

**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:

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| **Range S AP Type\_\_\_\_\_\_\_\_\_**  36" n/a n/a Heavy 1 |  | 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 |
| 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?) |  |

Battlesuits

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| **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.

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|  | **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.* |

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| 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, Vespid 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.* | | | |  | |

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| 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, Vespid 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, Vespid 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.* | |

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| 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 |

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| 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.* | |

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| 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, Vespid or Drones) he joins.*   * Inspiring Presence   *Any Tau unit (not Kroot, Vespid 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 controller *free*   + EMP grenades *3pts*   + Blacksun filter *3pts*   + Target lock *5pts*   + Exchange close combat weapons for an honour blade *10pts* * An Ethereal with drone controller must take one or two of any the following:   + Gun drone *12pts*   + Shield drone *15pts*   + Missile drone *15pts*   + Marker drone *30pts* | | | | | | | | |
| 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:   + Flamer *4pts*   + Burst cannon *8pts*   + Fusion blaster or missile pod *12pts*   + Plasma rifle *20pts*   + 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 controller *free*   + Blacksun filter *3pts*   + Target lock *5pts*   + Advanced stabilisation system *10pts*   + Command & control node (one per army) *10pts*   + Targeting array *10pts*   + Vectored retro-thrusters (one per army) *10pts*   + Positional relay (one per army) *15pts*   + Shield generator *20pts*   + Fusion blades (one per army) *30pts* * May in addition take up to three of the following:   + Drone controller *free*   + Blacksun filter *3pts*   + Target lock *5pts*   + Bonding knife *5pts*   + 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 drone *12pts*   + Shield drone *15pts*   + Missile drone *15pts*   + Marker drone *30pts* | | | | | | | | |

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| 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:   + Flamer *4pts*   + Burst cannon *6pts*   + Fusion blaster or missile pod *10pts*   + Plasma rifle *16pts*   + 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 controller *free*   + Blacksun filter *3pts*   + Target lock *5pts*   + Advanced stabilisation system *10pts*   + Command & control node (one per army) *10pts*   + Targeting array *10pts*   + Vectored retro-thrusters (one per army) *10pts*   + Positional relay (one per army) *15pts*   + Shield generator *20pts*   + Fusion blades (one per army) *30pts* * Any Shas'vre may in addition take one of the following:   + Drone controller *free*   + Target lock *5pts*   + 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 filter *3pts*   + Bonding knife *5pts* * A Shas'vre with drone controller must take one or two of any the following:   + Gun drone *12pts*   + Shield drone *15pts*   + Missile drone *15pts*   + Marker drone *30pts* | | | | | |

Troops

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| 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   *Vehicles in CC: 4-5: glancing, 6: penetrating*   * 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 any 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* | | | | | |

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| 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 | 6+ | | - |  | 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)   ***Range S AP Type\_\_\_\_\_\_\_\_\_\_\_***  *24" 4 6 Rapid Fire, +1A*   * Kroot gun (Krootox only)   ***Range S AP Type\_\_\_\_\_\_\_\_\_\_\_***  *48" 7 4 Rapid Fire*   * Kroot armour (Shaper and Armoured Kroot only) | | | | **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 Sweeping 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* | | | | | |

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| 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   ***Range S AP Type\_\_\_\_\_\_\_\_\_\_\_***  *24" 3 - Rapid fire*   * Flak armour   **Additional wargear:**   * EMP grenades   *Vehicles in CC: 4-5: glancing, 6: penetrating*   * Pulse Carbine   ***Range S AP Type\_\_\_\_\_\_\_\_\_\_\_***  *18" 5 5 Assault 2, Pinning*   * Pulse Rifle   ***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 | | | | | | |
|  |  |  |  | **⎡ Armour ⎤** | | |  |  |  | |  | |  | | | |  |  |
|  |  |  | **BS** | **F** | **S** | **R** | **HP** |  |  | | **Unit type** | | | |  | **Unit Composition** |
| Devilfish |  |  | 3 | 12 | 11 | 10 | 3 |  |  | | Vehicle (Tank, Skimmer, Transport) | | | |  | 1 Devilfish |
|  |  |  |  |  |  |  |  |  | |  | | | |  |  |  |  |  |
|  | **WS** | **BS** | **S** | **T** | **W** | **I** | **A** | **Ld** | | **Sv** | | | | **Inv** |  |  |  |  |
| Gun Drone | 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.* | | | | | **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* | | | | | | | | | | | | | |
|  | | | | |
| **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) | | | | |

