

Codex:

TAU



TAU SPECIAL RULES

Overwatch

Unit may make a shooting attack against first assaulting unit each turn, made after assault has been declared but before they move. May fire Pistol, Assault and Rapid Fire weapons (and Heavy if Relentless), but will only hit on a 6, regardless of BS. May not fire Blast weapons, but Template weapons give automatic D3 hits. All other shooting rules apply and all models that may normally shoot, may shoot Overwatch. Overwatch never causes Moral or Pinning tests.

In scenarios where everyone may Overwatch (or similar), Tau always uses their full Ballistic skill.

Markerlight

Any model with a Markerlight may fire it instead of another weapon, rolling to hit as normal. Markerlight hits never need to wound, ignore cover and may not be saved. They use the following profile:

Range	S	AP	Type
36"	n/a	n/a	Heavy 1

The firing model can use it in two ways:

- Mark the target unit. Place a markerlight counter next to the 'marked' unit.
- Launch a seeker missile against the target unit immediately.

Any subsequent Tau unit targeting a 'marked' unit may use markerlight counters for any of the following effects, which may be combined for that shooting attack only:

- Add +1 to its Ballistic Skill. This effect may be stacked using more than one counter, to a maximum of BS5.
- Ignore the effects of Night Fight.
- Impose a -1 penalty to any cover saves of the target unit. Multiple counters may be spent to increase the penalty.
- Impose a -1 Leadership penalty to any Pinning test imposed by the unit's shooting. Multiple counters may be spent to increase the penalty.

At the end of the phase, all unused markerlight counters are removed. (Overwatch?)

Seeker missile

- Do not need a LOS from the vehicle they are mounted on to the target.
- Always hit on a 2+.
- Move in a straight line between the model carrying the missile and the target itself.
- Hits the front, side or rear as normal.
- The target may count the benefit of cover they are in or in base contact with if between firer.
- Vehicles cannot launch them themselves.
- Never count towards the number of weapons a vehicle may fire during a turn.

Range	S	AP	Type
Unlimited	8	3	Heavy 1, One Use Only

Battlesuits

XV8 Crisis

Improved Characteristics

+2S, +1T, +1W, 3+ armour save.

Recoil Absorption

Counting as stationary when firing Rapid Fire weapons.

Jetpack

Counting as Jetpack Infantry. May Deep Strike.

3 weapon systems or support systems

Taking two of the same weapon makes them twin-linked. May never take more than two of the same weapon.

Scanner

One model in unit may scan for Ambush, Lictors, etc. instead of shooting.

Multi-tracker

May fire two weapons.

Acute Senses

Re-roll Night Fighting.

Extremely Bulky

XV15/25 Stealth

Improved Characteristics

+1S, 3+ armour save.

Recoil Absorption

Counting as stationary when firing Rapid Fire weapons.

Stealth Field Generator

Count as in Night Fight at all times and equipped with defensive grenades. Drones in unit will have same rules.

Scanner

One model in unit may scan for Ambush, Lictors, etc. instead of shooting.

Acute Senses

Re-roll Night Fighting.

Bulky

XV88 Broadside

Improved Characteristics

+2S, +1T, +1W, 2+ armour save.

Recoil Absorption

Counting as stationary when firing Rapid Fire weapons.

2 weapon systems and 1 support systems

Taking two of the same weapon makes them twin-linked.

Scanner

One model in unit may scan for Ambush, Lictors, etc. instead of shooting.

Multi-tracker

May fire two weapons.

Acute Senses

Re-roll Night Fighting.

Extremely Bulky

XV104 Riptide

Improved Characteristics

+3S, +2T, +3W, 2+ armour save.

Jetpack

Counting as Jetpack Monstrous Creature. May Deep Strike.

Scanner

One model in unit may scan for Ambush, Lictors, etc. instead of shooting.

Multi-tracker

May fire two weapons.

Acute Senses

Re-roll Night Fighting.

Drones

Drones controlled by a drone controller count as part of the unit for all purposes (i.e. unit coherency, transport capacity, taking moral checks, regrouping, holding objectives, etc.). They follow the same targeting restrictions as the controller and if he is killed they are removed at the end of the phase in which he died.

If the controller is an IC, he and the drones form a unit. They may still join and leave other units.

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Wargear
Gun Drone	2	2	3	3*	1	4	1	*	4+	-	As owner	Twin-linked pulse carbine
Shield Drone	2	2	3	3*	1	4	1	*	4+	4+	As owner	Energy Shield
Sniper Drone	2	2/3	3	3*	1	4	1	*	4+	-	As owner	Rail rifle, target lock, stealth field generator, targeting array (+1BS)
Marker Drone	2	2/3	3	3*	1	4	1	*	4+	-	As owner	Networked markerlight, targeting array (+1BS)
Missile Drone	2	2	3	3*	1	4	1	*	4+	-	As owner	Missile pod

Special Rules:

- Jet Pack Infantry if independent
- Close Protection
Drones controlled by a Drone Controller always have the same T as the owner.
- Leadership
Drones with controller:
Same as user
Independent units:
Ld 4 if 4 or less drones
Ld 7 if more than 4 drones
- Artificial Intelligence
Drone units of 4 drones or less may never hold or deny objectives.

Independent unit's Ld equal to number of drones???

Gun Drone:

- All Gun Drones disembarking from a vehicle or squadron, must do so at the same time, counting as a single independent unit. They may never embark on the vehicle again. But they may embark other vehicles as passengers as usual.
- Gun Drones on a vehicle shoot as if they are passengers but must shoot at the same target as the vehicle.
- If a vehicle loses its last Hull Point before its drones have disembarked, the drones are removed.
- Drones that started the game attached to vehicles do not award Victory Points when destroyed.

Shield Drone:

- Energy Shield
4+ Invulnerable save.

Sniper Drone:

- Target Lock
May fire at different target.
- Stealth Field Generator
Counting as in Night Fighting at all times and equipped with defensive grenades. Drones in unit will have same rules.

Marker Drone:

- Networked Markerlight
Use before other weapons. May use markers for own shooting.

HQ

AUN'VA – MASTER OF THE UNDYING SPIRIT

105 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Aun'Va	1	3	2	3/5	4	1	1	10	-	-	Infantry (Character)	1 Aun'Va (Unique)
Honour Guard	4	4	3/5	3/5	2	3	3	10	5+	-	Infantry	2 Honour Guards

Wargear:

Aun'Va

- The Paradox of Duality

Range	S	AP	Type
Melee	User	-	Duality

Duality: Gives Aun'Va and his Honour Guards +2T and 4+ cover save which may be re-rolled.

Honour Guard

- Honour armour
- Honour blade

Range	S	AP	Type
Melee	+2	4	Two-handed

Special Rules:

- Overwatch
- Counter-attack (Honour Guard only)
- Fearless
- Supremely Inspiring Presence
Any Tau unit (not Kroot, Vespids or Drones) may re-roll all failed moral checks and are Stubborn as long as Aun'Va is on the table.

- Ultimate Price of Failure

If Aun'Va is removed as a casualty, all Tau units on the table must take a Moral check at the start of their next turn, unless they are in combat or falling back. In addition, all Tau units taking this test will have the Preferred Enemy and Furious Charge rules for the rest of the game.

AUN'SHI – MASTER OF THE BLADE

105 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Aun'Shi	5	3	3	3	3	5	4	10	-	4+	Infantry (Character)	1 (Unique)

Wargear:

- Hard-wired shield generator

4+ Invulnerable save

- Photon grenades

Defensive grenades

- EMP grenades

Vehicles in CC: 4-5: glancing, 6: penetrating

- Aun'Shi's Honour blade

Range	S	AP	Type
Melee	+2	4	Two-handed, Rending

Special Rules:

- Overwatch
- Independent character
- Shas'Aun'Shi
May start game in a unit of Fire Warriors. Then he will no longer be an IC. This unit has +1I and +1A as long as Aun'Shi lives and as long as one member of this unit is alive, the unit always counts as above 25% strength.

- Fearless

Will confer this to any Tau unit (not Kroot, Vespids or Drones) he joins.

- Blade Master

May use any number of his attacks to parry.

For every parry attack, each enemy model in base contact lose -1A, to a minimum of one.

He may attack normally with the rest of his attacks.

