

# 头 - Tau Empire (312 pts)

## 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 (47)

Leader

Name	M	WS	BS	S	T	W	A	LD	Sv	Is
<i>Crisis Shas'vre</i>	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
<i>Burst Cannon (8)</i>	Assault 4	18	5	0	1	

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

Rule	Effect
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*Manta Strike* During deployment, you can hold this model back. At the end of one of your Movement phases you can set up this unit anywhere that is more than 9" away from any enemy models.

*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

Name	M	WS	BS	S	T	W	A	LD	Sv	Is
<i>Fire Warrior</i>	6	5+	4+	3	3	1	1	6	4+	-

Weapons	Type	Rng	Str	AP	Dmg	Rule
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*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

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6x Pathfinder (30)											Core
Name	M	WS	BS	S	T	W	A	LD	Sv	Is	
<i>Pathfinder</i>	7	5+	4+	3	3	1	1	6	5+	-	
Weapons	Type	Rng	Str	AP	Dmg	Rule					
<i>Pulse Carbine</i>	Assault 1	18	5	0	1						
<i>Markerlight</i>	Heavy 1	36	-	-	-	See Markerlight table					
<i>Photon grenade</i>	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 (74)											Special
Name	M	WS	BS	S	T	W	A	LD	Sv	Is	
<i>Crisis Shas'ui</i>	8	5+	4+	5	5	3	2	8	3+	-	
Weapons	Type		Rng	Str	AP	Dmg	Rule				
<i>Burst Cannon (8)</i>	Assault 4		18	5	0	1					
Equipment	Effect										
<i>Stabilizing Jet (5)</i>	+2" when advancing										
Rule	Effect										
<i>Manta Strike</i>	During deployment, you can hold this model back. At the end of one of your Movement phases you can set up this unit anywhere that is more than 9" away from any enemy models.										
<i>Bonding Knife Ritual</i>	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 (70)											Special
Name	M	WS	BS	S	T	W	A	LD	Sv	Is	
<i>Broadside Shas'ui</i>	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				
<i>Heavy Rail Rifle (35)</i>	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										
<i>Bonding Knife Ritual</i>	If you roll a 6 when taking a Morale test, the test is automatically passed.										
<i>Damaged Generator</i>	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
Name	M	WS	BS	S	T	W	A	LD	Sv	Is	
<i>MV4 Shield Drone [Tactical Drone]</i>	8	5+	5+	3	4	1	1	6	4+	4+	
Weapons	Type		Rng	Str	AP	Dmg	Rule				
<i>Pulse Carbine</i>	Assault 1		18	5	0	1					
Rule	Effect										
<i>Shield Generator</i>	Gains a 4+ invulnerable save. Roll a D6 each time this model loses a wound; on a 5+ ignore that wound.										
<i>Saviour Protocols</i>	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.										
Keywords	T'au Empire, Sept, Drone, Fly, Tactical Drones										

## 头 - Tau Empire (312 pts)

MV1 Gun Drone [Tactical Drone] (12)										Core
Name	M	WS	BS	S	T	W	A	LD	Sv	Is
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									