

# T'AU EMPIRE

## ARMY RULE

The Hunter Cadres battle for the betterment of the T'au Empire, not for personal gain or egotistic accomplishments. This burning commitment allows for prodigiously effective covering fire. Enemies are pinned in place by deadly bursts of pulse blasts, or the infamous T'au markerlight is used to expose even well-fortified enemy positions, allowing other T'au warriors to fall on the vulnerable enemies with murderous force.

### FOR THE GREATER GOOD

If your Army Faction is **T'AU EMPIRE**, then in your Shooting phase units from your army can work in pairs to help each other target specific enemy units. When they do this, one unit is the Observer unit and the other is their Guided unit. The enemy they are targeting is called their Spotted unit.

Each time you select this unit to shoot, if it is not an Observer unit, it can use this ability. If it does, select one other friendly unit with this ability that is also eligible to shoot (excluding **FORTIFICATION**, Battle-shocked and Observer units). Until the end of the phase, this unit is considered a Guided unit, and that friendly unit is considered an Observer unit. Then select one enemy unit that is visible to both your units to be their Spotted unit.

Until the end of the phase:

- Each time a model in a Guided unit makes an attack that targets their Spotted unit, improve the Ballistic Skill characteristic of the attack by 1 and, if their Observer unit has the **MARKERLIGHT** keyword, the attack has the **[IGNORES COVER]** ability.
- Each time a model in a Guided unit makes an attack that does not target their Spotted unit, worsen the Ballistic Skill characteristic of the attack by 1.



# T'AU EMPIRE – KAUYON DETACHMENT RULE

If your Army Faction is **T'AU EMPIRE**, you can use this Kauyon Detachment rule.

## RESTRICTIONS

- If your army includes any **ETHEREAL** units, it cannot include a **COMMANDER FARSAIGHT** model.
- If your army includes a **COMMANDER FARSAIGHT** model, it cannot include any **ETHEREAL** units.

## KAUYON

*The tactical philosophy known as the Kauyon allows for T'au commanders to draw the enemy into a deadly trap, springing it at the perfect moment to deliver a storm of fatal strikes against which none can escape.*

From the third battle round onwards, all ranged weapons equipped by **T'AU EMPIRE** models from your army have the **[SUSTAINED HITS 1]** ability. While a unit is a Guided unit (see For the Greater Good), weapons in that unit have the **[SUSTAINED HITS 2]** ability instead.



# T'AU EMPIRE – KAUYON STRATAGEMS

If you are using the Kauyon Detachment rule, you can use these Kauyon Stratagems.

## STIMM INJECTORS

KAUYON – WARGEAR STRATAGEM

*This system injects the battlesuit pilot with a measured dose of chemical stimulants intended to temporarily accelerate their physical aptitude and pain tolerances.*

1CP

**WHEN:** Fight phase or your opponent's Shooting phase, just after an enemy unit has selected its targets.

**TARGET:** One T'AU EMPIRE BATTLESLUIT unit from your army that was selected as the target of one or more of the attacking unit's attacks.

**EFFECT:** Until the end of the phase, models in your unit have the Feel No Pain 6+ ability.

## STRIKE AND FADE

KAUYON – STRATEGIC PLOY STRATAGEM

*Tau are experts at harrying and outmanoeuvring their foes, bleeding them with accurate fire before fading away into the shadows and luring the foe into a trap.*

2CP

**WHEN:** Your Shooting phase.

**TARGET:** One T'AU EMPIRE BATTLESLUIT unit from your army that can FLY whose attacks have been resolved this phase.

**EFFECT:** If your unit is not within Engagement Range of any enemy units, it can make a Normal move. If it does, your unit cannot declare a charge this turn.

## COORDINATE TO ENGAGE

KAUYON – BATTLE TACTIC STRATAGEM

*Tau combined arms groups are called Hunter Cadres for good reason. Working in close coordination, they hunt and destroy the most dangerous enemy targets.*

1CP

**WHEN:** Your Shooting phase.

**TARGET:** One T'AU EMPIRE unit from your army that has just been selected as an Observer unit (see For the Greater Good).

**EFFECT:** Until the end of the phase, each time a model in your unit makes an attack that targets their Spotted unit, improve the Ballistic Skill characteristic of that attack by 1 and, if your unit has the MARKERLIGHT keyword, that attack has the [IGNORES COVER] ability.

## POINT-BLANK AMBUSH

KAUYON – BATTLE TACTIC STRATAGEM

*The Kauyon teaches to lure the enemy into deadly point-blank ambushes.*

1CP

**WHEN:** Your Shooting phase.

**TARGET:** One T'AU EMPIRE unit from your army that has not been selected to shoot this phase.

**EFFECT:** Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit within 9", improve the Armour Penetration characteristic of that attack by 1.

**RESTRICTIONS:** You cannot use this Stratagem during the first or second battle rounds.

# T'AU EMPIRE – KAUYON

## STRATAGEMS

If you are using the Kauyon Detachment rule, you can use these Kauyon Stratagems.

### PHOTON GRENADES

1CP

#### KAUYON – WARGEAR STRATEGEM

*Hurling a volley of photon grenades, the T'au leave their enemies dazzled and disorientated, unable to close the distance into combat at a crucial moment.*

**WHEN:** Your opponent's Charge phase, just after an enemy unit has declared a charge.

**TARGET:** One T'AU EMPIRE GRENADES unit from your army that was selected as one of the targets of that charge.

**EFFECT:** That enemy unit must immediately take a Battle-shock test, and until the end of the phase, subtract 2 from Charge rolls made for that enemy unit.

### COMBAT EMBARKATION

1CP

#### KAUYON – STRATEGIC PLOY STRATEGEM

*Those who act as the lure in the Kauyon must be ready to make a hasty withdrawal once the enemy closes into killing range, lest they be trapped.*

**WHEN:** Your opponent's Charge phase, just after an enemy unit has declared a charge.

**TARGET:** One T'AU EMPIRE INFANTRY unit from your army that was selected as one of the targets of that charge, and one friendly TRANSPORT.

**EFFECT:** Your unit can embark within that TRANSPORT. If it does, your opponent can select new targets for that charge.

**RESTRICTIONS:** Every model in your T'AU EMPIRE INFANTRY unit must be within 3" of that TRANSPORT and there must be sufficient transport capacity to embark the entire unit.



# T'AU EMPIRE – KAUYON ENHANCEMENTS

If you are using the Kauyon Detachment rule, you can use these Kauyon Enhancements.

## EXEMPLAR OF THE KAUYON

*Long meditation upon the tenets of the Patient Hunter has seen this warrior master the application of this cunning ambush strategy. When they take to the battlefield, they embody the teachings of the Kauyon, much to the dismay of their luckless prey.*

**T'AU EMPIRE** model only (excluding **KROOT SHAPER** models). While the bearer is leading a unit, that unit's Kauyon Detachment rule takes effect from the second battle round onwards instead of the third.

## PRECISION OF THE PATIENT HUNTER

*This warrior prowls the battlefield like a high-tech predator, stalking and assessing their quarry before they strike. When they do launch their assault, their every shot and blow is informed by careful observations, perfectly aimed where they will do the greatest harm.*

**T'AU EMPIRE** model only. Each time the bearer makes a ranged attack, add 1 to the Hit roll. From the third battle round onwards, add 1 to the Wound roll as well.

## PURETIDE ENGRAM NEUROCHIP

*Commander Puretide was undoubtedly the most gifted T'au war leader of all time. The T'au were unwilling to lose his tactical and strategic brilliance, and upon his death, his mind was scanned and his accumulated memories committed to a holostorage personality unit on his birth world of Dal'yth. A sliver of that genius has been crafted into a neurochip. When surgically implanted into the brain of a Fire Caste Commander, the bearer can access much of the wisdom of Puretide himself, drawing upon a great reservoir of tactical acumen.*

**T'AU EMPIRE** model only (excluding **KROOT SHAPER** models). Once per turn, you can use a Stratagem on the bearer's unit, even if you have already used that Stratagem on a different unit this phase.

## THROUGH UNITY, DEVASTATION

*Having studied every nuance of the art of applied mass-firepower, this warrior has mastered its deployment. Under their calm tutelage and stern gaze, warriors of the Fire Caste maximise every shot they fire, creating a blizzard of deadly-accurate energy that can pick apart even the most heavily armoured targets.*

**T'AU EMPIRE** model only (excluding **KROOT SHAPER** models). While this model is leading a unit, each time that unit is an Observer unit, until the end of the phase, ranged weapons equipped by models in their Guided unit have the [**LETHAL HITS**] ability while targeting their Spotted unit.





# T'AU EMPIRE DROONES

If you have upgraded a model to have a drone, place a Drone token next to your model as a reminder. These do not count as models for any rules purposes.



## GUARDIAN DRONE

Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.

## GUN DRONE

The bearer is equipped with the following ranged weapon:

RANGED WEAPON	RANGE	A	BS	S	AP	D
Twin pulse carbine [ASSAULT, TWIN-LINKED]	20"	2	5+	5	0	1



## MARKER DRONE

The bearer's unit has the **MARKERLIGHT** keyword and can act as an Observer unit for another unit even if it Advanced this turn.

## MISSILE DRONE

The bearer is equipped with the following ranged weapon:

RANGED WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	5+	?	-2	2



## SHIELD DRONE

Add 1 to the bearer's Wounds characteristic.