- Inspiring Presence

Any Tau unit (not Kroot, Vespids or Drones) may re-roll all failed moral checks as long as Aun'Shi is on the table.

- Price of Failure

If a friendly Ethereal is removed as a casualty, all Tau units on the table must take a Moral check at the start of their next turn, unless they are in combat or falling back. In addition, all Tau units taking this test will have the Preferred Enemy rule for the rest of the game.

O'SHASERRA – COMMANDER SHADOWSUN

175 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Shadowsun	4	5	4	3	3	4	4	10	3+	4+	Jetpack Infantry (Character)	1 (Unique)
Shield Drone	2	2	3	X	1	4	1	7	-	4+	Jetpack Infantry	

Wargear:

- Multi-tracker
May shoot two weapons
- Advanced target lock (one per army)
May divide shots between her unit's target and a separate target. *Split??*
- Blacksun Filter
Night Vision
- Drone controller
- Two Shield Drones

- Command-link Drone

Any unit (not Kroot) within 18" may use her Ld for any Morale or Pinning test.

- Two fusion blasters

Range	S	AP	Type
12"	8	1	Assault 1, Melta

- Bonding knife

May always regroup, even below 25%.

- XV22 battlesuit (one per army)

Stealth field generator:

Counting as in Night Fighting at all times and equipped with defensive grenades. Drones in unit will have same rules.

Shield generator:

4+ Inv. save.

Special Rules:

- Overwatch
- Acute Senses
Re-roll Night Fighting.
- Deep Strike
- Independent Character

DARKSTRIDER – THE SHADOW THAT STRIKES

100 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Darkstrider	4	5	3	3	3	3	3	9	4+	-	Infantry (Character)	1 (Unique)

Wargear:

- Combat armour
- Blacksun filter
Night Vision
- Photon grenades
Defensive grenades
- Markerlight

- Structural Analyser

Unit targeted by Darkstrider and his unit with a shooting attack have -1T.

- Pulse Carbine

Range	S	AP	Type
18"	5	5	Assault 2, Pinning

Special Rules:

- Overwatch
- Scout
- Outflank
- Independent Character

- Fighting Retreat

Unit may consolidate D6" after Overwatch before enemy assault.

- Fight on Foot

May only join Fire Warriors and Pathfinders.

0-1 ETHEREAL

50 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Ethereal	4	3	3	3	2	3	3	10	-	-	Infantry (Character)	1 Ethereal

Wargear:

- Two close combat weapons

Additional wargear:

- Honour blade
- | Range | S | AP | Type |
|-------|----|----|------------|
| Melee | +2 | 4 | Two-handed |
- EMP grenades

Vehicles in CC: 4-5: glancing, 6: penetrating

Special Rules:

- Overwatch
- Independent Character
- Fearless
Will confer this to any Tau unit (not Kroot, Vespids or Drones) he joins.
- Inspiring Presence
Any Tau unit (not Kroot, Vespids or Drones) may re-roll all failed moral checks as long as a friendly Ethereal is on the table.
- Price of Failure
If a friendly Ethereal is removed as a casualty, all Tau units on the table must take a Moral check at the start of their next turn, unless they are in combat or falling back. In addition, all Tau units taking this test will have the Preferred Enemy rule for the rest of the game.

Options:

- May choose any of the following:

- Drone controllerfree
- EMP grenades3pts
- Blacksun filter3pts
- Target lock5pts
- Exchange close combat weapons for an honour blade10pts
- An Ethereal with drone controller must take one or two of any the following:
 - Gun drone12pts
 - Shield drone15pts
 - Missile drone15pts
 - Marker drone30pts

COMMANDER

50 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Shas'o	4	5	5	4	4	3	4	10	3+	-	Jetpack Infantry (Character)	1 Shas'el
Shas'el	4	4	5	4	3	3	3	9	3+	-	Jetpack Infantry (Character)	

Wargear:

- Crisis battlesuit
*Counting as stationary when firing Rapid Fire weapons.
May never take more than two of the same weapon.
One model in unit may scan for Ambush, Lictors, etc. instead of shooting.
May fire two weapons.*

Special Rules:

- Overwatch
- Acute Senses
Re-roll Night Fighting.
- Deep Strike
- Independent Character
- Extremely Bulky

Options:

- May be upgraded to Shas'o.....25pts
- Must take three of any of the following:
 - Flamer4pts
 - Burst cannon8pts
 - Fusion blaster or missile pod12pts
 - Plasma rifle20pts
 - Twin-linked flamer (count as two choices)6pts
 - Twin-linked burst cannon (count as two choices)12pts
 - Twin-linked fusion blaster or missile pod (count as two choices)18pts
 - Twin-linked plasma rifle (count as two choices)30pts
 - Cyclic ion blaster (one per army)15pts
 - Airbursting fragmentation projector (one per army)20pts
 - Drone controllerfree
 - Blacksun filter3pts
 - Target lock5pts
 - Advanced stabilisation system10pts
 - Command & control node (one per army)10pts
 - Targeting array10pts
 - Vectored retro-thrusters (one per army)10pts
 - Positional relay (one per army)15pts
 - Shield generator20pts
 - Fusion blades (one per army)30pts
- May in addition take up to three of the following:
 - Drone controllerfree
 - Blacksun filter3pts
 - Target lock5pts
 - Bonding knife5pts
 - Stimulant injector (one per army)10pts
 - Ejection system (one per army)15pts
 - Failsafe detonator (one per army)15pts
 - Iridium armour (one per army)20pts
- A Commander with drone controller must take one or two of any of the following:
 - Gun drone12pts
 - Shield drone15pts
 - Missile drone15pts
 - Marker drone30pts

XV8 BATTLESUIT BODYGUARD TEAM

35 Points

Each commander may be accompanied by a bodyguard. They will form a unit with the commander. This selection does not use up a force organisation slot.

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Shas'vre	3	3	5	4	2	3	3	8	3+	-	Jetpack Infantry	1 Shas'vre

Wargear:

- Crisis battlesuit
*Counting as stationary when firing Rapid Fire weapons.
May never take more than two of the same weapon.
One model in unit may scan for Ambush, Lictors, etc. instead of shooting.
May fire two weapons.*

Special Rules:

- Overwatch
- Acute Senses
Re-roll Night Fighting.
- Deep Strike
- Independent Character
- Extremely Bulky

Options:

- May take one additional Shas'vre.....35pts
- Any Shas'vre must take three of any of the following:
 - Flamer4pts
 - Burst cannon6pts
 - Fusion blaster or missile pod10pts
 - Plasma rifle16pts
 - Twin-linked flamer (count as two choices)6pts
 - Twin-linked burst cannon (count as two choices)9pts
 - Twin-linked fusion blaster or missile pod (count as two choices)15pts
 - Twin-linked plasma rifle (count as two choices)24pts
 - Cyclic ion blaster (one per army)15pts
 - Airbursting fragmentation projector (one per army)20pts
 - Drone controllerfree
 - Blacksun filter3pts
 - Target lock5pts
 - Advanced stabilisation system10pts
 - Command & control node (one per army)10pts
 - Targeting array10pts
 - Vectored retro-thrusters (one per army)10pts
 - Positional relay (one per army)15pts
 - Shield generator20pts
 - Fusion blades (one per army)30pts
- Any Shas'vre may in addition take one of the following:
 - Drone controllerfree
 - Target lock5pts
 - Stimulant injector (one per army)10pts
 - Ejection system (one per army)15pts
 - Failsafe detonator (one per army)15pts
 - Iridium armour (one per army)20pts
- Any Shas'vre may in addition take any of the following:
 - Blacksun filter3pts
 - Bonding knife5pts
- A Shas'vre with drone controller must take one or two of any the following:
 - Gun drone12pts
 - Shield drone15pts
 - Missile drone15pts
 - Marker drone30pts

TROOPS

1+ FIRE WARRIORS

60 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Fire Warrior Shas'la	2	3	3	3	1	2	1	7	4+	-	Infantry	6 Fire Warrior Shas'la
Fire Warrior Shas'ui	2	3	3	3	1	2	2	8	4+	-	Infantry (Character)	

Wargear:

- Combat armour
- Pulse Carbine

Range	S	AP	Type
18"	5	5	Assault 2, Pinning

Additional wargear:

- Photon grenades
- Defensive grenades
- EMP grenades
- Pulse Rifle

Range	S	AP	Type
30"	5	5	Rapid fire

Special Rules:

- Overwatch

Options:

- May include up to six additional Fire Warrior Shas'la.....10pts/model
- Any model may exchange their pulse carbine for a pulse rifle.....free
- May upgrade one Fire Warrior Shas'la to a Fire Warrior Shas'ui.....10pts
- The Fire Warrior Shas'ui may take any of the following:
 - Drone controller.....free
 - EMP grenades.....3pts
 - Blacksun filter.....3pts
 - Target lock.....5pts
 - Bonding knife.....5pts
 - Markerlight.....10pts
- A Shas'ui with drone controller must take one or two of the following:
 - Gun drone.....12pts
 - Shield drone.....15pts
 - Missile drone.....15pts
 - Marker drone.....30pts
- The entire unit may take photon grenades.....1pt/model
- The entire unit may take EMP grenades.....2pt/model
- The unit may select a Devilfish as a Dedicated Transport.....50pts

KROOT CARNIVORE SQUAD

70 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Kroot	4	3	4	3	1	3	1	7	-	-	Infantry	10 Kroot
Armoured Kroot	4	3	4	3	1	3	1	8	-	-	Infantry	
Kroot Shaper	4	3	4	3	3	3	3	*	6+	-	Infantry (Character)	
Kroot Hound	4	0	4	3	1	4	2	*	*	-	Infantry	
Krootox	4	3	6	3/5	3	3	3	*	*	-	Infantry	

Wargear:

- Kroot rifle (Kroot and Armoured Kroot only)
- Kroot gun (Krootox only)
- Kroot armour (Shaper and Armoured Kroot only)

Range	S	AP	Type
24"	4	6	Rapid Fire, +1A
Range	S	AP	Type
48"	7	4	Rapid Fire

Special Rules:

- Fieldcraft
 - +1 Cover save and ignore Difficult Terrain in jungles and woods.
- Mercenaries
 - Every model in the unit have the same Armour save and Ld as the Kroots in the unit, depending on the Kroot's armour.
- Eaters of the Dead (Kroot only)
 - Must pass a Ld-test to make Sweeping Advance. Units with a Shaper may never Sweep Advance.
- Release the Hounds (Hounds only)
 - Each Kroot Hound inflict one automatic S4 hit to all units Falling Back from CC with a Kroot unit.
- Attached unit
 - May never have more Hounds and Krootox in total, than Kroots in unit.
- Infiltrate
 - Units without Krootox may Infiltrate.

Options:

- May include up to ten additional Kroot.....7pts/model
- All Kroot may be upgraded to Armoured Kroot.....1pts/model
- May include up to eight Kroot Hounds.....6pts/model
- May include up to three Krootox.....30pts/model
- One Kroot may be upgraded to a Shaper.....14pts
 - The Shaper may exchange his kroot rifle for a pulse rifle or pulse carbine.....5pts

GUE'VESA – HUMAN AUXILIARIES

36 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Gu'vesa'la	3	3	3	3	1	3	1	7	5+	-	Infantry	6 Gue'vesa'la
Gue'vesa'ui	3	3	3	3	1	3	2	8	5+	-	Infantry (Character)	

Wargear:

- Lasgun
- Flak armour

Range	S	AP	Type
24"	3	-	Rapid fire

Additional wargear:

- EMP grenades
- Pulse Carbine
- Pulse Rifle

Range	S	AP	Type
18"	5	5	Assault 2, Pinning
Range	S	AP	Type
30"	5	5	Rapid fire

Special Rules:

- Auxiliaries
 - Cannot be taken as your complimentary Troop choices.
- Traitors
 - All models from any Imperial codex will hit Gue'vesa on a 3+ in CC, regardless of WS.

Options:

- May include up to six additional Gue'vesa'la.....6pts/model
- Up to two Gue'vesa'la may exchange their lasgun for a pulse carbine or pulse rifle .3pts/model
- May upgrade one Gue'vesa'la to a Gue'vesa'ui.....5pts
- The Gue'vesa'ui may take a markerlight.....10pts
- The entire unit may take EMP grenades.....2pt/model

DEDICATED TRANSPORTS

DEVILFISH											50 Points
			BS	F	Armour		R	HP			
Devilfish			3	12	S	11	10	3	Unit type		Unit Composition
									Vehicle (Tank, Skimmer, Transport)		1 Devilfish
Gun Drone	WS	BS	S	T	W	I	A	Ld	Sv	Inv	
	2	2	3	3	1	4	1	7	4+	-	Jetpack Infantry

Wargear:

- Burst cannon
- Two Gun Drones
- Landing gear

In any turn the vehicle does not move, it may choose to no longer count as a Skimmer until it moves again.

Vehicle upgrades:

- **Blacksun Filter** (Double distance in Night Fighting)
- **Decoy Launchers** (Re-roll 'Immobilised' result)
- **Disruption Pod** (4+ cover save if more than 12" away)
- **Flechette Discharger** (Enemy get wound on 4+, with saves, before attacking vehicle in CC)
- **Multi-tracker** (May fire as Fast vehicle)
- **Seeker Missile** (S8 AP3 Unlimited range)
- **Sensor Spines** (Re-roll dangerous terrain)
- **Targeting Array** (+1BS)
- **Target Lock** (Shoot at different targets)

Transport capacity:

- Twelve models, may not transport Bulky or Extremely Bulky models.

Options:

- May exchange both Gun Drones for a twin-linked smart missile system 20pts
- May take up to two seeker missiles..... 10pts
- May take any of the following items:
 - Blacksun filter, decoy launchers, sensor spines or targeting array 5pts
 - Disruption pod, flechette discharger, multi-tracker or target lock 10pts

ELITE

XV8 BATTLESUIT TEAM

25 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Shas'ui	2	3	5	4	2	2	2	8	3+	-	Jetpack Infantry	1 Shas'ui
Shas'vre Team Leader	3	3	5	4	2	3	3	8	3+	-	Jetpack Infantry (Character)	

Wargear:

- Crisis battlesuit
- Counting as stationary when firing Rapid Fire weapons.
- May never take more than two of the same weapon.
- One model in unit may scan for Ambush, Lictors, etc. instead of shooting.
- May fire two weapons.

Special Rules:

- Overwatch
- Acute Senses
- Re-roll Night Fighting.
- Deep Strike
- Independent Character
- Extremely Bulky

Options:

- May take two additional Shas'ui25pts
- One model may be upgraded to a Shas'vre Team Leader10pts
- Any Shas'ui or Shas'vre must take three of any of the following:
 - Flamer4pts
 - Burst cannon6pts
 - Fusion blaster or missile pod10pts
 - Plasma rifle16pts
 - Twin-linked flamer (count as two choices)6pts
 - Twin-linked burst cannon (count as two choices)9pts
 - Twin-linked fusion blaster or missile pod (count as two choices)15pts
 - Twin-linked plasma rifle (count as two choices)24pts
 - Drone controllerfree
 - Blacksun filter3pts
 - Target lock5pts
 - Advanced stabilisation system10pts
 - Targeting array10pts
 - Shield generator20pts
- The Shas'vre may take one of the following instead of the above:
 - Cyclic ion blaster (one per army)15pts
 - Airbursting fragmentation projector (one per army)20pts
 - Command & control node (one per army)10pts
 - Vectored retro-thrusters (one per army)10pts
 - Positional relay (one per army)15pts
 - Fusion blades (one per army)30pts
- The Shas'vre may in addition take one of the following:
 - Drone controllerfree
 - Target lock5pts
 - Stimulant injector (one per army)10pts
 - Ejection system (one per army)15pts
 - Failsafe detonator (one per army)15pts
 - Iridium armour (one per army)20pts
- The Shas'vre may in addition take any of the following:
 - Blacksun filter3pts
 - Bonding knife5pts
- A Shas'ui or Shas'vre with drone controller must take one or two of any the following:
 - Gun drone12pts
 - Shield drone15pts
 - Missile drone15pts
 - Marker drone30pts

XV15/25 STEALTH TEAM

90 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Shas'ui	2	3	4	3	1	2	2	8	3+	-	Jetpack Infantry	3 Shas'ui
Shas'vre Team Leader	3	3	4	3	1	3	3	8	3+	-	Jetpack Infantry (Character)	

Wargear:

- Stealth Battle Suit
- Counting as in Night Fighting at all times and equipped with defensive grenades. Drones in unit will have same rules.
- Counting as stationary when firing Rapid Fire weapons.
- One model in unit may scan for Ambush, Lictors, etc. instead of shooting.