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'ui *25pts* * One model may be upgraded to a Shas'vre Team Leader *10pts* * Any Shas'ui or Shas'vre must take three of any of the following:   + Flamer *4pts*   + Burst cannon *6pts*   + Fusion blaster or missile pod *10pts*   + Plasma rifle *16pts*   + 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 controller *free*   + Blacksun filter *3pts*   + Target lock *5pts*   + Advanced stabilisation system *10pts*   + Targeting array *10pts*   + Shield generator *20pts* * 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 controller *free*   + Target lock *5pts*   + 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 filter *3pts*   + Bonding knife *5pts* * A Shas'ui or Shas'vre with drone controller must take one or two of any the following:   + Gun drone *12pts*   + Shield drone *15pts*   + Missile drone *15pts*   + Marker drone *30pts* | | | | | |

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| 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.*   * Burst cannon   ***Range S AP Type\_\_\_\_***  *18" 5 5 Assault 3*  **Additional wargear:**   * Fusion blaster   ***Range S AP Type\_\_\_\_***  *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 Suits *30pts/model* * For every three models, one may exchange his burst cannon for a fusion blaster *5pts* * One model may be upgraded to a Shas'vre Team Leader *10pts* * Any model may take one of the following:   + Drone controller *free*   + Blacksun filter *3pts*   + Target lock *5pts*   + Advanced stabilisation system *10pts*   + Targeting array *10pts*   + Shield generator *20pts* * The Shas'vre may in addition take any of the following:   + Drone controller *free*   + Blacksun filter *3pts*   + Target lock *5pts*   + Bonding knife *5pts*   + Markerlight *10pts* * A model with drone controller must take one or two of any of the following:   + Gun drone *12pts*   + Shield drone *15pts*   + Missile drone *15pts*   + Marker drone *30pts* | | | | | |

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| 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 Teams *80pts/team* | | | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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) |  |  |
|  |  |  |  |  | |  |  |  |  |  | |  |  |  |  |  |
|  |  |  |  | **⎡ Armour ⎤** | | | |  |  |  | |  |  |  |  |  |
|  |  |  | **BS** | **F** | | **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'la *10pts/model* * May include a DS8 tactical support turret with one of the following:   + Missile pod *10pts*   + Smart missile system *15pts* * 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 any 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* | | | | | |

Fast Attack

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Piranha Team | | | | | | | | | | 40 Points | | | |
|  |  |  |  | **⎡ Armour ⎤** | | |  |  |  |  |  |  |  |
|  |  |  | **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 | | | | | **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 array *5pts*   + Disruption pod, flechette discharger or target lock *10pts* | | | | | | | | |
|  | | | | |
| **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) | | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 Drones *12pts/model* | | | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 |  |  |
|  |  |  |  | |  |  |  |  |  | |  | | |  |  |  |  |  |
|  |  |  |  | | **⎡ Armour ⎤** | | |  |  |  | |  | | | |  |  |  |
|  |  |  | **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   ***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*   * Grav-inhibitor drone   *Units wishing to assault this unit always count as assaulting through terrain.*   * Pulse accelerator drone   *All pulse weapons in the unit have their maximum range increased by 6".*   * Recon drone   *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 rifle *5pts*   + Rail rifle *10pts* * May upgrade one Pathfinder Shas'la to a Pathfinder Shas'ui *10pts* * The Pathfinder Shas'ui may take any of the following:   + Drone controller *free*   + Blacksun filter *3pts*   + EMP grenades *3pts*   + Target lock *5pts*   + Bonding knife *5pts* * A Shas'ui with drone controller must take one or two of any the following:   + Gun drone *12pts*   + Shield drone *15pts*   + Missile drone *15pts*   + Grav-inhibitor drone *15pts*   + Pulse accelerator drone *15pts*   + Recon drone *20pts*   + Marker drone *30pts* * 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 array *5pts*   + Disruption pod, flechette discharger, multi-tracker or target lock *10pts* | | | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 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 * Nautron 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 | | | |
|  |  |  |  | **⎡ Armour ⎤** | | |  |  |  |  | |  |  |  |
|  |  |  | **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*  **Additional wargear:**   * Railgun   ***Range S AP Type\_\_\_\_\_\_\_\_\_\_\_***  *72" 10 1 Heavy 1* | | | | | **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* | | | | | | | | | |
|  | | | | |
| **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) | | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Longstrike | | | | | | | | | | | | | 45 Points | | |
|  | **WS** | **BS** | **S** | **T** | | **W** | **I** | **A** | **Ld** | **Sv** | **Inv** |  | **Unit type** |  | **Unit Composition** |
| Longstrike |  | 5 |  |  | |  |  |  |  |  |  |  |  |  |  |
|  | | | | | | | | | | | | | | | |
| **Wargear:**   * XV02 Battlesuit   ***Blacksun filter:***  *Night Vision*  ***Supporting Overwatch:***  *Longstrike's Hammerhead may fire Overwatch for every unit within 6", including itself, that is being assaulted.* | | | | | **Special Rules:**   * Preferred Enemy (Imperial Guard) * Tank Hunter * Hammerhead Ace   *Always bought as a Hammerhead upgrade. If Hammerhead is destroyed, he is slain.* | | | | | | |  | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Sky Ray Gunship | | | | | | | | | | | 125 Points | | | |
|  |  |  |  | **⎡ Armour ⎤** | | |  |  |  |  | |  |  |  |
|  |  |  | **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\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_***  *Ulimited 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.*  **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) | | | | | **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* | | | | | | | | | |

