头 - Tau Empire (324 pts) - Roster

Army wide rules:

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

Keywords (12)

Battlesuit, Breacher Team, Drone, Fly, Infantry, Jet Pack, Pathfinder Team, Sept, T'au Empire, Tactical Drones, XV8 Crisis Battlesuits, XV88 Broadside Battlesuits

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.

Crisis Shas'vre (48) — Leader

Crisis Shas'vre	8	5+	4+	5	5	3-5	3	8	3+	-
	5	5+	4+	5	5	1-2	2	7	3+	-

Weapons	Type	Rng	Str	AP	Dmg	Rule
Burst Cannon	Assault 4	18	5	0	1	

Equipment	Effect
Sniper Training (5)	When this model remained stationary, re-roll 'To Hit' rolls of 1.

Rule	Effect
Bonding Knife Ritual	If you roll a 6 when taking a Morale test, the test is automatically passed.
Damaged Jetpack	When this model has 1 or 2 wounds remaining, it loses the Fly and Jet Pack Keywords.

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	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

6x Pathfinder (54) — Core

Pathfinder	7	5+	4+	3	3	1	1	6	5+	-

Weapons	Type	Rng	Str	AP	Dmg	Rule
Pulse Carbine	Assault 1	18	5	0	1	
Markerlight	Heavy 1	36	-	-	-	See Markerlight table
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, Pathfinder 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