	Range	S	AP	Type
Burst cannon	18"	5	5	Assault 3

Additional wargear:

	Range	S	AP	Type
Fusion blaster	12"	8	1	Assault 1, Melta

Special Rules:

- Overwatch
- Deep Strike
- Infiltrate
- Any attached Drones may also infiltrate.
- Acute Senses
- Re-roll Night Fighting.
- Bulky

Options:

- May include up to three additional Stealth Suits30pts/model
- For every three models, one may exchange his burst cannon for a fusion blaster5pts
- One model may be upgraded to a Shas'vre Team Leader10pts
- Any model may take one of the following:
 - Drone controllerfree
 - Blacksun filter3pts
 - Target lock5pts
 - Advanced stabilisation system10pts
 - Targeting array10pts
 - Shield generator20pts
- The Shas'vre may in addition take any of the following:
 - Drone controllerfree
 - Blacksun filter3pts
 - Target lock5pts
 - Bonding knife5pts
 - Markerlight10pts
- A model with drone controller must take one or two of any of the following:
 - Gun drone12pts
 - Shield drone15pts
 - Missile drone15pts
 - Marker drone30pts

0-1 SNIPER DRONE TEAM

80 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Spotter	2	¾	3	3	1	2	1	8	4+	-	Infantry	1 Spotter
Sniper Drone	2	2/3	3	3	1	4	1	7	4+	-	Jet Pack Infantry	3 Sniper Drones

Wargear:

- Stealth Field Generator
- Counting as in Night Fighting at all times and equipped with defensive grenades.
- Targeting Array
- +1BS

Spotter

- Combat armour
- Pulse pistol
- Drone controller
- Networked markerlight
- Use before other weapons. May use markers for own shooting.

Sniper Drone

- Target lock
 - May fire at different target
 - Rail rifle
- | | Range | S | AP | Type |
|--|-------|---|----|------------------|
| | 36" | 6 | 3 | Heavy 1, Pinning |

Special Rules:

- Overwatch
- Independent
- All teams are deployed separately and count as units on their own.

Options:

- May include up to two additional Sniper Drone Teams80pts/team

BREACHER TEAM

60 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Fire Warrior Shas'la	2	3	3	3	1	2	1	7	4+	-	Infantry	6 Fire Warrior Shas'la
Fire Warrior Shas'ui	2	3	3	3	1	2	2	8	4+	-	Infantry (Character)	

	BS	F	Armour	S	R	HP	Unit type	Unit Composition
DS8 Tactical Support Turret	2/3	10	10	10		1	Vehicle (Immobile)	1 DS8

Wargear:

- Combat armour
- Pulse Blaster

Range	S	AP	Type
5"	6	3	Assault 2, Pulse Charge
10"	5	5	Assault 2, Pulse Charge
15"	4	-	Assault 2, Pulse Charge

Pulse Charge: Each model will automatically use the profile of its own range.

Additional wargear:

- Photon grenades
Defensive grenades
- EMP grenades
Vehicles in CC: 4-5: glancing, 6: penetrating
- Field amplifier relay
5+ invulnerable save if in a unit with a **Guardian Drone**.
- DS8 tactical support turret
May be set up in any turn the unit does not move, in unit coherency. After this, it may never move. *If the unit ever moves more than 2" away, the DS8 is immediately removed as a casualty. (bli stående og skyte selv resten av spillet??). It never counts as a member of the unit. It has a targeting array.*
- Missile pod

Range	S	AP	Type
36"	7	4	Assault 2
- Smart missile system

Range	S	AP	Type
24"	5	5	Heavy 4, Homing

Homing: May fire at targets without LOS and ignore Night Fight. Targets may use cover they are in or in base contact with if between firer.

Special Rules:

- Overwatch

Options:

- May include up to six additional Fire Warrior Shas'la10pts/model
- May include a DS8 tactical support turret with one of the following:
 - Missile pod10pts
 - Smart missile system15pts
- May upgrade one Fire Warrior Shas'la to a Fire Warrior Shas'ui10pts
- The Fire Warrior Shas'ui may take any of the following:
 - Drone controllerfree
 - EMP grenades3pts
 - Blacksun filter3pts
 - Target lock5pts
 - Bonding knife5pts
 - Markerlight10pts
- A Shas'ui with drone controller must take one or two of any the following:
 - Gun drone12pts
 - Shield drone15pts
 - Missile drone15pts
 - Marker drone30pts
- The entire unit may take photon grenades1pt/model
- The entire unit may take EMP grenades2pt/model
- The unit may select a Devilfish as a Dedicated Transport50pts

FAST ATTACK

PIRANHA TEAM

40 Points

	BS	F	S	R	HP	Unit type	Unit Composition
Piranha	3	11	10	10	2	Vehicle (Fast, Skimmer, Open-topped)	1 Piranha

Wargear:

- Hull-mounted burst cannon
- Two Gun Drones

Vehicle upgrades:

- **Blacksun Filter** (Double distance in Night Fight)
- **Decoy Launchers** (Re-roll 'Immobilised' result)
- **Disruption Pod** (4+ cover save if more than 12" away)
- **Flechette Discharger** (Enemy get wound on 4+, with saves, before attacking vehicle in CC)
- **Multi-tracker** (May fire as Fast vehicle)
- **Seeker Missile** (S8 AP3 Unlimited range)
- **Sensor Spines** (Re-roll dangerous terrain)
- **Targeting Array** (+1BS)
- **Target Lock** (Shoot at different targets)

Options:

- May include up to four additional Piranhas.....40pts/model
- Any Piranha may replace its burst cannon with a fusion blaster.....5pts
- May take up to two seeker missiles.....10pts
- May take any of the following items:
 - Blacksun filter, decoy launchers, sensor spines or targeting array5pts
 - Disruption pod, flechette discharger or target lock10pts

GUN DRONE SQUADRON

48 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Gun Drone	2	2	3	3	1	4	1	*	4+	-	Jetpack Infantry	4 Gun Drones

Wargear:

- Twin-linked pulse carbine

Range	S	AP	Type
18"	5	5	Assault 2, Pinning

Special Rules:

- Overwatch
- Deep Strike
- Leadership
- Ld 4 if 4 or less drones
- Ld 7 if more than 4 drones
- Artificial Intelligence
- Drone units of 4 drones or less may never hold or deny objectives.

Options:

- May include up to four additional Gun Drones12pts/model

PATHFINDER TEAM

98 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Pathfinder Shas'la	2	3	3	3	1	2	1	7	4+	-	Infantry	4 Pathfinder Shas'la
Pathfinder Shas'ui	2	3	3	3	1	2	2	8	4+	-	Infantry (Character)	1 Devilfish??
Drones	2	2	3	3*	1	4	1	*	4+	-	As owner	

	BS	F	S	R	HP	Unit type
Devilfish	3	12	11	10	3	Vehicle (Tank, Skimmer, Transport)

Special Rules:

- Overwatch
- Forward Scouts
- Scouts. May always deploy on the table, even in missions they usually should not.
- Outflank

Wargear (Pathfinders):

- Combat armour
- Markerlight
- Pulse Carbine

Range	S	AP	Type
18"	5	5	Assault 2, Pinning

Additional wargear:

- Photon grenades
- Defensive grenades
- EMP grenades
- Vehicles in CC: 4-5: glancing, 6: penetrating
- Rail rifle
- Ion rifle
- Grav-inhibitor drone
- Pulse accelerator drone
- Recon drone

- Units wishing to assault this unit always count as assaulting through terrain.
- All pulse weapons in the unit have their maximum range increased by 6".
- Burst cannon. Units Deep Striking within 6" do not scatter. One unit per turn using Outflank may move onto any table edge point within 6".

Transport capacity (Devilfish):

- Twelve models, may not transport Bulky models.

Wargear (Devilfish):

- Burst cannon
- Two Gun Drones
- Landing gear
- In any turn the vehicle does not move, it may choose to no longer count as a Skimmer until it moves again??. (Land if immobilized when flat out??)