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| 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'ui *70pts/model* * Any model may exchange smart missile system for twin-linked plasma rifle *10pts* * May upgrade one Broadside Shas'ui to a Broadside Shas'vre *10pts* * All models in the unit may take one of the following:   + Blacksun filter *3pts*   + Target lock *5pts*   + Advanced stabilisation system *10pts*   + Targeting array *10pts*   + Shield generator *20pts* * The Broadside Shas'vre may in addition take two of the following:   + Drone controller *free*   + Blacksun filter *3pts*   + Target lock *5pts*   + Targeting array *10pts*   + Shield generator *20pts* * A model with drone controller must take one or two of any the following:   + Gun drone *12pts*   + Shield drone *15pts*   + Missile drone *15pts*   + Marker drone *30pts* | | | | | |

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| 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 Drones *20pts/model* | | | | | |

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| 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 accelerator *30pts* * May exchange twin-linked smart missile system for one of the following:   + Twin-linked plasma rifle or twin-linked fusion blaster *10pts* * May take any of the following:   + Up to two Shielded Missile Drones *30pts*   + Riptide Shield Generator *30pts* | | | | | |

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| XV104 Riptide (optional) | | | | | | | | | | | | | | 150 Points | | | |
|  |  |  |  | | **⎡ Armour ⎤** | | |  |  |  |  | |  | |  |  |  |
|  | **WS** | **BS** | **S** | | **F** | **S** | **R** | **I** | **A** | **HP** | **Inv** | |  | | **Unit type** |  | **Unit Composition** |
| Riptide Shas'vre | 2 | 3 | 8 | | 13 | 12 | 11 | 2 | 3 | 3 | ~~-~~ | |  | | Vehicle (Walker) |  | 1 Riptide Shas'vre |
| Shielded Missile Drone | 2 | 2 | 3 | | 13 | 12 | 11 | 4 | 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   *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* | | | | **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*  *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 accelerator *30pts* * May exchange twin-linked smart missile system for one of the following:   + Twin-linked plasma rifle or twin-linked fusion blaster *10pts* * May take up to two Shielded Missile Drones *40pts* | | | | | |

Aerial Support

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| Razorshark Strike Fighter | | | | | | | | | | | | | | 145 Points | | |
|  |  |  |  | **⎡ Armour ⎤** | | | |  |  |  | |  |  |  |  |  |
|  |  |  | **BS** | **F** | **S** | | **R** | **HP** |  |  | |  |  | **Unit type** |  | **Unit Composition** |
| Razorshark |  |  | 3 | 11 | 10 | | 10 | 3 |  |  | |  |  | 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 | | | | | |  | | | | | **Options:**   * May exchange burst cannon for missile pod *20pts* * May take any of the following:   + Blacksun filter or decoy launchers *5pts* | | | | | |
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| **Vehicle upgrades:**   * **Blacksun Filter (**Double distance in Night Fighting) * **Decoy Launchers** (Re-roll 'Immobilised' result) | | | | | |

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Sun Shark Bomber | | | | | | | | | | | | | | 160 Points | | |
|  |  |  |  | **⎡ Armour ⎤** | | | |  |  |  | |  |  |  |  |  |
|  |  |  | **BS** | **F** | | **S** | **R** | **HP** |  |  | |  |  | **Unit type** |  | **Unit Composition** |
| Sun Shark |  |  | 3 | 11 | | 10 | 10 | 3 |  |  | |  |  | Vehicle (Flyer) |  | 1 Sun Shark |
|  |  |  |  |  | |  |  |  |  |  | |  |  |  |  |  |
|  | **WS** | **BS** | **S** | **T** | | **W** | **I** | **A** | **Ld** | **Sv** | | **Inv** |  |  |  |  |
| Interceptor Drone | 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* | | | | | **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* | | | | | |
|  | | | | |
| **Vehicle upgrades:**   * **Blacksun Filter (**Double distance in Night Fighting) * **Decoy Launchers** (Re-roll 'Immobilised' result) | | | | |

