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.
* Remember Your Training: for One: This unit may issue one order per turn to the Gue’Vesa under their command at the start of their shooting phase. Orders may only be issued to INFANTRY units within 6” of this unit that have the same <DOCTRINE> keyword as this unit. To issue an order, pick a target unit and choose which order you wish to issue from the table on the first page. A unit may only be effected by one order per turn.
* One for All, All for One: This model may use the Remember your Training ability twice in ach of your turns. Resolve the effects of the first order before issuing the second order.

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 |