Vehicle upgrades:

- **Blacksun Filter** (Double distance in Night Fighting)
- **Decoy Launchers** (Re-roll 'Immobilised' result)
- **Disruption Pod** (4+ cover save if more than 12" away)
- **Flechette Discharger** (Enemy get wound on 4+, with saves, before attacking vehicle in CC)
- **Multi-tracker** (May fire as Fast vehicle)
- **Seeker Missile** (S8 AP3 Unlimited range)
- **Sensor Spines** (Re-roll dangerous terrain)
- **Targeting Array** (+1BS)
- **Target Lock** (Shoot at different targets)

Options:

- May include up to four additional Pathfinder Shas'la.....12pts/model
- Up to three Shas'la may exchange their pulse carbine for any of the following:
 - Ion rifle5pts
 - Rail rifle10pts
- May upgrade one Pathfinder Shas'la to a Pathfinder Shas'ui10pts
- The Pathfinder Shas'ui may take any of the following:
 - Drone controllerfree
 - Blacksun filter3pts
 - EMP grenades3pts
 - Target lock5pts
 - Bonding knife5pts
- A Shas'ui with drone controller must take one or two of any of the following:
 - Gun drone12pts
 - Shield drone15pts
 - Missile drone15pts
 - Grav-inhibitor drone15pts
 - Pulse accelerator drone15pts
 - Recon drone20pts
 - Marker drone30pts
- The entire unit may take photon grenades.....1pt/model
- The entire unit may take EMP grenades.....2pt/model
- The Devilfish may take up to two seeker missiles.....10pts
- The Devilfish may take any of the following items:
 - Blacksun filter, decoy launchers, sensor spines or targeting array5pts
 - Disruption pod, flechette discharger, multi-tracker or target lock.....10pts

VESPID STINGWINGS

82 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Stingwing	3	3	3	4	1	5	1	6	4+	-	Jetpack Infantry	3 Stingwings
Strain Leader	3	3	3	4	1	5	2	9	4+	-	Jetpack Infantry (Character)	1 Strain Leader

Wargear:

- Combat armour
- Neutron blaster

Range	S	AP	Type
18"	5	3	Assault 1

Special Rules:

- Overwatch
- Fleet
- Hit & Run
- Move Through Cover

Options:

- May include up to seven additional Stingwings 18pts/model



HEAVY SUPPORT

HAMMERHEAD GUNSHIP

115 Points

	BS	F	S	R	HP	Unit type	Unit Composition
Hammerhead	3/4	13	12	10	3	Vehicle (Tank, Skimmer)	1 Hammerhead

Wargear:

- Ion cannon

Range	S	AP	Type
60"	7	3	Heavy 3
60"	8	3	Heavy 1, Large Blast, Gets Hot
- Two burst cannons
- Landing gear

In any turn the vehicle does not move, it may choose to no longer count as a Skimmer until it moves again.
- Targeting array

+1BS

Options:

- May exchange ion cannon for a railgun..... 35pts
- May exchange both burst cannons for any of the following:
 - Two Gun Drones..... free
 - Twin-linked smart missile system..... 10pts
- May take up to two seeker missiles..... 10pts
- May take any of the following items:
 - Blacksun filter, decoy launchers or sensor spines..... 5pts
 - Disruption pod, flechette discharger, multi-tracker or target lock 10pts
- One Hammerhead may upgrade its pilot to Commander Longstrike 45pts

Additional wargear:

- Railgun

Range	S	AP	Type
72"	10	1	Heavy 1

Vehicle upgrades:

- **Blacksun Filter** (Double distance in Night Fighting)
- **Decoy Launchers** (Re-roll 'Immobilised' result)
- **Disruption Pod** (4+ cover save if more than 12" away)
- **Flechette Discharger** (Enemy get wound on 4+, with saves, before attacking vehicle in CC)
- **Multi-tracker** (May fire as Fast vehicle)
- **Seeker Missile** (S8 AP3 Unlimited range)
- **Sensor Spines** (Re-roll dangerous terrain)
- **Target Lock** (Shoot at different targets)

LONGSTRIKE

45 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Longstrike		5										

Wargear: <ul style="list-style-type: none"> • XV02 Battlesuit • Blacksun filter: • Night Vision • Supporting Overwatch: • <i>Longstrike's Hammerhead may fire Overwatch for every unit within 6", including itself, that is being assaulted.</i> 	Special Rules: <ul style="list-style-type: none"> • Preferred Enemy (Imperial Guard) • Tank Hunter • Hammerhead Ace • <i>Always bought as a Hammerhead upgrade. If Hammerhead is destroyed, he is slain.</i>
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SKY RAY GUNSHIP

125 Points

	BS	F	S	R	HP	Unit type	Unit Composition
Sky Ray	3	13	12	10	3	Vehicle (Tank, Skimmer)	1 Sky Ray

Wargear:

- Six turret-mounted seeker missiles

Range	S	AP	Type
Unlimited	8	3	Heavy 1, One Use Only
- Two networked markerlights (defensive weapons)

Use before other weapons. May use markers for own shooting.
- Two burst cannons
- Target lock

The model may shoot at different targets with each of its weapons.
- **Landing gear**

In any turn the vehicle does not move, it may choose to no longer count as a Skimmer until it moves again.

Options:

- May exchange both burst cannons for any of the following:
 - Two Gun Drones..... free
 - Twin-linked smart missile system..... 10pts
- May take any of the following items:
 - Blacksun filter, decoy launchers, sensor spines or targeting array..... 5pts
 - Disruption pod, flechette discharger or multi-tracker 10pts
 - AA mount..... 30pts

Vehicle upgrades:

- **AA mount** (Fire at Flyers using normal BS, if stationary and no other weapons shoot)
- **Blacksun Filter** (Double distance in Night Fighting)
- **Decoy Launchers** (Re-roll 'Immobilised' result)
- **Disruption Pod** (4+ cover save if more than 12" away)
- **Flechette Discharger** (Enemy get wound on 4+, with saves, before attacking vehicle in CC)
- **Multi-tracker** (May fire as Fast vehicle)
- **Sensor Spines** (Re-roll dangerous terrain)
- **Targeting Array** (+1BS)

XV-88 BROADSIDE BATTLESUIT TEAM

70 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Broadside Shas'ui	2	3	5	4	2	2	2	8	2+	-	Infantry	1 Broadside Shas'ui
Broadside Shas'vre	2	3	5	4	2	2	3	9	2+	-	Infantry (Character)	

Wargear:

- Broadside battlesuit
- Counting as stationary when firing Rapid Fire weapons.
- One model in unit may scan for Ambush, Lictors, etc. instead of shooting.
- May fire two weapons.

Twin-linked railgun

Range	S	AP	Type
72"	10	1	Heavy 1

Smart missile system

Range	S	AP	Type
24"	5	5	Heavy 4, Homing

Homing: May fire at targets without LOS and ignore Night Fight. Targets may use cover they are in or in base contact with if between firer.

Special Rules:

- Overwatch
- Acute Senses
- Re-roll Night Fighting.
- Extremely Bulky

Options:

- May include up to two additional Broadside Shas'ui70pts/model
- Any model may exchange smart missile system for twin-linked plasma rifle10pts
- May upgrade one Broadside Shas'ui to a Broadside Shas'vre.....10pts
- All models in the unit may take one of the following:
 - Blacksun filter3pts
 - Target lock5pts
 - Advanced stabilisation system10pts
 - Targeting array10pts
 - Shield generator20pts
- The Broadside Shas'vre may in addition take **two** of the following:
 - Drone controllerfree
 - Blacksun filter3pts
 - Target lock5pts
 - Targeting array10pts
 - Shield generator20pts
- A model with drone controller must take one or two of any the following:
 - Gun drone12pts
 - Shield drone15pts
 - Missile drone15pts
 - Marker drone30pts

HEAVY GUN DRONE SQUADRON

40 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Heavy Gun Drone	2	2	3	4	1	4	1	7	4+	-	Jetpack Infantry	2 Heavy Gun Drones

Wargear:

- Twin-linked burst cannon
- | Range | S | AP | Type |
|-------|---|----|-----------|
| 18" | 5 | 5 | Assault 3 |

Special Rules:

- Overwatch
 - Deep Strike
 - Artificial Intelligence
- Drone units of 4 drones or less may never hold or deny objectives.

