

Army wide rules:	
For the Greater Good	Increase the range for firing Overwatch to 6".

Tactical Points (5)	
One Track Mind (1) [Philosophy]	Before the game, you choose a single Tactical Action available to you. You may only use that Tactical Action in the game. You may choose different Tactical Actions for each game
Destined For Greatness (2)	Gain 1 TP for including a leader. Add +1 for each game this Leader has taken part in until now
Cream Of The Crop (1)	Gain 1 TP for taking the maximum number of Special models according to your Model Allowance.
Death And Diversity (1)	Gain 1 TP if your team contains 8 or more different Keywords.

7x Fire Warrior (49)										Core
Fire Warrior	6	5+	4+	3	3	1	1	6	4+	-
Weapons	Type	Rng	Str	AP	Dmg	Rule				
Pulse Rifle	Rapid Fire 1	30	5	0	1					
Photon grenade	Grenade D6	12	-	-	-	Your opponent must subtract 1 from any hit rolls made for INFANTRY units that were hit by this weapon until the end of the turn.				
Keywords	T'au Empire, Sept, Infantry, Breacher Team									

2x Crisis Shas'ui (96)										Special
Crisis Shas'ui	8	5+	4+	5	5	3	2	8	3+	-
Weapons	Type	Rng	Str	AP	Dmg	Rule				
Burst Cannon	Assault 4	18	5	0	1					
Equipment	Effect									
Stabilizing Jet (5)	+2" when advancing									
Rule	Effect									
Bonding Knife Ritual	If you roll a 6 when taking a Morale test, the test is automatically passed.									
Keywords	T'au Empire, Sept, Battlesuit, Jet Pack, Fly, XV8 Crisis Battlesuits									

Broadside Shas'ui (35)										Special
Broadside Shas'ui	5	5+	4+	5	5	3-6	2	7	2+	-
	5	6+	4+	5	5	1-2	1	6	2+	-
Weapons	Type	Rng	Str	AP	Dmg	Rule				
Heavy Rail Rifle	Heavy 2	60	8	4	D6	Each time you make a wound roll of 6+ for this weapon, the target unit suffers a mortal wound in addition to the normal damage.				
Rule	Effect									
Bonding Knife Ritual	If you roll a 6 when taking a Morale test, the test is automatically passed.									
Damaged Generator	When this model has 1 or 2 wounds remaining, all natural 1's to hit made with a ranged weapon by this model result in a single automatic AP -2 with a damage of 1.									
Keywords	T'au Empire, Sept, Battlesuit, Jet Pack, Fly, XV88 Broadside Battlesuits									

3x MV4 Shield Drone [Tactical Drone] (30)										Core
MV4 Shield Drone [Tactical Drone]	8	5+	5+	3	4	1	1	6	4+	4+
Weapons	Type	Rng	Str	AP	Dmg	Rule				
Pulse Carbine	Assault 1	18	5	0	1					
Rule	Effect									
Saviour Protocols	If an INFANTRY or BATTLESUIT model within 3" of this model is wounded roll a D6. On a 2+ you can allocate that wound to this model instead. If you do, this model suffers a mortal wound instead of the normal damage.									
Shield Generator	Gains a 4+ invulnerable save. Roll a D6 each time this model loses a wound; on a 5+ ignore that wound.									
Keywords	T'au Empire, Sept, Drone, Fly, Tactical Drones									

MV1 Gun Drone [Tactical Drone] (12)											Core
MV1 Gun Drone [Tactical Drone]	8	5+	5+	3	4	1	1	6	4+	-	
Weapons	Type	Rng	Str	AP	Dmg	Rule					
Pulse Carbine	Assault 1	18	5	0	1						
Rule	Effect										
Saviour Protocols	If an INFANTRY or BATTLESUIT model within 3" of this model is wounded roll a D6. On a 2+ you can allocate that wound to this model instead. If you do, this model suffers a mortal wound instead of the normal damage.										
Threat Identification Protocols	In the Shooting phase, this model can only target the nearest visible enemy model (choose which one if two or more models are equally close).										
Keywords	T'au Empire, Sept, Drone, Fly, Tactical Drones										