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| DX-6 'Remora' Drone Fighter Squadron | | | | | | | | | | 90 Points | | | |
|  |  |  |  | **⎡ Armour ⎤** | | |  |  |  |  |  |  |  |
|  |  |  | **BS** | **F** | **S** | **R** | **HP** |  |  | **Unit type** |  | **Unit Composition** |
| DX-6 'Remora' |  |  | 2/3 | 10 | 10 | 10 | 2 |  |  | 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* | | | | | **Options:**   * May include up to two additional DX-6 'Remora' *90pts/model* * Any DX-6 'Remora' may take blacksun filter *5pts* | | | | | | | | |
|  | | | | |
| **Vehicle upgrades:**   * **Blacksun Filter (**Double distance in Night Fighting) | | | | |

Farsight Enclave

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| O'Shovah - Commander Farsight | | | | | | | | | | | | | | | 170 Points | | |
|  | **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 |

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| **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 | | | |
|  |  |  |  | **⎡ Armour ⎤** | | | |  |  |  | |  |  | |  |  |  |
|  | **WS** | **BS** | **S** | **F** | | **S** | **R** | **I** | **A** | **HP** | | **Inv** |  | | **Unit type** |  | **Unit Composition** |
| O'Vesa | 2 | 3 | 8 | 13 | | 12 | 11 | 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" 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

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| --- | --- | --- |
| 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 | |

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| --- | --- | --- |
| Ranged Weapons |  |  |
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| **Airbursting Fragmentation Projector**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 18" | 4 | 5 | Assault 1, Barrage, Large Blast, Ignores Cover, Unique |   **Burst Cannon**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 18" | 5 | 5 | Assault 3 |   **Cyclic Ion Blaster**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 18" | 3 | 4 | Assault 5, Unique |   **Flamer**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | Template | 4 | 5 | Assault 1 |   **Fusion Blaster**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 12" | 8 | 1 | Assault 1, Melta |   **Heavy Burst Cannon**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 36" | 6 | 4 | Heavy 8 | | 36" | 6 | 4 | Heavy 12, Gets Hot, Rending, Nova Charge |   **Nova Charge:** Must use Nova Reactor to use this profile.  **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 |   **Nova Charge:** Must use Nova Reactor to use this profile.  **Ion Cannon**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 60" | 7 | 3 | Heavy 3 | | 60" | 8 | 3 | Heavy 1, Large Blast, Gets Hot |   **Ion Rifle**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 30" | 7 | 4 | Rapid Fire | | 30" | 8 | 4 | Heavy 1, Blast, Gets Hot |   **Kroot Gun**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 48" | 7 | 4 | Rapid Fire |   **Kroot Rifle**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | Melee | User | 5 | Two-handed, +1A | | 24" | 4 | 6 | Rapid Fire |   **Lasgun**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 24" | 3 | - | Rapid Fire | |  | **Long Barrelled Burst Cannon**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 36" | 5 | 5 | Assault 3 |   **Missile Pod**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 36" | 7 | 4 | Assault 2 |   **Neutron Blaster**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 18" | 5 | 3 | Assault 1 |   **Plasma Rifle**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 24" | 6 | 2 | Rapid Fire |   **Pulse Bomb**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | Bomb | 5 | 5 | Heavy 1, Large Blast, One Use Only |   **Pulse Carbine**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 18" | 5 | 5 | Assault 2, Pinning |   **Pulse Pistol**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 12" | 5 | 5 | Pistol |   **Pulse Rifle**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 30" | 5 | 5 | Rapid Fire |   **Quad Ion Turret**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 30" | 7 | 4 | Heavy 4 | | 30" | 8 | 4 | Heavy 1, Large Blast, Gets Hot |   **Rail Rifle**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 36" | 6 | 3 | Heavy 1, Pinning |   **Railgun**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | 72" | 10 | 1 | Heavy 1 | | 72" | 6 | 4 | Heavy 1, Large Blast |   **Seeker Missile**     |  |  |  |  | | --- | --- | --- | --- | | **Range** | **S** | **AP** | **Type** | | Unlimited | 8 | 3 | Heavy 1, One Use Only |   See Tau Special Rules, page 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.* |

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| Wargear |  |  |
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| **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. |  | **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. |

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| Armour |  |  |
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| **Broadside Battlesuit**  See Tau Special Rules, page 2. |  | **Flak Armour**  A model in combat armour has an Armour save of 5+. |
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| **Combat Armour**  A model in combat armour has an Armour save of 4+. |  | **Stealth Battlesuit**  See Tau Special Rules, page 2. |
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| **Crisis Battlesuit**  See Tau Special Rules, page 2. |  | **Honour Armour**  A model in combat armour has an Armour save of 5+. |

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| Tau Vehicle Equipment |  |  |
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| **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. |  | **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. |

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| Signature Systems |  |  |
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| ***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. |  |  |

**Summary**