Options:

- May include up to four additional Heavy Gun Drones20pts/model

XV104 RIPTIDE

170 Points

	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Riptide Shas'vre	2	3	6	6	4	2	3	8	2+	-	Jetpack Monstrous Creature	1 Riptide Shas'vre
Shielded Missile Drone	2	2	3	3*	1	4	1	*	4+	4+	Jetpack Infantry	

Wargear:

- Riptide Battlesuit
 - Heavy burst cannon (main weapon)
- | Range | S | AP | Type |
|-------|---|----|------------------------------------------|
| 36" | 6 | 4 | Heavy 8, Rending |
| 36" | 6 | 4 | Heavy 12, Rending, Gets Hot, Nova Charge |

Nova Charge: Must use Nova Reactor to use this profile.

Twin-linked smart missile system (support weapon)

Range	S	AP	Type
24"	5	5	Heavy 4, Homing

Homing: May fire at targets without LOS and ignore Night Fight. Targets may use cover they are in or in base contact with if between firer.

Nova Reactor

- May use in each Movement phase, before moving. On a 1 or 2 it doesn't work, and it takes one wound with no saves of any kind. On a 3+ it may choose one of the following until it's next Movement phase:
- 4+ Invulnerable save. **against shooting.**
 - May move 12" in Assault phase
 - May fire main weapon with Nova Charge
 - May fire support weapon twice

Special Rules:

- Overwatch
- Acute Senses
- Re-roll Night Fighting.

Additional Special Rules:

- Shielded Missile Drone
- Ranged attacks hitting the Riptide may be distributed to its drones as usual. Count as being targeted from the same facing as Riptide. Count as separate model in CC. If Riptide is destroyed, drones are removed as usual.

Additional wargear:

- Riptide shield generator
 - 5+ Invulnerable save
 - Missile pod (Shielded Missile Drone)
- | Range | S | AP | Type |
|-------|---|----|-----------|
| 36" | 7 | 4 | Assault 2 |
- Ion accelerator (main weapon)
- | Range | S | AP | Type |
|-------|---|----|------------------------------------------------|
| 72" | 7 | 3 | Heavy 3 |
| 72" | 8 | 3 | Heavy 1, Large Blast, Gets Hot |
| 72" | 9 | 2 | Ordnance 1, Large Blast, Gets Hot, Nova Charge |
- Nova Charge:** Must use Nova Reactor to use this profile.

Options:

- May exchange heavy burst cannon for ion accelerator30pts
- May exchange twin-linked smart missile system for one of the following:
 - Twin-linked plasma rifle or twin-linked fusion blaster10pts
- May take any of the following:
 - Up to two Shielded Missile Drones30pts
 - Riptide Shield Generator30pts

XV104 RIPTIDE (OPTIONAL)

150 Points

	WS	BS	S	[Armour]	F	S	R	I	A	HP	Inv	Unit type	Unit Composition
Riptide Shas'vre	2	3	8	13	12	11	2	3	3	3	3	3	-	Vehicle (Walker)	1 Riptide Shas'vre
Shielded Missile Drone	2	2	3	13	12	11	4	1	1	1	1	1	4+	Jetpack Infantry	

Wargear:

- Riptide Battlesuit
 - AP2 and 2D6+S against vehicles in close combat.
 - Blacksun Filter
 - Heavy burst cannon (main weapon)
- | Range | S | AP | Type |
|-------|---|----|------------------------------------------|
| 36" | 6 | 4 | Heavy 8, Rending |
| 36" | 6 | 4 | Heavy 12, Rending, Gets Hot, Nova Charge |

Nova Charge: Must use Nova Reactor to use this profile.

Twin-linked smart missile system (support weapon)

Range	S	AP	Type
24"	5	5	Heavy 4, Homing

Homing: May fire at targets without LOS and ignore Night Fight. Targets may use cover they are in or in base contact with if between firer.

Riptide shield generator

5+ Invulnerable save

Riptide Jet Pack

Special Rules:

- Overwatch
- Acute Senses
- Re-roll Night Fighting.

Additional Special Rules:

- Shielded Missile Drone
- Ranged attacks hitting the Riptide may be distributed to its drones on a 4+. Count as being targeted from the same facing as Riptide. Count as separate model in CC. If Riptide is destroyed, drones are removed as usual.

Additional wargear:

- Missile pod (Shielded Missile Drone)
- | Range | S | AP | Type |
|-------|---|----|-----------|
| 36" | 7 | 4 | Assault 2 |
- Ion accelerator (main weapon)
- | Range | S | AP | Type |
|-------|---|----|---------|
| 72" | 7 | 3 | Heavy 3 |

Options:

- May exchange heavy burst cannon for ion accelerator30pts
- May exchange twin-linked smart missile system for one of the following:
 - Twin-linked plasma rifle or twin-linked fusion blaster10pts
- May take up to two Shielded Missile Drones40pts

Ignore terrain when moving but take Dangerous Terrain test if starting and ending in Difficult Terrain. May move 6" in Assault phase.

- Nova Reactor

May use in each Movement phase, before moving. On a 1 or 2 it doesn't work, and it takes a glancing hit. On a 3+ it may choose one of the following until it's next Movement phase:

- 4+ Invulnerable save. *against shooting.*
- May move 12" in Assault phase
- May fire main weapon with Nova Charge
- May fire support weapon twice

72"	8	3	Heavy 1, Large Blast, Gets Hot
72"	9	2	Ordnance 1, Large Blast Gets Hot, Nova Charge

Nova Charge: Must use Nova Reactor to use this profile.



AERIAL SUPPORT

RAZORSHARK STRIKE FIGHTER										145 Points
	BS	F	Armour		R	HP				
Razorshark	3	11	S	10	10	3	Unit type			Unit Composition
							Vehicle (Flyer)			1 Razorshark

Wargear:

- Burst cannon
- Quad ion turret

Range	S	AP	Type
30"	7	4	Heavy 4
30"	8	4	Heavy 1, Large Blast, Gets Hot

- Four seeker missiles

Vehicle upgrades:

- Blacksun Filter (Double distance in Night Fighting)
- Decoy Launchers (Re-roll 'Immobilised' result)

Options:

- May exchange burst cannon for missile pod.....20pts
- May take any of the following:
 - Blacksun filter or decoy launchers.....5pts

SUN SHARK BOMBER										160 Points
	BS	F	Armour		R	HP				
Sun Shark	3	11	S	10	10	3	Unit type			Unit Composition
							Vehicle (Flyer)			1 Sun Shark
Interceptor Drone	WS	BS	S	T	W	I	A	Ld	Sv	Inv
	2	2	3	3	1	4	1	7	4+	-
										Jetpack Infantry

Wargear (Sun Shark):

- Pulse bomb

Range	S	AP	Type
Bomb	5	5	Heavy 1, Large Blast, One Use Only
- Pulse bomb generator
Runs out of bombs after a Bombing Run on a 1 on a D6.
- Missile pod
- Networked markerlight
- Two seeker missiles

Wargear (Interceptor Drone):

- Twin-linked ion rifle

Range	S	AP	Type
30"	7	4	Rapid fire
30"	8	4	Heavy 1, Blast, Gets Hot

Vehicle upgrades:

- Blacksun Filter (Double distance in Night Fighting)
- Decoy Launchers (Re-roll 'Immobilised' result)

Special Rules:

Interceptor Drone:

- Overwatch
- Skyfire
- AfterBurner
May Turbo-Boost like Jetbike
- High Velocity Deployment
May disembark at any point during the Sun Shark's move.