# COMMANDER SHADOWSUN

M T SV W LD OC  
10" 4 3+ 6 6+ 1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Flechette launcher	18"	5	2+	3	0	1
High-energy fusion blaster [MELTA 2]	18"	1	2+	10	-4	D6
Light missile pod	24"	2	2+	7	0	2
Pulse pistol [PISTOL]	12"	1	3+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	4+	5	0	1

## ABILITIES

CORE: Infiltrators, Lone Operative, Stealth

FACTION: For the Greater Good

**Agile Combatant:** This model is eligible to shoot in a turn in which it Fell Back.

**Hero of the Empire (Aura):** While a friendly T'AU EMPIRE unit is within 6" of this model, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

## WARGEAR ABILITIES

**Advanced Guardian Drone:** Each time a ranged attack targets the bearer, subtract 1 from the Wound roll.

**Command-link Drone (Aura):** While a friendly T'AU EMPIRE unit is within 6" of the bearer, each time you select that unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

KEYWORDS: INFANTRY, FLY, CHARACTER, EPIC HERO, BATTLESHIP,  
COMMANDER SHADOWSUN



## INVULNERABLE SAVE

FACTION KEYWORDS:  
T'AU EMPIRE

5+

# COMMANDER SHADOWSUN

Accompanied by advanced shield and command drones, Commander O'Shaserra surges dynamically into battle. She is the master of the Kauyon, laying cunning ambushes for her enemies then striking with merciless fury. O'Shaserra spearheads these attacks from the front, and every shot from her fusion blasters heralds another fallen foe.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Commander Shadowsun – EPIC HERO

This model is equipped with: flechette launcher; 2 high-energy fusion blasters; light missile pod; pulse pistol; battlesuit fists; advanced guardian drone; command-link drone.

## SUPREME COMMANDER

If this model is in your army, it must be your **WARLORD**.

KEYWORDS: INFANTRY, FLY, CHARACTER, EPIC HERO, BATTLESUIT,  
COMMANDER SHADOWSUN



FACTION KEYWORDS:  
**T'AU EMPIRE**

# COMMANDER FARSAIGHT

M T SV W LD OC  
10" 5 3+ 6 6+ 2



## RANGED WEAPONS

High-intensity plasma rifle	RANGE	A	BS	S	AP	D
	24"	2	2+	8	-3	3

## MELEE WEAPONS

Dawn Blade – strike	RANGE	A	WS	S	AP	D
	Melee	4	2+	10	-2	3

Dawn Blade – sweep	RANGE	A	WS	S	AP	D
	Melee	8	2+	6	-1	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, FLY, CHARACTER, EPIC HERO, BATTLESHIP,  
COMMANDER FARSAIGHT

## ABILITIES

CORE: Deep Strike, Leader

FACTION: For the Greater Good

**Way of the Short Blade:** While this model is leading a unit, each time a model in that unit makes an attack that targets an enemy unit within 9", add 1 to the Wound roll.

**Aggressive Offensive:** Once per battle, when this model is selected to fight, it can use this ability. If it does, until the end of the phase, each time it makes an attack, you can re-roll the Hit roll and you can re-roll the Wound roll.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
T'AU EMPIRE

# COMMANDER FARSHIGHT

Aggressive and rebellious, Commander O'Shova is the master of the Mont'ka, the Killing Blow. Piloting his crimson battlesuit he carves a bloody path into the enemy, leading his separatist Fire Caste forces and wielding the enigmatic Dawn Blade with such strength and skill that no foe can stand against him.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Commander Farsight – EPIC HERO

This model is equipped with: high-intensity plasma rifle; Dawn Blade.

## LEADER

This model can be attached to the following unit:

- CRISIS BATTLESUITS

KEYWORDS: VEHICLE, WALKER, FLY, CHARACTER, EPIC HERO, BATTLESUIT,  
COMMANDER FARSHIGHT



FACTION KEYWORDS:  
T'AU EMPIRE

# COMMANDER IN CRISIS BATTLESUIT

M T SV W LD OC

**10"** **5** **3+** **5** **7+** **2**



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Airbursting fragmentation projector [BLAST, INDIRECT FIRE]	24"	D6	3+	3	0	1
Burst cannon	18"	4	3+	5	0	1
► Cyclic ion blaster – standard	18"	3	3+	7	-1	1
► Cyclic ion blaster – overcharge [HAZARDOUS]	18"	3	3+	8	-2	2
Fusion blaster [MELTA 2]	12"	1	3+	9	-4	D6
Missile pod	30"	2	3+	7	-1	2
Plasma rifle	24"	1	3+	8	-3	3
T'au flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	4+	5	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

**KEYWORDS:** VEHICLE, WALKER, FLY, CHARACTER, BATTLE SUIT, COMMANDER IN CRISIS BATTLE SUIT



**FACTION KEYWORDS:**  
**T'AU EMPIRE**

## ABILITIES

**CORE:** Deep Strike, Leader

**FACTION:** For the Greater Good

**Crisis Commander:** While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

## WARGEAR ABILITIES

**Battlesuit Support System:** The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.

**Shield Generator:** The bearer has a 4+ invulnerable save.

**Weapon Support System:** Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

# COMMANDER IN CRISIS BATTLESUIT

A deadly blend of strategic mastery, courage and technological might, each T'au Commander pilots their battlesuit and directs their armies with great skill. It is their honour to wield some of the most cutting-edge weapons the empire can provide, enabling them to fight all the harder for the Greater Good.



## WARGEAR OPTIONS

- This model's burst cannon can be replaced with one of the following:
  - 1 airbursting fragmentation projector\*
  - 1 battlesuit support system\*
  - 1 cyclic ion blaster
  - 1 fusion blaster
  - 1 missile pod
  - 1 plasma rifle
  - 1 shield generator\*
  - 1 T'au flamer
  - 1 weapon support system\*
- This model can be equipped with up to two of the following, and can take duplicates:
  - 1 gun drone\*\*
  - 1 marker drone\*\*
  - 1 shield drone\*\*
- This model can be equipped with up to three of the following, and can take duplicates:
  - 1 airbursting fragmentation projector\*
  - 1 battlesuit support system\*
  - 1 burst cannon
  - 1 cyclic ion blaster
  - 1 fusion blaster
  - 1 missile pod
  - 1 plasma rifle
  - 1 shield generator\*
  - 1 T'au flamer
  - 1 weapon support system\*

*\*This model cannot have duplicates of these pieces of wargear.*

*\*\*This drone's rules can be found on the T'au Empire Drones card.*

## UNIT COMPOSITION

- 1 Commander in Crisis Battlesuit

This model is equipped with: burst cannon; battlesuit fists.

## LEADER

This model can be attached to the following unit:

- CRISIS BATTLESUITS

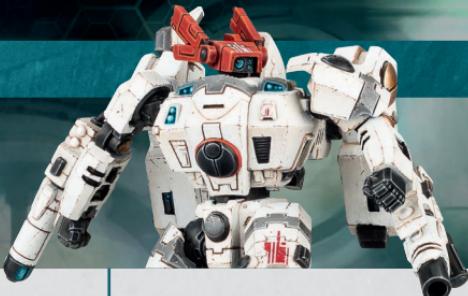
KEYWORDS: VEHICLE, WALKER, FLY, CHARACTER, BATTLESUIT,  
COMMANDER IN CRISIS BATTLESUIT



FACTION KEYWORDS:  
T'AU EMPIRE

# COMMANDER IN ENFORCER BATTLESUIT

M T SV W LD OC  
8" 5 2+ 6 7+ 2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Airbursting fragmentation projector [BLAST, INDIRECT FIRE]	24"	D6	3+	3	0	1
Burst cannon	18"	4	3+	5	0	1
► Cyclic ion blaster – standard	18"	3	3+	7	-1	1
► Cyclic ion blaster – overcharge [HAZARDOUS]	18"	3	3+	8	-2	2
Fusion blaster [MELTA 2]	12"	1	3+	9	-4	D6
Missile pod	30"	2	3+	7	-1	2
Plasma rifle	24"	1	3+	8	-3	3
T'au flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	4+	5	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, FLY, CHARACTER, BATTLE SUIT,  
COMMANDER IN ENFORCER BATTLE SUIT



FACTION KEYWORDS:  
T'AU EMPIRE

## ABILITIES

CORE: Deep Strike, Leader

FACTION: For the Greater Good

**Enforcer Commander:** While this model is leading a unit, each time a ranged attack targets that unit, worsen the Armour Penetration characteristic of that attack by 1.

## WARGEAR ABILITIES

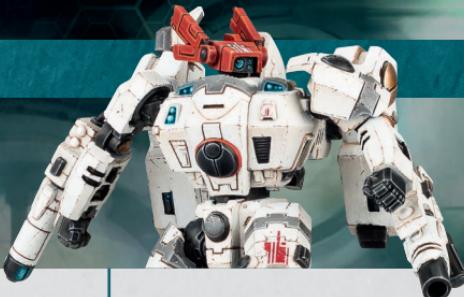
**Battlesuit Support System:** The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.

**Shield Generator:** The bearer has a 4+ invulnerable save.

**Weapon Support System:** Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

# COMMANDER IN ENFORCER BATTLESUIT

Those Commanders who exhibit the most aggressive temperaments often choose to take to the field piloting an XV85 Enforcer Battlesuit. Especially large and formidable, these battlesuits boast heavier armour and an impressive array of weaponry and wargear. They are particularly suited to the close and deadly confines of urban warfare.



## WARGEAR OPTIONS

- This model's burst cannon can be replaced with one of the following:
  - 1 airbursting fragmentation projector\*
  - 1 battlesuit support system\*
  - 1 cyclic ion blaster
  - 1 fusion blaster
  - 1 missile pod
  - 1 plasma rifle
  - 1 shield generator\*
  - 1 Tau flamer
  - 1 weapon support system\*
- This model can be equipped with up to two of the following, and can take duplicates:
  - 1 gun drone\*\*
  - 1 marker drone\*\*
  - 1 shield drone\*\*
- This model can be equipped with up to three of the following, and can take duplicates:
  - 1 airbursting fragmentation projector\*
  - 1 battlesuit support system\*
  - 1 burst cannon
  - 1 cyclic ion blaster
  - 1 fusion blaster
  - 1 missile pod
  - 1 plasma rifle
  - 1 shield generator\*
  - 1 Tau flamer
  - 1 weapon support system\*

*\*This model cannot have duplicates of these pieces of wargear.*

*\*\*This drone's rules can be found on the Tau Empire Drones card.*

## UNIT COMPOSITION

- 1 Commander in Enforcer Battlesuit

This model is equipped with: burst cannon; battlesuit fists.

