

XV26 STEALTH BATTLESUIT[®] STRATEGY PLOY

PATIENT HUNTERS

By allowing the enemy to recklessly show their hand or exhaust themselves, the wise can exploit the foolhardy aggression of the foe.

Whenever a friendly **XV26 STEALTH BATTLESUIT[®]** operative is shooting against or fighting against an expended enemy operative, that friendly operative's weapons have the Balanced weapon rule and its ranged weapons have the Saturate weapon rule.

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BONDS OF UNITY

Stealth battlesuit pilots can draw strength and resolve from comrades.

Whenever a friendly **XV26 STEALTH BATTLESUIT[•]** operative is activated (excluding **DRONE**), if it's visible to and within 6" of another friendly **XV26 STEALTH BATTLESUIT[•]** operative (excluding **DRONE**), you can ignore any changes to that first friendly operative's APL stat and select one of the following:

- Ignore any changes to that first friendly operative's Move stat from being injured until the end of that activation.
- Ignore any changes to the Hit stat of that first friendly operative's weapons from being injured until the end of that activation.

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PREPARE AMBUSH

The T'au precalculate firing solutions and establish kill field parameters, awaiting their unknowing opponents to enter perfect strike range.

Place one of your Ambush markers wholly within your territory and more than 2" from enemy operatives. Whenever a friendly **XV26 STEALTH BATTLESUIT[•]** operative is shooting an enemy operative that's within 2" of that marker, you can use this rule. If you do, remove that marker and that friendly operative's ranged weapons have the Seek weapon rule until the end of the action. In the Ready step of the next Strategy phase, if that marker is still in the killzone, remove that marker.

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HOLLOWAVE COUNTERMEASURES

Temporary bursts of experimental image-projection technology can throw off advanced targeters and even the aim of experienced snipers.

Whenever an operative is shooting a friendly **XV26 STEALTH BATTLESUIT[•]** operative more than 6" from it, in the Roll Attack Dice step, the attacker must discard one of their unresolved normal successes (or one of their critical successes if there are none). This isn't cumulative with being obscured.