Options:

- May upgrade missile pod to a twin-linked missile pod.....5pts
- May take any of the following:
 - Blacksun filter or decoy launchers.....5pts

DX-6 'REMORA' DRONE FIGHTER SQUADRON										90 Points
	BS	F	Armour		R	HP				
DX-6 'Remora'	2/3	10	S	10	10	2	Unit type			Unit Composition
							Vehicle (Flyer, Hover)			1 DX-6 'Remora'

Wargear:

- Twin-linked long barrelled burst cannon

Range	S	AP	Type
36"	5	5	Assault 3
- Two seeker missiles

Range	S	AP	Type
Unlimited	8	3	Heavy 1
- Networked markerlight (defensive weapons)
- Targeting array
+1BS
- Stealth field generator
Count as in Night Fighting at all times

Vehicle upgrades:

- Blacksun Filter (Double distance in Night Fighting)

Options:

- May include up to two additional DX-6 'Remora'.....90pts/model
- Any DX-6 'Remora' may take blacksun filter.....5pts

FARSIGHT ENCLAVE

O'SHOVAH - COMMANDER FARSIGHT

170 Points

Farsight	WS	BS	S	T	W	I	A	Ld	Sv	Inv	Unit type	Unit Composition
Farsight	5	4	5	4	4	5	4	10	3+	4+	Jetpack Infantry (Character)	1 (Unique)

Commander Farsight may be accompanied by a bodyguard of 1-7 Crisis Battlesuits (see HQ section). They will form a unit with him. This selection does not use up a force organisation slot.

Wargear:

- Crisis battlesuit
May never take more than two weapon choices. May never enter Transports.
- Shield generator
4+ Invulnerable save

- Plasma rifle

Range	S	AP	Type
24"	6	2	Rapid Fire

- Dawn Blade

Range	S	AP	Type
Melee	User	2	2D6 Armour Penetration

- Preferred Enemy (Orks)
- Bonding knife
May always regroup, even below 25%.
- Hard-wired target lock
May shoot at separate target than unit.

Special Rules:

- Overwatch
- Acute Senses
- Deep Strike
- Independent Character

RULES AND RESTRICTIONS

- XV8 Battlesuit Teams containing three Battlesuits are Troop choices.
- Every unit with access to a bonding knife must take at least one.
- All units of Fire Warriors have +1WS and +1I.
- All models in the army have the Preferred Enemy (Orks) special rule.
- The following units are not available:
 - Ethereal
 - Gun Drone Squadron
 - Vespid Stingwings
 - Kroot Carnivore Squad
- The following units are 0-1:
 - Stealth Team
 - Pathfinder Team
 - Hammerhead Gunship
 - Sky Ray Gunship
 - Broadside Battlesuit Team
 - Razor Shark
 - Sun Shark
 - Piranha
- May not take any Special Characters apart from Commander Farsight

THE EIGHT

COMING SOON!!!!

O'VESA - XV104 RIPTIDE

240 Points

	WS	BS	S	[Armour]			I	A	HP	Inv	Unit type	Unit Composition
O'Vesa	2	3	8	F	S	R	2	3	4	5+	Vehicle (Walker)	1 O'Vesa
Shielded Missile Drone	2	2	3	13	12	11	4	1	1	4+	Jetpack Infantry	

Wargear:

- Riptide Battlesuit
 - AP2 in CC.
- Ion accelerator (main weapon)

Range	S	AP	Type
30"	7	3	Heavy 3
24"	8	3	Heavy 1, Gets Hot, Large Blast
- 18"

S	AP	Type
9	2	Heavy 1, Gets Hot, Large Blast, Nova Charge
- Twin-linked fusion blaster (support weapon)

Range	S	AP	Type
12"	8	1	Assault 1, Melta
- Riptide shield generator
 - 5+ Invulnerable save
- Two Shielded Missile Drones

Missile pod

Range	S	AP	Type
36"	5	5	Heavy 4, Homing

Special Rules:

- Overwatch
- Shielded Missile Drone
 - Count as being targeted from the same facing as Riptide. Count as separate model in CC.
- Riptide Jet Pack
 - Ignore terrain when moving, but take Dangerous Terrain test if starting and ending in Difficult Terrain. May move 6" in Assault phase.
- Nova Reactor
 - May use at start of each Movement phase. On a 1 or 2 it doesn't work and it loses one Hull Point. On a 3+ it may choose one of the following until it's next Movement phase:
 - 3+ Invulnerable save
 - May move 12" in Assault phase
 - May fire main weapon with Nova Charge
 - May fire support weapon twice

TAU SEPTS

T'au Sept

The rigorously drilled Fire Warriors of T'au Sept utilise overlapping fields of fire to envelop charging enemies in a kill-storm of searing pulse energy.

When a unit with this tenet uses their For the Greater Good ability, or when they fire Overwatch whilst they are within 6" of a friendly T'au Sept unit, a 5 or 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.

Sa'cea

The Fire Warriors of the densely populated Sa'cea Sept train extensively for the close-range hell of city combat, learning the vital importance of fire discipline and combined arms.

Add 1 to the Leadership characteristic of models with this tenet. In addition, in the Shooting phase you can re-roll a single failed hit roll when a unit with this tenet shoots.

Vior'la

The Commanders of Vior'la harness their warriors' fiery temperament by embracing a highly mobile and aggressive form of warfare, taking the fight to the heart of the enemy.

If a unit with this tenet Advances (e.g. Run), it treats all Rapid Fire weapons it is armed with as Assault weapons until the end of the turn (e.g. a Rapid Fire 1 weapon is treated as an Assault 1 weapon). In addition, models with this tenet do not suffer the penalty to their hit rolls for Advancing (e.g. Running) and firing Assault weapons.

Bork'an

From Bork'an Sept's renowned applied science divisions come the most advanced and ingenious weapon prototypes, field tested by elite contingents of Fire caste soldiers.

Models with this tenet may add 6" to the maximum Range of any Rapid Fire and Heavy weapons they are armed with.

Dal'yth

The T'au of Dal'yth prize victory at any cost, and have mastered the art of sudden ambushes and elaborate traps. They utilise adaptive camouflage fields to elude and disorient their foes.

A unit with this tenet that does not Manta Strike (Deep Strike -ish), move, Fall Back, charge, pile in or consolidate in its turn may claim the benefit of cover in the opponent's subsequent turn, even while in the open.

Farsight Enclave

Commander O'Shovah's mastery of Mont'kahas bled into the martial culture of the Farsight Enclaves. Its warriors are experts in the deadly art of engaging the enemy in close confines.

Re-roll wound rolls of 1 for models with this tenet for shooting attacks against enemy units that are within 6" of the firing model.

FOR THE GREATER GOOD

The greatest proof of the superiority of the T'au'va is the sight of a hundred pulse rifles firing in unison.

When an enemy unit declares a charge, a unit with this ability that is within 6" of one of the charging unit's targets may fire Overwatch as if they were also targeted. A unit that does so cannot fire Overwatch again in this turn.

MASTER OF WAR

The academies of the Fire caste produce peerless strategists, true masters of the battlefield.

Once per battle, at the beginning of your turn, a single COMMANDER from your army can declare either Kauyon or Mont'ka. Unless stated otherwise, you can only use the Master of War ability once per battle, irrespective of how many models in your army have this ability.

Kauyon: Until the end of the turn, you can re-roll failed hit rolls for friendly <SEPT> units within 6" of the COMMANDER, but these units cannot move for any reason.

Mont'ka: Friendly <SEPT> units within 6" of the COMMANDER can both Advance (e.g. Run) and shoot as if they hadn't moved this turn.

ARMOURY

MELEE WEAPONS

HONOUR BLADE

Range	S	AP	Type
Melee	+2	4	Two-handed

KROOT RIFLE

Range	S	AP	Type
Melee	User	5	Two-handed, +1A
24"	4	6	Rapid Fire

RANGED WEAPONS

AIRBURSTING FRAGMENTATION PROJECTOR

Range	S	AP	Type
18"	4	5	Assault 1, Barrage, Large Blast, Ignores Cover, Unique

LONG BARRELLED BURST CANNON

Range	S	AP	Type
36"	5	5	Assault 3

BURST CANNON

Range	S	AP	Type
18"	5	5	Assault 3

MISSILE POD

Range	S	AP	Type
36"	7	4	Assault 2

CYCLIC ION BLASTER

Range	S	AP	Type
18"	3	4	Assault 5, Unique

NEUTRON BLASTER

Range	S	AP	Type
18"	5	3	Assault 1

FLAMER

Range	S	AP	Type
Template	4	5	Assault 1

PLASMA RIFLE

Range	S	AP	Type
24"	6	2	Rapid Fire

FUSION BLASTER

Range	S	AP	Type
12"	8	1	Assault 1, Melta

PULSE BOMB

Range	S	AP	Type
Bomb	5	5	Heavy 1, Large Blast, One Use Only

HEAVY BURST CANNON

Range	S	AP	Type
36"	6	4	Heavy 8
36"	6	4	Heavy 12, Gets Hot, Rending, Nova Charge

PULSE CARBINE

Range	S	AP	Type
18"	5	5	Assault 2, Pinning

Nova Charge: Must use Nova Reactor to use this profile.