## LEADER

This model can be attached to the following unit:

- CRISIS BATTLESUITS

KEYWORDS: VEHICLE, WALKER, FLY, CHARACTER, BATTLESUIT,  
COMMANDER IN ENFORCER BATTLESUIT



FACTION KEYWORDS:  
TAU EMPIRE

# COMMANDER IN COLDSTAR BATTLESUIT

M      T      SV      W      LD      OC

12"    5      3+    6      7+    2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Airbursting fragmentation projector [BLAST, INDIRECT FIRE]	24"	D6	3+	3	0	1
Burst cannon	18"	4	3+	5	0	1
► Cyclic ion blaster – standard	18"	3	3+	7	-1	1
► Cyclic ion blaster – overcharge [HAZARDOUS]	18"	3	3+	8	-2	2
Fusion blaster [MELTA 2]	12"	1	3+	9	-4	D6
High-output burst cannon	18"	8	3+	5	0	1
Missile pod	30"	2	3+	7	-1	2
Plasma rifle	24"	1	3+	8	-3	3
T'au flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	4+	5	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, FLY, CHARACTER, BATTLESUIT,  
COMMANDER IN COLDSTAR BATTLESUIT

## ABILITIES

CORE: Deep Strike, Leader

FACTION: For the Greater Good

**Coldstar Commander:** While this model is leading a unit, models in that unit have a Move characteristic of 12" and ranged weapons equipped by models in that unit have the [ASSAULT] ability.

## WARGEAR ABILITIES

**Battlesuit Support System:** The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.

**Shield Generator:** The bearer has a 4+ invulnerable save.

**Weapon Support System:** Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.



FACTION KEYWORDS:  
T'AU EMPIRE

# COMMANDER IN COLDSTAR BATTLESUIT

Capable of soaring at high speed over the battlefield, or even operating in the cold void of space, the XV86 Battlesuit is an exceptionally advanced weapon of war. It is favoured by those Commanders who seek to be everywhere at once, striking and fading wherever they are needed most.



## WARGEAR OPTIONS

- This model's high-output burst cannon can be replaced with one of the following:
  - 1 airbursting fragmentation projector\*
  - 1 battlesuit support system\*
  - 1 burst cannon
  - 1 cyclic ion blaster
  - 1 fusion blaster
  - 1 missile pod
  - 1 plasma rifle
  - 1 shield generator\*
  - 1 T'au flamer
  - 1 weapon support system\*
- This model can be equipped with up to three of the following, and can take duplicates:
  - 1 airbursting fragmentation projector\*
  - 1 battlesuit support system\*
  - 1 burst cannon
  - 1 cyclic ion blaster
  - 1 fusion blaster
  - 1 missile pod
  - 1 plasma rifle
  - 1 shield generator\*
  - 1 T'au flamer
  - 1 weapon support system\*
- This model can be equipped with up to two of the following, and can take duplicates:
  - 1 gun drone\*\*
  - 1 marker drone\*\*
  - 1 shield drone\*\*

\*This model cannot have duplicates of these pieces of wargear.

\*\*This drone's rules can be found on the T'au Empire Drones card.

## UNIT COMPOSITION

- 1 Commander in Coldstar Battlesuit

This model is equipped with: high-output burst cannon; battlesuit fists.

## LEADER

This model can be attached to the following unit:

- CRISIS BATTLESUITS

KEYWORDS: VEHICLE, WALKER, FLY, CHARACTER, BATTLESUIT,  
COMMANDER IN COLDSTAR BATTLESUIT



FACTION KEYWORDS:  
T'AU EMPIRE

# CADRE FIREBLADE

M	T	SV	W	LD	OC
6"	3	4+	3	7+	1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Fireblade pulse rifle [RAPID FIRE 1]	30"	1	3+	5	0	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	3	0	1

## ABILITIES

CORE: Leader

FACTION: For the Greater Good

**Volley Fire:** While this model is leading a unit, add 1 to the Attacks characteristic of ranged weapons equipped by models in that unit.

**Crack Shot:** Each time this model makes a ranged attack, on a Critical Wound, that attack has an Armour Penetration characteristic of -3.

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CADRE FIREBLADE



FACTION KEYWORDS:  
T'AU EMPIRE

# CADRE FIREBLADE

Specialists in infantry-based battlefield tactics, Cadre Fireblades eschew the honour of a battlesuit in order to fight selflessly amongst the Fire Caste's rank and file. Their veteran wisdom is of great benefit to the warriors alongside whom they fight, optimising the ferocity and accuracy of their firepower.



## WARGEAR OPTIONS

- This model can be equipped with up to two of the following, and can take duplicates:
  - 1 gun drone\*
  - 1 marker drone\*
  - 1 shield drone\*

\*This drone's rules can be found on the *Tau Empire Drones* card.

## UNIT COMPOSITION

- 1 Cadre Fireblade

This model is equipped with: Fireblade pulse rifle; close combat weapon.

## LEADER

This model can be attached to the following units:

- BREACHER TEAM
- STRIKE TEAM

KEYWORDS: INFANTRY, CHARACTER, GRENADES, CADRE FIREBLADE



FACTION KEYWORDS:  
T'AU EMPIRE

# KROOT SHAPER



M	T	SV	W	LD	OC
7"	3	6+	3	7+	1

## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Kroot rifle [RAPID FIRE 1]	24"	1	4+	4	0	1
Pulse rifle [RAPID FIRE 1]	30"	1	4+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Shaper's ritual blade	Melee	3	2+	5	0	1

## ABILITIES

CORE: Leader, Scouts 7", Stealth

**The Shaper Commands:** While this model is leading a unit, models in that unit have the Feel No Pain 6+ ability. If models in that unit destroy an enemy unit in the Fight phase, then until the end of the battle, while this model is leading that unit, models in the unit have the Feel No Pain 4+ ability instead.

**Ritualistic Feeding:** Each time this model ends a Charge move, until the end of the turn, add 3 to the Attacks characteristic of its Shaper's ritual blade.

KEYWORDS: CHARACTER, GRENADES, INFANTRY, KROOT, SHAPER



FACTION KEYWORDS:  
T'AU EMPIRE

# KROOT SHAPER

Wise and cunning as alpha predators, Kroot Shapers lead their people by bloodthirsty example. On the battlefield this means keeping a glowering watch on their wildest followers, directing the feral savagery of squad and pack, and cutting down the mightiest enemies in displays of ritual butchery to inspire the watching Kroot.



## WARGEAR OPTIONS

- This model's Kroot rifle can be replaced with 1 pulse rifle.

## UNIT COMPOSITION

- 1 Kroot Shaper

This model is equipped with: Kroot rifle; Shaper's ritual blade.

## LEADER

This model can be attached to the following unit:

- KROOT CARNIVORES

KEYWORDS: CHARACTER, GRENADES, INFANTRY, KROOT, SHAPER



FACTION KEYWORDS:  
T'AU EMPIRE

# ETHEREAL

M T SV W LD OC  
6" 3 5+ 3 6+ 1



## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Honour stave	Melee	2	4+	5	0	1

## ABILITIES

CORE: Leader

**Failure Is Not an Option:** While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

**Coordinated Leadership:** In your Command phase, roll one D6: on a 4+, you gain 1CP.

## WARGEAR ABILITIES

**Hover Drone:** The bearer can FLY and has a Move characteristic of 10".

## INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, ETHEREAL



FACTION KEYWORDS:  
T'AU EMPIRE

# ETHEREAL

The Ethereals are serene and wise, spiritual leaders of the T'au who embody the wisdom and unity of the Greater Good. In times of war they take to the field in person, fighting with ritual weapons, skimming above the battle aboard hover drones and invoking the fundamental might of the T'au castes.



## WARGEAR OPTIONS

- This model can be equipped with 1 hover drone.
- This model can be equipped with up to two of the following, and can take duplicates:
  - 1 gun drone\*
  - 1 marker drone\*
  - 1 shield drone\*

\* This drone's rules can be found on the T'au Empire Drones card.

## UNIT COMPOSITION

- 1 Ethereal

This model is equipped with: honour stave.

## LEADER

This model can be attached to the following units:

- BREACHER TEAM
- STRIKE TEAM

KEYWORDS: INFANTRY, CHARACTER, ETHEREAL



FACTION KEYWORDS:  
T'AU EMPIRE

# AUN'VA

M	T	SV	W	LD	OC
6"	3	5+	5	7+	1
6"	3	5+	2	7+	1

AUN'VA

ETHEREAL GUARD



## MELEE WEAPONS

RANGE	A	WS	S	AP	D
-------	---	----	---	----	---

Close combat weapon	Melee	1	6+	2	0	1
Supreme honour blade	Melee	3	3+	5	0	1

## ABILITIES

**CORE: Lone Operative**

**Duality Shield:** Once per battle, each time an attack targets this unit, it can use this ability. If it does, until the end of the phase, models in this unit have a 2+ invulnerable save.

**Paradox of Duality:** Each time an attack targets this unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

**Supreme Loyalty (Aura):** While a friendly T'AU EMPIRE unit is within 6" of this unit, each time that unit takes a Battle-shock or Leadership test, add 1 to that test.

4+

INVULNERABLE SAVE



KEYWORDS – ALL MODELS: INFANTRY

– AUN'VA: CHARACTER, EPIC HERO, ETHEREAL, AUN'VA

FACTION KEYWORDS:  
T'AU EMPIRE

# AUN'VA

No greater or more inspirational figurehead is there to the T'au than Aun'Va, the Ethereal Supreme. Under his stony regard the Hunter Cadres strive to achieve excellence beyond imagining, fighting as though some living embodiment of the T'au'Va itself moved amongst them and demanded all that they could give.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Aun'Va – EPIC HERO
- 2 Ethereal Guards

Aun'Va is equipped with: close combat weapon.

Each Ethereal Guard is equipped with:  
supreme honour blade.

KEYWORDS – ALL MODELS: INFANTRY  
– AUN'VA: CHARACTER, EPIC HERO, ETHEREAL, AUN'VA



FACTION KEYWORDS:  
T'AU EMPIRE

# AUN'SHI

M	T	SV	W	LD	OC
6"	3	6+	3	7+	1



## MELEE WEAPONS

Fidelity [SUSTAINED HITS 1]

RANGE	A	WS	S	AP	D
-------	---	----	---	----	---

Melee	6	3+	5	-1	2
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## ABILITIES

CORE: Leader

**Inspirational Defiance:** While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

**Martial Warrior:** Each time this model is selected to fight, select one of the following abilities to be active while resolving those attacks:

- **Direct Grace:** Fidelity has the [PRECISION] ability.
- **Forceful Strike:** Fidelity has the [DEVASTATING WOUNDS] ability.
- **Whirling Stance:** Fidelity has the [SUSTAINED HITS 2] ability instead of [SUSTAINED HITS 1].

