

## 1250pts - 10th Sphere of Expansion (1250 points)

T'au Empire

### Strike Force (2000 points)

Kauyon

<b>CHARACTER</b>  <b>Aun'vea (65 points)</b> <ul style="list-style-type: none"><li>• 1x Aun'vea</li><li>• 1x Close combat weapon</li><li>• 2x Ethereal Guard</li><li>• 2x Supreme honour blade</li></ul> <b>Longstrike (170 points)</b> <ul style="list-style-type: none"><li>• Warlord</li><li>• 1x Armoured hull</li><li>1x Ion cannon</li><li>2x Seeker missile</li><li>2x Twin smart missile system</li></ul> <b>OTHER DATASHEETS</b>  <b>Broadside Battlesuits (330 points)</b> <ul style="list-style-type: none"><li>• 1x Broadside Shas'vere</li><li>• 1x Crushing bulk</li><li>1x Heavy rail rifle</li><li>2x Missile Drone</li><li>1x Seeker missile</li><li>1x Twin plasma rifle</li><li>• 2x Broadside Shas'ui</li><li>• 2x Crushing bulk</li><li>2x Heavy rail rifle</li><li>4x Missile Drone</li><li>2x Seeker missile</li><li>2x Twin plasma rifle</li></ul> <b>Ghostkeel Battlesuit (170 points)</b> <ul style="list-style-type: none"><li>• 1x Battlesuit Support System</li><li>1x Cyclic ion raker</li><li>1x Ghostkeel fists</li><li>1x Twin burst cannon</li></ul> <b>Pathfinder Team (120 points)</b> <ul style="list-style-type: none"><li>• 1x Pathfinder Shas'ui</li><li>• 1x Close combat weapon</li><li>1x Pulse Accelerator Drone</li><li>1x Pulse carbine</li><li>1x Pulse pistol</li><li>• 9x Pathfinder</li><li>• 9x Close combat weapon</li><li>2x Gun Drone</li><li>6x Pulse carbine</li><li>9x Pulse pistol</li><li>3x Rail rifle</li><li>1x Semi-automatic grenade launcher</li></ul> <b>Piranha (165 points)</b> <ul style="list-style-type: none"><li>• 3x Armoured hull</li><li>3x Piranha fusion blaster</li><li>6x Seeker missile</li><li>6x Twin pulse carbine</li></ul> <b>Tetras (80 points)</b> <ul style="list-style-type: none"><li>• 2x Close combat weapons</li><li>4x Pulse rifle</li></ul>	<b>Vespid Stingwings (75 points)</b> <ul style="list-style-type: none"><li>• 1x Vespid Strain Leader</li><li>• 1x Neutron blaster</li><li>1x Stingwing claws</li><li>• 4x Vespid Stingwing</li><li>• 4x Neutron blaster</li><li>4x Stingwing claws</li></ul> <b>Vespid Stingwings (75 points)</b> <ul style="list-style-type: none"><li>• 1x Vespid Strain Leader</li><li>• 1x Neutron blaster</li><li>1x Stingwing claws</li><li>• 4x Vespid Stingwing</li><li>• 4x Neutron blaster</li><li>4x Stingwing claws</li></ul>
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# 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.



**AUN'VA (65 points)**

- 1x Aun'va
- 1x Close combat weapon
- 2x Ethereal Guard
- 2x Supreme honour blade

**AUN'VA**

M	T	SV	W	LD	OC	
6"	3	5+	5	7+	1	AUN'VA
6"	3	5+	2	7+	1	ETHEREAL GUARD

**MELEE WEAPONS****RANGE**

	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.

**INVULNERABLE SAVE**

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

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

**Longstrike (170 points)**

- Warlord
- 1x Armoured hull
- 1x Ion cannon
- 2x Seeker missile
- 2x Twin smart missile system

**LONGSTRIKE**

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

**RANGED WEAPONS****RANGE**

	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	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

**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.

**MELEE WEAPONS****RANGE**

	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**

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

## BROADSIDE BATTLESUITS

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

### Broadside Battlesuits (330 points)

- 1x Broadside Shas'vere
- 1x Crushing bulk
- 1x Heavy rail rifle
- 2x Missile Drone
- 1x Seeker missile
- 1x Twin plasma rifle
- 2x Broadside Shas'ui
- 2x Crushing bulk
- 2x Heavy rail rifle
- 4x Missile Drone
- 2x Seeker missile
- 2x Twin plasma rifle

#### 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

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

Twin plasma rifle [TWIN-LINKED]

Twin smart missile system [INDIRECT FIRE, TWIN-LINKED]

#### MELEE WEAPONS

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

KEYWORDS: VEHICLE, WALKER, BATTLESUIT, BROADSIDE

#### 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.

## GHOSTKEEL BATTLESUITS

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

### Ghostkeel Battlesuit (170 points)

- 1x Battlesuit Support System
- 1x Cyclic ion raker
- 1x Ghostkeel fists
- 1x Twin burst cannon

#### 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 Tau flamer [INCENDIARY 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

#### 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.

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

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

FACTION KEYWORDS:  
**TAU EMPIRE**

## PATHFINDER TEAM

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

### Pathfinder Team (120 points)

- 1x Pathfinder Shas'ui
- 1x Close combat weapon
- 1x Pulse Accelerator Drone
- 1x Pulse carbine
- 1x Pulse pistol
- 9x Pathfinder
- 9x Close combat weapon
- 2x Gun Drone
- 6x Pulse carbine
- 9x Pulse pistol
- 3x Rail rifle
- 1x Semi-automatic grenade launcher

#### 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:

TAU EMPIRE

## PIRANHA

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

#### RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Piranha burst cannon	18"	4	4+	6	-1	1
Piranha fusion blaster [HEAVY]	12"	1	4+	9	-4	D6
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, ASSAULT]

#### MELEE WEAPONS

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

### Piranha (165 points)

- 3x Armoured hull
- 3x Piranha fusion blaster
- 6x Seeker missile
- 6x Twin pulse carbine

#### 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:

TAU EMPIRE

## TETRAS

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

### RANGED WEAPONS

Pulse rifle [RAPID FIRE 1]

RANGE	A	BS	S	AP	D
30"	1	4+	5	0	1

### MELEE WEAPONS

Close combat weapons

RANGE	A	WS	S	AP	D
Melee	2	5+	3	0	1

KEYWORDS: VEHICLE, FLY, MARKERLIGHT, TETRAS

### ABILITIES

CORE: Deadly Demise 1, Infiltrators

FACTION: For the Greater Good

**High-Intensity Markerlights:** Each time this unit is an Observer unit, until the end of the phase, each time a model in its Guided unit makes an attack that targets their Spotted unit, you can re-roll the Hit roll.

## 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

### 2 u. of Vespid Stingwings (150 points)

#### • Vespid Stingwings (75 points)

- 1x Vespid Strain Leader
- 1x Neutron blaster
- 1x Stingwing claws
- 4x Vespid Stingwing
- 4x Neutron blaster
- 4x Stingwing claws

#### • Vespid Stingwings (75 points)

- 1x Vespid Strain Leader
- 1x Neutron blaster
- 1x Stingwing claws
- 4x Vespid Stingwing
- 4x Neutron blaster
- 4x Stingwing claws

FACTION KEYWORDS:

TAU EMPIRE

KEYWORDS: INFANTRY, FLY, VESPID STINGWINGS

### 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.

FACTION KEYWORDS:

TAU EMPIRE