头 - Tau Empire (324 pts) - Roster

Army wide rules:

For the Greater Good Increase the range for firing Overwatch to 6".

Keywords (9)

Battlesuit, Breacher Team, Fly, Infantry, Jet Pack, Pathfinder Team, Sept, T'au Empire, XV8 Crisis Battlesuits

Tactical Points (5)

One Track Mind (1) Before the game, you choose a single Tactical Action available to you. You may only use that Tactical Action in

[Philosophy] 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.

Crisis Shas'vre (48)												Leader		
Crisis Shas'vre	8	5+	4+			5	3-5	3	8	3+	-			
	5	5+	4+	4+ 5		5	1-2	2	7	3+	-			
Weapons	Туре	Type Rng Str AP Dmg Rule												
Burst Cannon	Assau	Assault 4 18 5 0 1												
Equipment	Effect	Effect												
Sniper Training (5)	When this	model re	emained	station	nary, re	-roll 'To	Hit' rolls	of 1.						
Rule	Effec	t												
Bonding Knife Ritual	If you	roll a 6 v	vhen tak	ing a N	/lorale	test, the	test is a	utomati	cally pas	sed.				
Damaged Jetpack	When	this mod	del has	1 or 2 v	vounds	remaini	ng, it los	ses the F	ly and J	et Pack K	eywords.			
Keywords	T'au Empire, Sept, Battlesuit, Jet Pack, Fly, XV8 Crisis Battlesuits													

7x Fire Warrior (49)											Core
Fire Warrior	6 5	+ 4+	3		3	1	1	6	4+	-	
Weapons	Туре	Rng	Str	AP	Dmg	Rule					
Pulse Rifle	Rapid Fire	1 30	5	0	1						
Photon grenade	Grenade [06 12	-	-	-		TRY ur				rolls made for n until the end of
Keywords	T'au Empir	e, Sept, Ir	ıfantry, E	Breach	er Team						

										Core	
7 5+	4+	3		3	1	1	6	5+	-		
Туре	Rng	Str	AP	Dmg	Rule						
Assault 1	18	5	0	1							
Heavy 1	36	-	-	-	See Markerlight table						
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 the turn.						
	Type Assault 1 Heavy 1	Type Rng Assault 1 18 Heavy 1 36	Type Rng Str Assault 1 18 5 Heavy 1 36 -	Type Rng Str AP Assault 1 18 5 0 Heavy 1 36 - -	Type Rng Str AP Dmg Assault 1 18 5 0 1 Heavy 1 36 - - -	Type Rng Str AP Dmg Rule Assault 1 18 5 0 1 Heavy 1 36 - - - See M Grenade D6 12 - - - Your o INFAN	Type Rng Str AP Dmg Rule Assault 1 18 5 0 1 Heavy 1 36 - - - See Markerlight Grenade D6 12 - - Your opponent INFANTRY un	Type Rng Str AP Dmg Rule Assault 1 18 5 0 1 Heavy 1 36 See Markerlight table Grenade D6 12 Your opponent must sut INFANTRY units that we	Type Rng Str AP Dmg Rule Assault 1 18 5 0 1 Heavy 1 36 See Markerlight table Grenade D6 12 Your opponent must subtract 1 from INFANTRY units that were hit by	Type Rng Str AP Dmg Rule Assault 1 18 5 0 1 Heavy 1 36 See Markerlight table Grenade D6 12 Your opponent must subtract 1 from any hit rolls ma INFANTRY units that were hit by this weapon until the	

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2x Crisis Shas'ui (96)													Special
Crisis Shas'ui	8	3	5+	4+	5		5	3	2	8	3+	-	
Weapons	1	уре		Rng	Str	AP	Dmg	Rule					
Burst Cannon	P	Assault	4	18	5	0	1						
Equipment	Effec	Effect											
Stabilizing Jet (5)	+2" w	hen ad	lvancing	9									
Rule	E	Effect											
Bonding Knife Ritual	It	f you ro	oll a 6 w	hen tak	king a M	lorale	test, the	test is a	utomatic	ally pass	ed.		
Keywords	Т	'au Em	npire, S	ept, Ba	ttlesuit,	Jet Pa	ick, Fly,	XV8 Cris	sis Battle	suits			

Broadside Shas'ui (35)												Special	
Rroadside Shas'ui	5	5+	4+ 5			5	3-6	2	7	2+	-		
	5	6+	4+	4+ 5		5	1-2	1	6	2+	-		
Weapons	Туре		Rng	Str	AP	Dmg	Rule						
Heavy Rail Rifle	Heav	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	Effec	t											
Bonding Knife Ritual	If you	roll a 6 v	when tal	king a N	Morale	test, the	test is a	utomatio	cally pas	sed.			
Damaged Generator						s remaini AP -2 with	0,		s to hit m	ade with	a ranged	weapon by this	
Keywords	T'au E	Empire, S	Sept, Ba	ttlesuit,	Jet P	ack, Fly,	XV88 Bı	roadside	Battlesu	its			

3x MV4 Shield Drone [Tactica	3x MV4 Shield Drone [Tactical Drone] (30)													
MV4 Shield Drone [Tactical Drone]	8	5+	5+	3		4	1	1	6	4+	4+			
Weapons	Туре		Rng	Str	AP	Dmg	Rule							
Pulse Carbine	Assault	: 1	18	5	0	1								
Rule	Effect													
Saviour Protocols		that w									a D6. On a 2+ y Il wound instead			
Shield Generator	Gains a	a 4+ inv	ulnerab	le save	. Roll a	D6 eac	h time th	nis mod	el loses a	wound;	on a 5+ ignore th	at wound.		
Keywords	T'au Er	T'au Empire, Sept, Drone, Fly, Tactical Drones												

MV1 Gun Drone [Tactical Drone] (12)												
MV1 Gun Drone [Tactical Drone]	8	5+	5+	3		4	1	1	6	4+	-	
Weapons	Туре		Rng	Str	AP	Dmg	Rule					
Pulse Carbine	Assault	1	18	5	0	1						
Rule	Effect											
Saviour Protocols		that wo										2+ you can tead of the normal
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 En	npire, S	ept, Dro	ne, Fly	, Tactio	al Dron	es					