## INVULNERABLE SAVE

5+

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, ETHEREAL, AUN'SHI



FACTION KEYWORDS:  
T'AU EMPIRE

# AUN'SHI

Aun'Shi is a hero to his people, a humble warrior whose presence inspires the T'au of the Fire Caste as surely as a blazing beacon. Marrying the uplifting nature of his caste with exceptional martial skill, Aun'Shi leads the way to victory with his honour blade flashing and slicing.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Aun'Shi – EPIC HERO

This model is equipped with: Fidelity.

## LEADER

This model can be attached to the following units:

- BREACHER TEAM
- KROOT CARNIVORES
- STRIKE TEAM

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, ETHEREAL, AUN'SHI



FACTION KEYWORDS:  
T'AU EMPIRE

# DARKSTRIDER

M	T	SV	W	LD	OC
7"	3	4+	3	7+	1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Shade [ASSAULT]	18"	2	2+	5	0	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	4+	3	0	1

## ABILITIES

CORE: Infiltrators, Leader, Scouts 7"

FACTION: For the Greater Good

**Structural Analyser:** While this model is leading a unit, each time a model in that unit makes a ranged attack, add 1 to the Wound roll.

**Jammer Array:** Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this model.

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, MARKERLIGHT, DARKSTRIDER



FACTION KEYWORDS:  
T'AU EMPIRE

# DARKSTRIDER

As much a maverick as he is a master of covert operations, Sub-commander El'Myamoto is a formidable leader of stealth and sabotage missions. His structural analyser allows him to pinpoint the weak spots of even the most indomitable enemies. Meanwhile, his expertise in guerrilla warfare renders his forces all the more deadly.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Darkstrider – EPIC HERO

This model is equipped with: Shade; close combat weapon.

## LEADER

This model can be attached to the following unit:

- PATHFINDER TEAM

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, MARKERLIGHT, DARKSTRIDER



FACTION KEYWORDS:  
T'AU EMPIRE

# LONGSTRIKE

M T SV W LD OC  
**10"** **10** **3+** **14** **7+** **3**



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	0	1
Ion cannon – standard [BLAST]	60"	D6+3	3+	7	-1	2
Ion cannon – overcharge [BLAST, HAZARDOUS]	60"	D6+3	3+	8	-2	3
Railgun [DEVASTATING WOUNDS, HEAVY]	72"	1	3+	20	-5	D6+6
Seeker missile [ONE SHOT]	48"	1	4+	14	-3	D6+1
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Twin pulse carbine [ASSAULT, TWIN-LINKED]	20"	2	4+	5	0	1
Twin smart missile system [INDIRECT FIRE, TWIN-LINKED]	30"	4	4+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, FLY, CHARACTER, EPIC HERO, LONGSTRIKE

## ABILITIES

CORE: Deadly Demise D3

FACTION: For the Greater Good

Armour Hunter: Each time this model makes an attack that targets a MONSTER or VEHICLE, add 1 to the Hit roll.

Targeting Array: Each time this model is selected to shoot, you can re-roll one Hit roll or you can re-roll one Wound roll when resolving its attacks.

XV02 Pilot Battlesuit: In your Command phase, you can select one friendly HAMMERHEAD GUNSHIP unit within 12". Until the start of your next Command phase, ranged weapons equipped by models in that unit have the [LETHAL HITS] ability.

## DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:  
T'AU EMPIRE

# LONGSTRIKE

Renowned throughout the T'au Empire as its foremost tank ace, Shas'la T'au Sha'ng possesses a sublime talent for armoured warfare. His XV02 Pilot Battlesuit allows him to integrate seamlessly with the artificial intelligence of his chosen gunship, augmenting its targeting systems and ensuring that its every shot strikes home.



## WARGEAR OPTIONS

- This model's railgun can be replaced with 1 ion cannon.
- This model's 2 twin pulse carbines can be replaced with one of the following:
  - 2 accelerator burst cannons
  - 2 twin smart missile systems
- This model can be equipped with up to 2 seeker missiles.

## UNIT COMPOSITION

- 1 Longstrike – EPIC HERO

This model is equipped with: 2 twin pulse carbines; railgun; armoured hull.

KEYWORDS: VEHICLE, FLY, CHARACTER, EPIC HERO, LONGSTRIKE



FACTION KEYWORDS:  
T'AU EMPIRE

# STRIKE TEAM

M T SV W LD OC  
6" 3 4+ 1 7+ 2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Pulse carbine	20"	2	4+	5	0	1
Pulse pistol [PISTOL]	12"	1	4+	5	0	1
Pulse rifle [RAPID FIRE 1]	30"	1	4+	5	0	1
Support turret missile system [INDIRECT FIRE, TWIN-LINKED]	30"	2	5+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	3	0	1

## ABILITIES

**FACTION: For the Greater Good**

**Cover Fire:** While this unit is within range of an objective marker you control, each time you select it as the target of the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 4+ when resolving that Stratagem.

**DS8 Support Turret:** In your Movement phase, if this unit Remains Stationary, until the start of your next Movement phase, its Fire Warrior Shas'u model is equipped with the support turret missile system weapon.

**Designer's Note:** Place a DS8 Support Turret token next to this unit to remind you.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, MARKERLIGHT, FIRE WARRIOR, STRIKE TEAM



FACTION KEYWORDS:  
**T'AU EMPIRE**

# STRIKE TEAM

Fire Warrior Strike Teams are the mainstay of many Hunter Cadres, unleashing storms of potent anti-personnel firepower that few foes can long endure. Tough, dependable, numerous and with access to a variety of specialised weaponry and drone support, these Fire Warriors will hold the line no matter what odds they face.



## WARGEAR OPTIONS

- The Fire Warrior Shas'ui can be equipped with up to two of the following, and can take duplicates:
  - 1 guardian drone\* (it cannot take duplicates of this piece of wargear)
  - 1 gun drone\*
  - 1 marker drone\*
  - 1 shield drone\*
- Any number of Fire Warrior models can each have their pulse rifle replaced with 1 pulse carbine.

\*This drone's rules can be found on the T'au Empire Drones card.

## UNIT COMPOSITION

- 1 Fire Warrior Shas'ui
- 9 Fire Warriors

Every model is equipped with: pulse pistol; pulse rifle; close combat weapon.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, MARKERLIGHT, FIRE WARRIOR, STRIKE TEAM



FACTION KEYWORDS:  
T'AU EMPIRE

# BREACHER TEAM

M    T    SV    W    LD    OC

6"    3    4+    1    7+    2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Pulse blaster [ASSAULT]	10"	2	3+	6	-1	1
Pulse pistol [PISTOL]	12"	1	4+	5	0	1
Support turret missile system [INDIRECT FIRE, TWIN-LINKED]	30"	2	5+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	3	0	1

## ABILITIES

**FACTION: For the Greater Good**

**Breach and Clear:** Each time a model in this unit makes a ranged attack that targets an enemy unit within range of an objective marker, you can re-roll the Wound roll.

**DS8 Support Turret:** In your Movement phase, if this unit Remains Stationary, until the start of your next Movement phase, its Fire Warrior Shas'u model is equipped with the support turret missile system weapon.

**Designer's Note:** Place a DS8 Support Turret token next to this unit to remind you.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, MARKERLIGHT, FIRE WARRIOR,  
BREACHER TEAM



FACTION KEYWORDS:  
T'AU EMPIRE

# BREACHER TEAM

Where enemies must be driven from fortified positions or void ships boarded, there go the Fire Warriors of the Breacher Teams. Their pulse blasters are short ranged but lethal, and when coupled with the team's tough armour, tactical discipline and specialist support drones, Breacher Teams become lethal at close quarters.



## WARGEAR OPTIONS

- The Breacher Fire Warrior Shas'u can be equipped with up to two of the following, and can take duplicates:
  - 1 guardian drone\* [it cannot take duplicates of this piece of wargear]
  - 1 gun drone\*
  - 1 marker drone\*
  - 1 shield drone\*

\* This drone's rules can be found on the T'au Empire Drones card.

## UNIT COMPOSITION

- 1 Breacher Fire Warrior Shas'u
- 9 Breacher Fire Warriors

Every model is equipped with: pulse blaster; pulse pistol; close combat weapon.

KEYWORDS: INFANTRY, BATTLELINE, GRENADES, MARKERLIGHT, FIRE WARRIOR, BREACHER TEAM



FACTION KEYWORDS:  
T'AU EMPIRE

# KROOT CARNIVORES

M      T      SV      W      LD      OC

7"    3    6+    1    7+    1



## RANGED WEAPONS

Kroot rifle [RAPID FIRE 1]	RANGE	A	BS	S	AP	D
	24"	1	4+	4	0	1

## MELEE WEAPONS

Kroot rifle	RANGE	A	WS	S	AP	D
	Melee	2	3+	4	0	1

## ABILITIES

CORE: Scouts 7", Stealth

**Grisly Feast:** If this unit destroys an enemy unit in the Fight phase, until the end of the battle, models in this unit have the Feel No Pain 5+ ability.

KEYWORDS: INFANTRY, GRENADES, KROOT, CARNIVORES



FACTION KEYWORDS:  
T'AU EMPIRE

# KROOT CARNIVORES

Swift and vicious, Kroot Carnivore squads employ fieldcraft and predatory instinct to close rapidly with their foes. What they lack in resilience, they more than make up for in close-ranged savagery, hammering enemies with volleys from their rifles before charging in to rip and tear their victims to gory ribbons.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 10-20 Kroot Carnivores

Every model is equipped with: Kroot rifle.

KEYWORDS: INFANTRY, GRENADES, KROOT, CARNIVORES



FACTION KEYWORDS:  
T'AU EMPIRE

# KROOTOX RIDERS

M T SV W LD OC  
7" 5 6+ 4 7+ 2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Kroot gun	36"	2	4+	7	0	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Krootox fists	Melee	4	3+	6	-1	2

## ABILITIES

CORE: Scouts 7"

**Kroot Packmates:** While one or more friendly KROOT CARNIVORE units are within 6" of this unit, each time a model in this unit makes an attack, add 1 to the Hit roll.

