 5+ |

Battlefield Role: Troop

Unit Composition: 1 Gue’Vesa’Ui, 9 Gue’Vesa’Las   
  
Wargear: Lasgun, Combat Knife, Frag Grenades, and Krak Grenades

Options:

* One Gue’Vesa’La may take a Vox-caster
* Any model in this unit may replace their Lasgun with an item from the Ranged Weapons list.

Abilities:

* Vox-caster: If a friendly OFFICER is within 3” of a unit with a Vox-caster when using their One for All, All for One ability, you may extend the range of the ability to 18” if the receiving unit also has a vox caster.

Faction Keywords: **T’AU EMPIRE, AUXILIARY, <DOCTRINE>**

Keywords: **GUE’VESA, GUE’VESA SQUAD, INFANTRY**

**Ranged Weapons:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Abilities |
| Lasgun | 24” | Rapid Fire 1 | 3 | 0 | 1 | - |
| Autogun | 24” | Rapid Fire 1 | 3 | 0 | 1 | - |
| Pulse Rifle | 30” | Rapid Fire 1 | 5 | 0 | 1 | - |
| Las Pistol | 12” | Pistol 1 | 3 | 0 | 1 | - |
| Auto Pistol | 12” | Pistol 1 | 3 | 0 | 1 | - |
| Pulse Pistol | 12” | Pistol 1 | 5 | 0 | 1 | - |

**Melee Weapons:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Weapon | Range | Type | S | AP | D | Abilities |
| Chainsword | Melee | Melee | User | 0 | 1 | Each time the bearer fights, it can make 1 additional attack with this weapon. |
| Power Sword | Melee | Melee | User | -3 | 1 | - |

**Ranged Weapons Point Costs:**

|  |  |
| --- | --- |
| Weapon | Points Per Weapon |
| Lasgun | 0 |
| Autogun | 0 |
| Pulse Rifle | 1 |
| Las Pistol | 0 |
| Auto Pistol | 0 |
| Pulse Pistol | 1 |

**Melee Weapons Point Costs:**

|  |  |
| --- | --- |
| Weapon | Points Per Weapon |
| Chainsword | 0 |
| Power Sword | 4 |