PULSE PISTOL

Range	S	AP	Type
12"	5	5	Pistol

ION ACCELERATOR

Range	S	AP	Type
72"	7	2	Heavy 3
72"	8	2	Heavy 1, Large Blast, Gets Hot
72"	9	2	Ordnance 1, Large Blast, Gets Hot, Nova Charge

PULSE RIFLE

Range	S	AP	Type
30"	5	5	Rapid Fire

Nova Charge: Must use Nova Reactor to use this profile.

QUAD ION TURRET

Range	S	AP	Type
30"	7	4	Heavy 4
30"	8	4	Heavy 1, Large Blast, Gets Hot

ION CANNON

Range	S	AP	Type
60"	7	3	Heavy 3
60"	8	3	Heavy 1, Large Blast, Gets Hot

RAIL RIFLE

Range	S	AP	Type
36"	6	3	Heavy 1, Pinning

ION RIFLE

Range	S	AP	Type
30"	7	4	Rapid Fire
30"	8	4	Heavy 1, Blast, Gets Hot

RAILGUN

Range	S	AP	Type
72"	10	1	Heavy 1
72"	6	4	Heavy 1, Large Blast

KROOT GUN

Range	S	AP	Type
48"	7	4	Rapid Fire

SEEKER MISSILE

Range	S	AP	Type
Unlimited	8	3	Heavy 1, One Use Only

See Tau Special Rules, page 2.

KROOT RIFLE

Range	S	AP	Type
Melee	User	5	Two-handed, +1A
24"	4	6	Rapid Fire

SMART MISSILE SYSTEM

Range	S	AP	Type
24"	5	5	Heavy 4, Homing

LASGUN

Range	S	AP	Type
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Homing: May fire at targets without LOS and ignore Night Fight. Targets may use cover they are in or in base contact with if between firer.



WARGEAR

ADVANCED STABILISATION SYSTEM

May choose to use it at the start of the movement phase. Will have the Slow and Purposeful special rule but may not use its jetpack move in the Assault phase. If one model in a squad chooses this upgrade, all models in the squad must choose it and if one model in a unit uses it, all models in the unit must use it.

BLACKSUN FILTER

Double the distance rolled when rolling for how far it can see in Night Fight. Only the model with Blacksun Filter may shoot at the extended range.

BONDING KNIFE

As long as the bearer is alive, its unit may always Regroup using their unmodified Ld, even if below 25%.

COMMAND AND CONTROL NODE (ONE PER ARMY)

Any unit (except Kroot) within 18" may use bearers Ld for any Morale or Pinning test.

DRONE CONTROLLER

The model may control drones and must take one or two drones. See Tau Special Rules, page 2.

EJECTION SYSTEM (ONE PER ARMY)

Should the character lose its last wound to a shooting attack that does not cause Instant Death, the battlesuit is replaced by a single model, representing the pilot. The profile of this model is the same as before the pilot ejected, -2S, -1T and has 1W and no armour save. It is equipped with a plasma pistol only.

EMP GRENADES

Haywire grenades. Vehicles in CC: 2-5: [glancing](#), 6: penetrating

FAILSAFE DETONATOR (ONE PER ARMY)

May be used if the bearer is part of a unit that is forced to make a fall back move having lost an assault.

The unit is moved back as normal, but the bearer stays where he is. The enemy may not make a Sweeping Advance. Before Pile In moves, the bearer activates the detonator. Place the Large Blast centred on the character. Any model hit takes a S8, AP- hit and the bearer is removed as a casualty. The enemy may not consolidate, but do not have to take a Moral test if this attack causes 25% casualties.

IRIDIUM ARMOUR (ONE PER ARMY)

2+ armour save. May only take D6" move in Assault phase.

MULTI-TRACKER

Bearer may fire two battlesuit weapon systems in the same turn.

ARMOUR

BROADSIDE BATTLESUIT

See Tau Special Rules, page 2.

COMBAT ARMOUR

A model in combat armour has an Armour save of 4+.

CRISIS BATTLESUIT

See Tau Special Rules, page 2.

NETWORKED MARKERLIGHT

Used before the operators own unit shoots any weapons. The unit may use the markerlight's markers for its own shooting if they wish. All other rules for shooting applies.

NOVA REACTOR

May use each Movement phase, [before moving](#). On a 1 or 2 it doesn't work and it takes a [glancing hit](#) ([loses one wound with no saves of any kind](#)). On a 3+ it may choose one of the following until it's next Movement phase:

- 4+ Invulnerable save, [against shooting](#)
- May move 12" in Assault phase
- May fire main weapon with Nova Charge
- May fire support weapon twice

PHOTON GRENADES

Defensive grenades.

POSITIONAL RELAY (ONE PER ARMY)

May be used from turn 2 onwards, if the bearer is on the table. One chosen unit in Reserve may be deployed on a 2+, though no other units may be deployed this turn.

SHIELD GENERATOR

Model has a 4+ invulnerable save.

STEALTH FIELD GENERATOR

Count as in Night Fight at all times and equipped with defensive grenades. Drones in unit will have same rules.

STIMULANT INJECTOR (ONE PER ARMY)

The model has the Feel No Pain special rule.

TARGET LOCK

The model may shoot at a different target than the rest of the unit. All shooting by the unit must be declared before rolling any dice.

TARGETING ARRAY

Grants the bearer +1BS up to BS5.

VECTRO RETRO-THRUSTERS (ONE PER ARMY)

The bearer has the Hit & Run special rule.

FLAK ARMOUR

A model in combat armour has an Armour save of 5+.

STEALTH BATTLESUIT

See Tau Special Rules, page 2.

HONOUR ARMOUR

A model in combat armour has an Armour save of 5+.

TAU VEHICLE EQUIPMENT

BLACKSUN FILTER

Night Vision. Only the model with Blacksun Filter have Night Vision and may shoot at the extended range.

DECOY LAUNCHERS

If the enemy rolls an 'Immobilised' result on the Vehicle Damage Table, the Tau player may force him to re-roll the result. The second result stands, even if it is worse.

DISRUPTION POD

Weapons firing at the vehicle from more than 12" away count the vehicle as in cover with a 4+ cover save.

FLECHETTE DISCHARGER

Any model attacking the vehicle in close combat will take an automatic wound on 4+, with saves taken as normal, before resolving its own attacks.

LANDING GEAR

In any turn the vehicle does not move, it may choose to no longer count as a Skimmer until it moves again.

MULTI-TRACKER

May fire its weapons as if it is a Fast vehicle.

SIGNATURE SYSTEMS

Only one of each may be taken per army.

FUSION BLADES

Range	S	AP	Type
12"	8	1	Assault 1, Melta, Twin-linked
Melee	8	1	2D6 Armour Penetration, Power Outage

Count as additional CCW in close combat.

Power Outage: At the end of an Assault phase in which the bearer makes a To Hit roll with the Burning Blade, roll a D6. On a roll of a 2+, nothing happens. On the roll of a 1, the weapon may not be used for the rest of the game, neither for shooting or close combat.

SEEKER MISSILE

Any model equipped with a markerlight may request a single missile to be launched if they score a hit on the desired target with their markerlight.

The missile do not need a LOS from the vehicle they are mounted on to the target, and they always hit on a 2+. The missile is assumed to move in a straight line between the model carrying the missile and the target itself for the purposes of determining whether the missile strikes the front, side or rear. The target may count the benefit of cover they are in or immediately behind.

The vehicle carrying the seeker missiles has no control over them and cannot launch them itself. The mechanism is remote and responds only to markerlight users. Seeker missiles never count towards the number of weapons a vehicle may fire during a turn.

Range	S	AP	Type
Unlimited	8	3	Heavy 1

SENSOR SPINES

May re-roll dangerous terrain tests.

TARGETING ARRAY

Grants the vehicle +1BS.

TARGET LOCK

The model may shoot at different targets with each of its weapons. All shooting by the vehicle must be declared before rolling any dice.

SUMMARY