KEYWORDS: MOUNTED, KROOT, KROOTOX RIDERS



FACTION KEYWORDS:  
T'AU EMPIRE

# KROOTOX RIDERS

Krootox make excellent living gun platforms, lumbering into battle with cannons strapped to their backs, their Kroot gunners swaying atop their steeds in primitive harnesses. Though not in themselves aggressive, Krootox view the Kroot Carnivores they fight alongside as packmates, and will employ their great strength to defend their kin.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1-3 Krootox Riders

**Every model is equipped with:** Kroot gun; Krootox fists.

KEYWORDS: MOUNTED, KROOT, KROOTOX RIDERS



FACTION KEYWORDS:  
**T'AU EMPIRE**

# CRISIS BATTLESUITS

M T SV W LD OC  
**10"** **5** **3+** **4** **7+** **2**



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Airbursting fragmentation projector [BLAST, INDIRECT FIRE]	24"	D6	4+	3	0	1
Burst cannon	18"	4	4+	5	0	1
► Cyclic ion blaster – standard	18"	3	4+	7	-1	1
► Cyclic ion blaster – overcharge [HAZARDOUS]	18"	3	4+	8	-2	2
Fusion blaster [MELTA 2]	12"	1	4+	9	-4	D6
Missile pod	30"	2	4+	7	-1	2
Plasma rifle	24"	1	4+	8	-3	3
T'au flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	5+	5	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, FLY, BATTLESHIP, CRISIS

## ABILITIES

CORE: Deep Strike

FACTION: For the Greater Good

Turbo-jets: Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

## WARGEAR ABILITIES

**Battlesuit Support System:** The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.

**Shield Generator:** The bearer has a 4+ invulnerable save.

**Weapon Support System:** Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.



FACTION KEYWORDS:  
T'AU EMPIRE

# CRISIS BATTLESUITS

Wherever the battle rages most fiercely, there the Crisis Battlesuits strike. Piloted by courageous Fire Caste veterans, these suits are as tough and well-armed as many races' light tanks, yet they also boast jet-assisted speed that allows them to cross the battlefield in bounding leaps or drop in from Manta Gunships.



## WARGEAR OPTIONS

- Any number of models can each have their burst cannon replaced with one of the following:
  - 1 airbursting fragmentation projector\*
  - 1 battlesuit support system\*
  - 1 cyclic ion blaster
  - 1 fusion blaster
  - 1 missile pod
  - 1 plasma rifle
  - 1 shield generator\*
  - 1 T'au flamer
  - 1 weapon support system\*
- Any number of models can be equipped with up to two of the following, and can take duplicates:
  - 1 gun drone\*\*
  - 1 marker drone\*\*
  - 1 shield drone\*\*
- Any number of models can each be equipped with up to three of the following, and can take duplicates\*\*\*:
  - 1 airbursting fragmentation projector\*
  - 1 battlesuit support system\*
  - 1 burst cannon
  - 1 cyclic ion blaster
  - 1 fusion blaster
  - 1 missile pod
  - 1 plasma rifle
  - 1 shield generator\*
  - 1 T'au flamer
  - 1 weapon support system\*

\* Each model cannot have duplicates of these pieces of wargear.

\*\* This drone's rules can be found on the T'au Empire Drones card.

\*\*\* Each model cannot be equipped with more than 3 ranged weapons.

## UNIT COMPOSITION

- 1 Crisis Shas'vere
- 2-5 Crisis Shas'ui

Every model is equipped with: burst cannon; battlesuit fists.

KEYWORDS: VEHICLE, WALKER, FLY, BATTLESUIT, CRISIS



FACTION KEYWORDS:  
T'AU EMPIRE

# STEALTH BATTLESUITS

M T SV W LD OC  
8" 4 3+ 2 7+ 1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Fusion blaster [MELTA 2]	12"	1	4+	9	-4	D6

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	2	5+	4	0	1

## ABILITIES

**CORE:** Infiltrators, Stealth

**FACTION:** For the Greater Good

**Forward Observers:** Each time this unit is an Observer unit, until the end of the phase, each time a ranged attack is made by a model in their Guided unit that targets their Spotted unit, re-roll a Wound roll of 1.

## WARGEAR ABILITIES

**Battlesuit Support System:** The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.

**Homing Beacon:** Once per battle, you can use the Rapid Ingress Stratagem for OCP. The target must be set up within 3" of the bearer's unit and not within 9" of any enemy units.

**Designer's Note:** Place a Homing Beacon token next to this unit, removing it once this ability is used.

KEYWORDS: INFANTRY, FLY, BATTLESUIT, STEALTH



FACTION KEYWORDS:  
**T'AU EMPIRE**

# STEALTH BATTLESUITS

A comparatively lightweight and specialist mark of battlesuit, the XV25 conceals its pilot behind fields of sensor-baffling stealth technology. Benefiting from jet-assisted speed and impressive firepower, these teams make excellent forward operatives who can deploy homing beacons to guide entire insertion forces into battle from low orbit.



## WARGEAR OPTIONS

- The Stealth Shas'vre can be equipped with up to two of the following, and can take duplicates:
  - 1 gun drone\*
  - 1 marker drone\*
  - 1 shield drone\*
- For every 3 models in the unit, 1 model's burst cannon can be replaced with 1 fusion blaster.
- For every 3 models in the unit, 1 model can be equipped with 1 battlesuit support system.

\*This drone's rules can be found on the Tau Empire Drones card.

## UNIT COMPOSITION

- 1 Stealth Shas'vre
- 2-5 Stealth Shas'ui

Every model is equipped with: burst cannon; battlesuit fists.

KEYWORDS: INFANTRY, FLY, BATTLESUIT, STEALTH



FACTION KEYWORDS:  
TAU EMPIRE

# HOSTKEEL BATTLESLUIT

M T SV W LD OC  
10" 8 2+ 12 7+ 3



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Cyclic ion raker – standard	36"	6	4+	7	-1	2
Cyclic ion raker – overcharge [HAZARDOUS]	36"	6	4+	8	-2	3
Fusion collider [MELTA 2]	18"	2	4+	12	-4	D6
Twin burst cannon [TWIN-LINKED]	18"	4	4+	5	0	1
Twin fusion blaster [MELTA 2, TWIN-LINKED]	12"	1	4+	9	-4	D6
Twin T'au flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Ghostkeel fists	Melee	3	5+	6	0	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, FLY, SMOKE, BATTLESLUIT, GHOSTKEEL

## ABILITIES

CORE: Deadly Demise D3, Infiltrators, Lone Operative, Stealth,

FACTION: For the Greater Good

Stealth Drones: Twice per battle, after an attack has been allocated to this model, you can change the Damage characteristic of that attack to 0.

Designer's Note: Place two Stealth Drone tokens next to the unit, removing one each time this ability has been used.

## WARGEAR ABILITIES

Battlesuit Support System: The bearer is eligible to shoot in a turn in which it Fell Back but it loses the SMOKE keyword.

## DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:  
T'AU EMPIRE

# HOSTKEEL BATTLESUIT

*Nothing so huge should be able to slip unnoticed across the battlefield, yet between its stealth field and its electronic warfare suite the Ghostkeel Battlesuit does just that. Once in position its pilot unleashes ferocious volleys of firepower, ambushing, overwhelming and scattering the terrified foe in a matter of moments.*



## WARGEAR OPTIONS

- This model's fusion collider can be replaced with 1 cyclic ion raker.
- This model's twin T'au flamer can be replaced with one of the following:
  - 1 twin fusion blaster
  - 1 twin burst cannon
- This model can be equipped with one battlesuit support system.

## UNIT COMPOSITION

- 1 Ghostkeel Battlesuit

This model is equipped with: fusion collider; twin T'au flamer; Ghostkeel fists.

KEYWORDS: VEHICLE, WALKER, FLY, SMOKE, BATTLESUIT, GHOSTKEEL



FACTION KEYWORDS:  
T'AU EMPIRE

# FIRESIGHT TEAM

M T SV W LD OC  
6" 3 4+ 4 7+ 3



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Longshot pulse rifles [HEAVY, PRECISION]	36"	3	4+	5	-1	2
Pulse pistol [PISTOL]	12"	1	3+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	4	5+	3	0	1

## ABILITIES

CORE: Infiltrators, Lone Operative, Stealth

FACTION: For the Greater Good

**Precise Targeting:** While this model is a Guided unit, each time it makes an attack that targets its Spotted unit, you can re-roll the Hit roll.

KEYWORDS: INFANTRY, CHARACTER, MARKERLIGHT, FIRESIGHT TEAM



FACTION KEYWORDS:  
T'AU EMPIRE

# FIRESIGHT TEAM

Hidden behind shimmering stealth fields, the Firesight Marksmen play their targeting instruments over the foe and transmit data to the MV71 Sniper Drones in their thrall. In this way they augment the fire-prioritisation routines of the drones' artificial intelligences, rendering them smarter, more cunning and even more deadly to distant foes.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Firesight Marksman

This model is equipped with: longshot pulse rifles; pulse pistol; close combat weapons.

**Designer's Note:** The Firesight Marksman model and sniper drone models are treated as a single model for all rules purposes. All distances are measured to and from the Farsight Marksman model. The sniper drone models do not count as models for any rules purposes.

KEYWORDS: INFANTRY, CHARACTER, MARKERLIGHT, FIRESENSE TEAM



FACTION KEYWORDS:  
T'AU EMPIRE

# PATHFINDER TEAM

M      T      SV      W      LD      OC

7"      3      4+      1      7+      1



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Drone burst cannon	18"	4	5+	5	0	1
Ion rifle – standard [HEAVY]	30"	3	5+	7	-1	1
Ion rifle – overcharge [HAZARDOUS, HEAVY]	30"	3	5+	8	-2	2
Pulse carbine	20"	2	4+	5	0	1
Pulse pistol [PISTOL]	12"	1	4+	5	0	1
Rail rifle [DEVASTATING WOUNDS, HEAVY]	30"	1	5+	10	-4	3
Semi-automatic grenade launcher – EMP [ANTI-VEHICLE 4+, DEVASTATING WOUNDS]	18"	1	4+	3	0	1
Semi-automatic grenade launcher – fusion	18"	1	4+	6	-1	3

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	3	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: INFANTRY, GRENADES, MARKERLIGHT, PATHFINDER TEAM

## ABILITIES

CORE: Scouts 7"

FACTION: For the Greater Good

**Target Uploaded:** Once per turn, when using the Greater Good ability, you can select this unit to be an Observer unit for a second time. When doing so, you can change which enemy unit is this unit's Spotted unit.

