

Cadre Fireblade			Hero Card			
			Exemplars of T'au'va			
Unit type	Subtype	Cost	move	armour	HP	unit size
Infantry	Hero	4	10"	2	10	1
name	Range	atk	hit	ap	dmg	Weapon Rules
Pulse Rifle	25"	6/5/4	4+	5+	2/3	Scoped
Gun Butt	-	6/4/2	5+	-	2/2	
Battleshock dampeners	When a unit dies, you can choose to discard its ploys after using them, instead of when they first show up in the market					

Firesight			Hero Card			
			Laser Targetted Drone Strike			
Unit type	Subtype	Cost	move	armour	HP	unit size
Infantry	Hero	5	8"	2	8	1
name	Range	atk	hit	ap	dmg	Weapon Rules
Longshot pulse rifle	40"	5/4/3	2+	3+	3/4	Scoped, Long Range
Gun Butt	-	6/4/2	5+	-	2/2	
Information Awareness Matrix	When preparing the Ploy Market, reveal 5 ploys instead of 4. Once per round, you can pay 1 RP to play one ploy above the limit					

Darkstrider			Hero Card			
			Targetted Assault			
Unit type	Subtype	Cost	move	armour	HP	unit size
Infantry	Hero	4	10"	1	8	1
name	Range	atk	hit	ap	dmg	Weapon Rules
Shade	15"	6/5/4	4+	5+	2/3	Scoped
Gun Butt	-	6/4/2	5+	-	2/2	
Structural Analysis	When a friendly Infantry units within 12" of this unit is attacking an enemy with a Markerlight token, reduce Armour of that enemy by 1					

Stealth Grot			Hero Card			
			Sneaky Sneaky			
Unit type	Subtype	Cost	move	armour	HP	unit size
Infantry	Hero	7	10"	4	12	1
name	Range	atk	hit	ap	dmg	Weapon Rules
Quiet Burst Cannon	15"	10/8/6	3+	5+	2/3	Short Range
Battlesuit Fists	-	4/3/2	5+	-	3/3	
Structural Analysis	This hero does not provoke enemies, unless it ends its turn in their sight without cover or attacks them					

Shas'o R'myr			Hero Card			
			Torchstar Gambit			
Unit type	Subtype	Cost	move	armour	HP	unit size
Heavy	Hero	8	10"	5	40	1
name	Range	atk	hit	ap	dmg	Weapon Rules
Burst cannon	20"	10/8/6	4+	3+	3/4	Twinned, Piercing 1
Battlesuit Fists	-	4/3/2	5+	-	3/3	
Hero of Third Expansion	Once per round, you can pay 1 RP to play one ploy above the limit					

Commander			Hero Card			
			Lead the Expansion			
Unit type	Subtype	Cost	move	armour	HP	unit size
Heavy	Hero	8	10"	5	40	1
name	Range	atk	hit	ap	dmg	Weapon Rules
Burst cannon	20"	10/8/6	4+	3+	3/4	Twinned, Piercing 1
Battlesuit Fists	-	4/3/2	5+	-	3/3	
Hero of Third Expansion	Once per round, you can pay 1 RP to attach one Basic drone to any Fireteam unit					

Ghostkeel			Hero Card			
			Deep Recon			
Unit type	Subtype	Cost	move	armour	HP	unit size
Heavy	Hero	10	10"	5	40	1
name	Range	atk	hit	ap	dmg	Weapon Rules
Cyclic ion raker	20"	15/12/10	3+	4+	2/4	Twinned, Piercing 1
Battlesuit Fists	-	4/3/2	5+	-	3/3	
Optic Disruptor Field	Markerlighted enemies targeting friendly Infantry Fire team units have their Hit stat worsened by 1					