## WARGEAR ABILITIES

**Grav-inhibitor Drone:** Subtract 2 from Charge rolls made for any enemy unit that declares a charge against the bearer's unit (this is not cumulative with any other reductions to that Charge roll).

**Pulse Accelerator Drone:** Add 6" to the Range characteristic of pulse carbines equipped by models in the bearer's unit.

**Recon Drone:** The bearer is equipped with 1 drone burst cannon and the bearer's unit has the Infiltrators ability.



FACTION KEYWORDS:  
T'AU EMPIRE

# PATHFINDER TEAM

Pathfinder Teams wreak havoc behind enemy lines. Their firepower is formidable, especially when sniping with potent rail rifles, and their drones can optimise the team's pulse fire or drive the enemy back with gravitic waves. Yet their deadliest ability is painting priority targets with massed markerlights for heavier Tau units to annihilate.



## WARGEAR OPTIONS

- The Pathfinder Shas'u can be equipped with one of the following:
  - 1 grav-inhibitor drone
  - 1 pulse accelerator drone
  - 1 recon drone
- Up to 3 Pathfinders can each have their pulse carbine replaced with one of the following:
  - 1 ion rifle
  - 1 rail rifle
- 1 model in this unit equipped with a pulse carbine can be equipped with 1 semi-automatic grenade launcher. That model's pulse carbine cannot be replaced.
- 1 model in this unit can be equipped with up to two of the following, and can take duplicates:
  - 1 gun drone\*
  - 1 marker drone\*
  - 1 shield drone\*

\* This drone's rules can be found on the Tau Empire Drones card.

## UNIT COMPOSITION

- 1 Pathfinder Shas'u
- 9 Pathfinders

Every model is equipped with: pulse carbine; pulse pistol; close combat weapon.

KEYWORDS: INFANTRY, GRENADES, MARKERLIGHT, PATHFINDER TEAM



FACTION KEYWORDS:  
TAU EMPIRE

# PIRANHA

M T SV W LD OC  
14" 7 4+ 7+ 2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Piranha burst cannon	18"	4	4+	6	-1	1
Piranha fusion blaster [MELTA 4]	12"	1	4+	9	-4	D6
Seeker missile [ONE SHOT]	48"	1	4+	14	-3	D6+1
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Twin pulse carbine [TWIN-LINKED, ASSAULT]	20"	2	4+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	2	5+	4	0	1

## ABILITIES

**CORE:** Deadly Demise 1, Scouts 9"

**FACTION:** For the Greater Good

**Drone Harassment Tactics:** At the end of your Movement phase, select one enemy unit within 12" of this unit; that enemy unit must take a Battle-shock test.

KEYWORDS: VEHICLE, FLY, PIRANHA



FACTION KEYWORDS:  
T'AU EMPIRE

# PIRANHA

*Streaking ahead of the main T'au forces, squadrons of these light combat skimmers rake targets of opportunity with salvoes of heavy firepower. They can further detach entire squadrons of drones to sow mayhem behind enemy lines before they redock, increasing the havoc the Piranhas can cause or covering their swift retreat.*



## WARGEAR OPTIONS

- Any number of models can each have their Piranha burst cannon can be replaced with 1 Piranha fusion blaster.
- Any number of models can each be equipped with up to 2 seeker missiles.

## UNIT COMPOSITION

- 1-3 Piranhas

**Every model is equipped with:** Piranha burst cannon; 2 twin pulse carbines; armoured hull.

KEYWORDS: VEHICLE, FLY, PIRANHA



FACTION KEYWORDS:  
T'AU EMPIRE

# VESPID STINGWINGS

M T SV W LD OC  
12" 4 4+ 1 7+ 1



## RANGED WEAPONS

Neutron blaster [ASSAULT]	RANGE	A	BS	S	AP	D
	18"	2	4+	5	-2	2

## MELEE WEAPONS

Stingwing claws	RANGE	A	WS	S	AP	D
	Melee	1	4+	4	-1	1

## ABILITIES

### CORE: Deep Strike

**Airborne Agility:** At the end of your Movement phase, if this unit is not within Engagement Range of any enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

KEYWORDS: INFANTRY, FLY, VESPID STINGWINGS



FACTION KEYWORDS:  
T'AU EMPIRE

# VESPID STINGWINGS

These alien auxiliaries thrum into battle on membranous wings, their airborne agility leaving the enemy nowhere to hide. Resilient enough to shrug off all but the heaviest incoming fire, they unleash punishing radioactive salvos from their neutron blasters that soon reduce their targets to little more than glowing craters.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Vespid Strain Leader
- 4 Vespid Stingwings

Every model is equipped with: neutron blaster; stingwing claws.

KEYWORDS: INFANTRY, FLY, VESPID STINGWINGS



FACTION KEYWORDS:  
TAU EMPIRE

# KROOT HOUNDS

M	T	SV	W	LD	OC
12"	3	6+	1	8+	0



 MELEE WEAPONS

RANGE	A	WS	S	AP	D
Melee	3	3+	3	0	1

## ABILITIES

**CORE: Scouts 9", Stealth**

**Hunting Pack:** While one or more friendly KROOT CARNIVORE units within 6" of this unit are within Engagement Range of one or more enemy units, each time a model in this unit makes a melee attack, add 1 to the Wound roll.

**KEYWORDS: BEASTS, KROOT, HOUNDS**



## FACTION KEYWORDS: **T'AU EMPIRE**

# KROOT HOUNDS

*Set loose in hunting packs by squads of Kroot Carnivores, these predatory beasts lope swiftly across the battlefield in search of prey. Driven into a carnivorous frenzy by the scent of blood, the Kroot Hounds pounce upon their victims with frightening swiftness, ripping and tearing with beak-like maws and vicious talons.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 4-12 Kroot Hounds

**Every model is equipped with:** ripping fangs.

KEYWORDS: BEASTS, KROOT, HOUNDS



FACTION KEYWORDS:  
**T'AU EMPIRE**

# BROADSIDE BATTLESUITS

M      T      SV      W      LD      OC

5"    6    2+    8    7+    2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy rail rifle [HEAVY, DEVASTATING WOUNDS]	60"	2	4+	12	-4	D6+1
High-yield missile pods [TWIN-LINKED]	30"	6	4+	7	-1	2
Seeker missile [ONE SHOT]	48"	1	4+	14	-3	D6+1
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Twin plasma rifle [TWIN-LINKED]	24"	1	4+	8	-3	3
Twin smart missile system [INDIRECT FIRE, TWIN-LINKED]	30"	3	4+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Crushing bulk	Melee	3	5+	6	0	1

## ABILITIES

FACTION: **For the Greater Good**

**Advanced Armour:** Models in this unit have the Feel No Pain 4+ ability against mortal wounds.

## WARGEAR ABILITIES

**Battlesuit Support System:** The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.

**Weapon Support System:** Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

KEYWORDS: VEHICLE, WALKER, BATTLESUIT, BROADSIDE



FACTION KEYWORDS:  
**T'AU EMPIRE**

# BROADSIDE BATTLESUITS

*Broadside Battlesuit teams annihilate everything that falls beneath their sights. Each battlesuit is an indomitable slab of high-tech armour, while their iconic heavy rail rifles and other long-range weaponry can make short work of even the toughest enemy targets.*



## WARGEAR OPTIONS

- Any number of models can each have their heavy rail rifle replaced with 1 high-yield missile pods.
- Any number of models can each be equipped with up to two of the following, but cannot take duplicates:
  - 1 battlesuit support system
  - 1 seeker missile
  - 1 twin plasma rifle\*
  - 1 twin smart missile system\*
  - 1 weapon support system
- Any number of models can each be equipped with up to two of the following, and can take duplicates:
  - 1 gun drone\*\*
  - 1 marker drone\*\*
  - 1 missile drone\*\*
  - 1 shield drone\*\*

\* No model can be equipped with both a twin plasma rifle and twin smart missile system at the same time.

\*\* This drone's rules can be found on the T'au Empire Drones card.

## UNIT COMPOSITION

- 1 Broadside Shas'vre
- 0-2 Broadside Shas'uui

**Every model is equipped with:** heavy rail rifle; crushing bulk.

KEYWORDS: VEHICLE, WALKER, BATTLESUIT, BROADSIDE



FACTION KEYWORDS:  
T'AU EMPIRE

# RIPTIDE BATTLESUIT

M T SV W LD OC  
 10" 9 2+ 14 7+ 4



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Heavy burst cannon	36"	12	4+	6	-1	2
Ion accelerator – standard	72"	6	4+	7	-2	3
Ion accelerator – overcharge [HAZARDOUS]	72"	6	4+	8	-3	4
Twin fusion blaster [MELTA 2, TWIN-LINKED]	12"	1	4+	9	-4	D6
Twin plasma rifle [TWIN-LINKED]	24"	1	4+	8	-3	3
Twin smart missile system [INDIRECT FIRE, TWIN-LINKED]	30"	3	4+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Riptide fists	Melee	6	5+	6	0	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, FLY, BATTLESUIT, RIPTIDE

## ABILITIES

CORE: Deadly Demise D6

FACTION: For the Greater Good

**Battlesuit Support System:** The bearer is eligible to shoot in a turn in which it Fell Back.

**Nova Charge:** Once per battle, in your Shooting phase, select one ranged weapon equipped by this model. Until the end of the phase, that weapon has the [DEVASTATING WOUNDS] ability.

**Weapon Support System:** Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

## DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
T'AU EMPIRE

# RIPTIDE BATTLESUIT

The Riptide combines the armoured resilience and overwhelming firepower of a heavy battle tank with the agility of a swift and skilful warrior. Powered by a thrumming nova reactor, the battlesuit can overcharge its systems at need, while its massed firepower can eradicate entire formations of enemy warriors or armoured vehicles.



## WARGEAR OPTIONS

- This model's heavy burst cannon can be replaced with 1 ion accelerator.
- This model's twin plasma rifles can be replaced with one of the following:
  - 1 twin fusion blaster
  - 1 twin smart missile system
- This model can be equipped with up to 2 missile drones\*.

\* This drone's rules can be found on the T'au Empire Drones card.

## UNIT COMPOSITION

- 1 Riptide Battlesuit

This model is equipped with: heavy burst cannon; twin plasma rifle; Riptide fists.

KEYWORDS: VEHICLE, WALKER, FLY, BATTLESUIT, RIPTIDE



FACTION KEYWORDS:  
T'AU EMPIRE

# HAMMERHEAD GUNSHIP

M T SV W LD OC  
**10"** **10** **3+** **14** **7+** **3**



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Ion cannon – standard [BLAST]	60"	D6+3	4+	7	-1	2
Ion cannon – overcharge [BLAST, HAZARDOUS]	60"	D6+3	4+	8	-2	3
Railgun [HEAVY, DEVASTATING WOUNDS]	72"	1	4+	20	-5	D6+6
Seeker missile [ONE SHOT]	48"	1	4+	14	-3	D6+1

**One Shot:** The bearer can only shoot with this weapon once per battle.

Twin pulse carbine [TWIN-LINKED]	20"	2	4+	5	0	1
Twin smart missile system [INDIRECT FIRE, TWIN-LINKED]	30"	3	4+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, FLY, HAMMERHEAD GUNSHIP

## ABILITIES

CORE: Deadly Demise D3

FACTION: For the Greater Good

Armour Hunter: Each time this model makes an attack that targets a MONSTER or VEHICLE, add 1 to the Hit roll.

Targeting Array: Each time this model is selected to shoot, you can re-roll one Hit roll or you can re-roll one Wound roll when resolving those attacks.

## DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:  
T'AU EMPIRE

# HAMMERHEAD GUNSHIP

The Hammerhead Gunship epitomises the T'au way of war. Not only is this hover tank resilient and possessed of truly ferocious firepower, but it is also swift and manoeuvrable enough to outpace lumbering enemy war engines while keeping up with the Hunter Cadres' rapid advances, feints and redeployments.



## WARGEAR OPTIONS

- This model's railgun can be replaced with 1 ion cannon.
- This model's 2 twin pulse carbines can be replaced with one of the following:
  - 2 accelerator burst cannons
  - 2 twin smart missile systems
- This model can be equipped with up to 2 seeker missiles.

## UNIT COMPOSITION

- 1 Hammerhead Gunship

This model is equipped with: 1 railgun; 2 twin pulse carbines; armoured hull.

KEYWORDS: VEHICLE, FLY, HAMMERHEAD GUNSHIP



FACTION KEYWORDS:  
T'AU EMPIRE

# SKY RAY GUNSHIP

M T SV W LD OC  
10" 10 3+ 14 7+ 3



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Seeker missile rack	48"	3	4+	14	-3	D6+1
Twin pulse carbine [ASSAULT, TWIN-LINKED]	20"	2	4+	5	0	1
Twin smart missile system [INDIRECT FIRE, TWIN-LINKED]	30"	3	4+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

## ABILITIES

CORE: Deadly Demise D3

FACTION: For the Greater Good

**Aerial Scanners:** Each time this model makes an attack with a ranged weapon that targets a unit that can FLY, you can re-roll the Hit roll.

**Targeting Array:** Each time this unit is selected to shoot, you can re-roll one Hit roll or you can re-roll one Wound roll when resolving those attacks.

## DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, FLY, MARKERLIGHT, SKY RAY GUNSHIP



FACTION KEYWORDS:  
**T'AU EMPIRE**

# SKY RAY GUNSHIP

This unusual hover tank relies upon other T'au units to use markerlights to highlight targets for its seeker missiles. Once this is done, the Sky Ray's salvos are nigh inescapable. An especially effective anti-aircraft asset, it employs advanced velocity trackers to predict enemy flight paths and destroy them with hurtling warheads.



## WARGEAR OPTIONS

- This model's 2 twin pulse carbines can be replaced with one of the following:
  - 2 accelerator burst cannons
  - 2 twin smart missile systems

## UNIT COMPOSITION

- **1 Sky Ray Gunship**

**This model is equipped with:** 1 seeker missile rack; 2 twin pulse carbines; armoured hull.

KEYWORDS: VEHICLE, FLY, MARKERLIGHT, SKY RAY GUNSHIP



FACTION KEYWORDS:  
T'AU EMPIRE

# DEVILFISH

M T SV W LD OC  
12" 9 3+ 13 7+ 2



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	0	1
Seeker missile [ONE SHOT]	48"	1	4+	14	-3	D6+1
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
Twin pulse carbine [ASSAULT, TWIN-LINKED]	20"	2	4+	5	0	1
Twin smart missile system [INDIRECT FIRE, TWIN-LINKED]	30"	2	4+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

## ABILITIES

CORE: Deadly Demise D3

FACTION: For the Greater Good

Rapid Deployment: Units can disembark from this TRANSPORT after it has Advanced. Units that do so count as having made a Normal move that phase, and cannot declare a charge in the same turn, but can otherwise act normally in the remainder of the turn.

KEYWORDS: VEHICLE, FLY, TRANSPORT, DEDICATED TRANSPORT, DEVILFISH



FACTION KEYWORDS:  
T'AU EMPIRE

# DEVILFISH

The ubiquitous armoured transport of the Fire Caste, the Devilfish is an iconic symbol of T'au military expansion. Tough and surprisingly agile, it bears Fire Warriors safely into battle with impressive speed. Once there, its burst cannons and detachable drones or missile systems provide its passengers with additional fire support.



## WARGEAR OPTIONS

- This model's 2 twin pulse carbines can be replaced with 2 twin smart missile systems.
- This model can be equipped with up to 2 seeker missiles.

## UNIT COMPOSITION

- 1 Devilfish

This model is equipped with: accelerator burst cannon; 2 twin pulse carbines; armoured hull.

## TRANSPORT

This model has a transport capacity of 12 T'AU EMPIRE INFANTRY models. It cannot transport BATTLESUIT, KROOT or VESPID STINGWINGS models.

KEYWORDS: VEHICLE, FLY, TRANSPORT, DEDICATED TRANSPORT, DEVILFISH



FACTION KEYWORDS:  
T'AU EMPIRE

# RAZORSHARK STRIKE FIGHTER

M T SV W LD OC  
20+" 10 3+ 12 7+ 0



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	0	1
Missile pod	30"	2	4+	7	-1	2
► Quad ion turret – standard [TWIN-LINKED]	30"	8	4+	7	-1	1
► Quad ion turret – overcharge [HAZARDOUS, TWIN-LINKED]	30"	8	4+	8	-2	2
Seeker missile [ONE SHOT]	48"	1	4+	14	-3	D6+1

**One Shot:** The bearer can only shoot with this weapon once per battle.

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, RAZORSHARK STRIKE FIGHTER

## ABILITIES

CORE: Deadly Demise D3

FACTION: For the Greater Good

**Ground Strike Fighter:** Each time this model makes a ranged attack that targets an enemy unit that cannot Fly, add 1 to the Hit roll.

## DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:  
T'AU EMPIRE

# RAZORSHARK STRIKE FIGHTER

The Razorshark is an air superiority fighter with enough resilience and potent firepower to double as an alarmingly effective ground-attack craft at need. Deployed in large numbers to win control of the skies ahead of major T'au offensives, Razorsharks fill the skies with hails of searing ion blasts and streaking seeker missiles.



## WARGEAR OPTIONS

- This model's accelerator burst cannon can be replaced with 1 missile pod.

## UNIT COMPOSITION

- 1 Razorshark Strike Fighter

This model is equipped with: accelerator burst cannon; quad ion turret; 2 seeker missiles; armoured hull.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, RAZORSHARK STRIKE FIGHTER



FACTION KEYWORDS:  
T'AU EMPIRE

# SUN SHARK BOMBER

M      T      SV      W      LD      OC  
20+"    9    3+    12    7+    0



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Twin missile pod [TWIN-LINKED]	30"	2	4+	7	-1	2
Seeker missile [ONE SHOT]	48"	1	4+	14	-3	D6+1
<b>One Shot:</b> The bearer can only shoot with this weapon once per battle.						
► Twin ion rifle – standard [TWIN-LINKED]	30"	3	4+	7	-1	1
► Twin ion rifle – overcharge [HAZARDOUS, TWIN-LINKED]	30"	3	4+	8	-2	2

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, SUN SHARK BOMBER

## ABILITIES

CORE: Deadly Demise D3

FACTION: For the Greater Good

Pulse Bombs: Each time this model ends a Normal move, you can select one enemy unit it moved over during that move and roll six D6: for each 3+, that unit suffers 1 mortal wound.

## DAMAGED: 1-4 WOUNDS REMAINING

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.



FACTION KEYWORDS:  
TAU EMPIRE

# SUN SHARK BOMBER

Able to micro-manufacture its own energy-munitions in the heat of battle, the Sun Shark drops thrumming pulse bombs onto the foe and obliterates them in ferocious blasts of unleashed power.



## WARGEAR OPTIONS

- This model can be equipped with 1 additional missile pod.

## UNIT COMPOSITION

- 1 Sun Shark Bomber

**This model is equipped with:** twin missile pod; 2 seeker missiles; 2 twin ion rifles; armoured hull.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, SUN SHARK BOMBER



FACTION KEYWORDS:  
T'AU EMPIRE

# TIDEWALL SHIELDLINE

M	T	SV	W	LD	OC
4"	8	3+	10	7+	0

## ABILITIES

**CORE:** Deadly Demise D3, Firing Deck 20

**Fortification:** While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

**Tidewall Cover:** Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

**Tidewall Defence Platform:** If equipped with a Tidewall defence platform, this **FORTIFICATION** has a Wounds characteristic of 15.

**INVULNERABLE SAVE**

5+



**KEYWORDS:** FORTIFICATION, VEHICLE, TRANSPORT, FLY, TIDEWALL SHIELDLINE



**FACTION KEYWORDS:**  
**T'AU EMPIRE**

# TIDEWALL SHIELDLINE

In keeping with the Code of Fire, the Tidewall Shieldline provides a mobile fortification that can redeploy during battle. Its refractive field absorbs enemy fire, while its design allows entrenched Fire Warriors to ride the shieldline to a new position when it moves.

## UNIT COMPOSITION

- 1 Tidewall Shieldline

## WARGEAR OPTIONS

- This model can be equipped with 1 Tidewall defence platform.

## TRANSPORT

This model has a transport capacity of 11 T'AU EMPIRE INFANTRY models. It cannot transport BATTLESUIT, KROOT or VESPID STINGWINGS models. If this model is equipped with a Tidewall defence platform, it has a transport capacity of 22 T'AU INFANTRY models instead.



KEYWORDS: FORTIFICATION, VEHICLE, TRANSPORT, FLY, TIDEWALL SHIELDLINE



FACTION KEYWORDS:  
T'AU EMPIRE

# TIDEWALL DRONEPORT

M T SV W LD OC  
4" 8 3+ 10 7+ 0



## RANGED WEAPONS

Drone defenders [ASSAULT, TWIN-LINKED]	RANGE	A	BS	S	AP	D
	20"	8	5+	5	0	1

## ABILITIES

**CORE: Deadly Demise D3, Firing Deck 11**

**Droneport:** Each time this **FORTIFICATION** is selected to shoot, its drone defenders weapon will target and resolve attacks against every enemy unit that is an eligible target to this **FORTIFICATION**.

**Fortification:** While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

**Tidewall Cover:** Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

KEYWORDS: **FORTIFICATION, VEHICLE, TRANSPORT, FLY, TIDEWALL DRONEPORT**



FACTION KEYWORDS:  
**T'AU EMPIRE**

# TIDEWALL DRONEPORT

*Like a harbour amidst a raging storm, Tidewall Droneports house swarms of tactical drones and shield them from the enemy's fire. At a command from the droneport operators, these drones are unleashed to join the battle. Meanwhile, the droneports themselves are able to hover and relocate upon the shifting tides of war.*



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Tidewall Droneport

This model is equipped with: drone defenders.

## TRANSPORT

This model has a transport capacity of 11 **T'AU EMPIRE INFANTRY** models. It cannot transport **BATTLESUIT**, **KROOT** or **VESPID STINGWINGS** models.

KEYWORDS: FORTIFICATION, VEHICLE, TRANSPORT, FLY, TIDEWALL DRONEPORT



FACTION KEYWORDS:  
**T'AU EMPIRE**

# TIDEWALL GUNRIG

M T SV W LD OC  
4" 8 3+ 14 7+ 0



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Supremacy railgun [DEVASTATING WOUNDS, TWIN-LINKED]	72"	1	5+	20	-5	D6+6

## ABILITIES

**CORE: Deadly Demise D3, Firing Deck 11**

**Fortification:** While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

**Tidewall Cover:** Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

KEYWORDS: FORTIFICATION, VEHICLE, TRANSPORT, FLY, TIDEWALL GUNRIG



FACTION KEYWORDS:  
**T'AU EMPIRE**

# TIDEWALL GUNRIG

These mobile anti-grav gun turrets mount railguns whose hypersonic rounds can stop even super-heavy war engines dead in their tracks. They form deadly fire points around which Tidewall Shieldlines and droneports are arrayed into full defence networks – floating fortresses that can reposition at need to funnel and slaughter the foe.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 1 Tidewall Gunrig

This model is equipped with: supremacy railgun.

## TRANSPORT

This model has a transport capacity of 11 T'AU EMPIRE INFANTRY models. It cannot transport BATTLESUIT, KROOT or VESPID STINGWINGS models.

KEYWORDS: FORTIFICATION, VEHICLE, TRANSPORT, FLY, TIDEWALL GUNRIG



FACTION KEYWORDS:  
T'AU EMPIRE

# STORMSURGE

M	T	SV	W	LD	OC
8"	11	2+	20	7+	6



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Cluster rocket system [BLAST, HEAVY]	48"	4D6	4+	5	0	1
Destroyer missiles [HEAVY]	72"	1	4+	16	-4	D6+2
Pulse blast cannon – focused [HEAVY]	24"	2	4+	24	-6	12
Pulse blast cannon – dispersed [HEAVY]	48"	6	4+	10	-2	4
Pulse driver cannon [BLAST, HEAVY]	72"	D6+3	4+	12	-3	3
Twin airbursting fragmentation projector [BLAST, HEAVY, INDIRECT FIRE, TWIN-LINKED]	24"	D6	4+	3	0	1
Twin burst cannon [HEAVY, TWIN-LINKED]	18"	4	4+	5	0	1
Twin smart missile system [HEAVY, INDIRECT FIRE, TWIN-LINKED]	30"	2	4+	5	0	1
Twin T'au flamer [IGNORES COVER, TORRENT, TWIN-LINKED]	12"	D6	N/A	4	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Thunderous footfalls	Melee	3	5+	8	-1	2

Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, STORMSURGE

## ABILITIES

CORE: Deadly Demise D6+2

FACTION: For the Greater Good

**Heavy Walker:** Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there.

**Support System:** Each time this model makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

**Titan-killer:** Each time this model makes a ranged attack that targets a TITANIC or TOWERING unit, you can re-roll the Hit roll.

## DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, subtract 3 from this model's Objective Control characteristic, and each time this model makes an attack, subtract 1 from the Hit roll.

## INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
T'AU EMPIRE

# STORMSURGE

These vast ballistic suits are ponderous by T'au standards, borne into battle beneath Manta Gunships. Yet even a single such walking gun-tower is equal to the mightiest fortress, anchoring the T'au lines while their crews unleash apocalyptic firestorms with the potential to eradicate entire armies of foes.



## WARGEAR OPTIONS

- This model's pulse driver cannon can be replaced with 1 pulse blast cannon.
- This model's twin T'au flamer can be replaced with one of the following:
  - 1 twin airbursting fragmentation projector
  - 1 twin burst cannon

## UNIT COMPOSITION

- **1 Stormsurge**

This model is equipped with: cluster rocket system; destroyer missiles; pulse driver cannon; 2 twin smart missile system; twin T'au flamer; thunderous footfalls.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, STORMSURGE



FACTION KEYWORDS:  
T'AU EMPIRE

# TACTICAL DRONES

M    T    SV    W    LD    OC

8"    3    4+    1    7+    0



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
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Twin pulse carbine [ASSAULT, TWIN-LINKED]

20"	2	5+	5	0	1
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## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
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Close combat weapon

Melee	1	6+	3	0	1
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## ABILITIES

CORE: Deep Strike

KEYWORDS: DRONE, FLY, TACTICAL DRONES



FACTION KEYWORDS:  
T'AU EMPIRE

# TACTICAL DRONES

Armoured units controlled by artificial intelligence and borne on gravitic repulsors, Tactical Drones provide support to T'au forces in the field. Capable of unleashing withering fusillades of pulse carbine fire, Commanders readily send these faithful units on seek-and-destroy missions to overwhelm enemy scouts or even light vehicles.



## WARGEAR OPTIONS

- None

## UNIT COMPOSITION

- 4-12 Tactical Drones

Every model is equipped with: twin pulse carbine; close combat weapon.

KEYWORDS: DRONE, FLY, TACTICAL DRONES



FACTION KEYWORDS:  
T'AU EMPIRE

# KROOT FARSTALKERS

M	T	SV	W	LD	OC
7"	3	6+	1	7+	1
12"	3	6+	1	7+	0

FARSTALKERS & KILL-BROKER

KROOT HOUNDS



## RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Dvorgite Skinner [IGNORES COVER, TORRENT]	12"	D6	N/A	4	-1	1
Farstalker firearm [RAPID FIRE 1]	24"	1	4+	4	0	1
Kroot pistol [PISTOL]	12"	1	4+	4	0	1
Londaxi tribalest [ANTI-VEHICLE 4+, DEVASTATING WOUNDS, HEAVY]	18"	3	5+	7	-1	1
Pulse carbine	20"	2	4+	5	0	1
Pulse rifle [RAPID FIRE 1]	30"	1	4+	5	0	1

## MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1
Ripping fangs	Melee	3	3+	3	0	1
Ritual blade	Melee	3	3+	5	0	1

## ABILITIES

**CORE: Infiltrators, Stealth**

**Bounty Hunters:** At the start of the battle, select one unit from your opponent's army. Each time a model in this unit makes an attack that targets that unit, that attack has the [LETHAL HITS] and [PRECISION] abilities.

## WARGEAR ABILITIES

**Pech'r'a:** Ranged weapons equipped by the bearer's unit have the [IGNORES COVER] ability.

KEYWORDS: INFANTRY, GRENADES, KROOT, FARSTALKERS



FACTION KEYWORDS:  
T'AU EMPIRE

# KROOT FARSTALKERS

Farstalker Kinbands are opportunistic mercenaries often operating for years far from the Kroot home world. They are experienced raiders, scouts and infiltrators, setting masterful ambushes from which to unleash the deadly weapons they have amassed over long careers as ruthless bounty hunters.



## WARGEAR OPTIONS

- The Kroot Kill-broker's Farstalker firearm can be replaced with one of the following:
  - 1 pulse carbine
  - 1 pulse rifle
- 1 Kroot Farstalker's Farstalker firearm can be replaced with one of the following:
  - 1 Dvorgite skinner
  - 1 Londaxi tribalest
- 1 Kroot Farstalker equipped with a Farstalker firearm can be equipped with 1 Pech'ra.

## UNIT COMPOSITION

- 1 Kroot Kill-broker
- 9 Kroot Farstalkers
- 2 Kroot Hounds

The Kroot Kill-broker is equipped with: Farstalker firearm; Kroot pistol; ritual blade.

Every Kroot Farstalker is equipped with: Farstalker firearm; Kroot pistol; close combat weapon.

Every Kroot Hound is equipped with: ripping fangs.

KEYWORDS: INFANTRY, GRENADES, KROOT, FARSTALKERS



FACTION KEYWORDS:  
T'AU EMPIRE