

New Roster (Warhammer 40,000 9th Edition) [82 PL, 1,500pts]

Battalion Detachment OCP (T'au Empire) [82 PL, 1,500pts]

Configuration

Detachment Command Cost Categories: CONFIGURATION
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HQ [12 PL, 245pts]

Cadre Fireblade [3 PL, 45pts]

Selections: Markerlight, Photon grenades, Pulse rifle

Categories: FACTION: <SEPT>, CHARACTER, INFANTRY, HQ, FACTION: T'AU EMPIRE, CADRE FIREBLADE

Rules: For the Greater Good, Markerlights

Abilities: Volley Fire, Unit: Cadre Fireblade, Weapon: Markerlight, Photon grenade, Pulse rifle

Abilities	Description	Ref
Volley Fire	Models in <SEPT> units within 6" of any friendly <SEPT> Cadre Fireblades may fire an extra shot with pulse pistols, pulse carbines and pulse rifles when shooting at a target within half the weapon's range.	Codex: T'au Empire p96

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Cadre Fireblade	6"	3+	2+	3	3	5	3	8	4+	Codex: T'au Empire p96

Weapon	Range	Type	S	AP	D	Abilities	Ref
Markerlight	36"	Heavy 1	-	-	-	See Markerlights (rule).	Codex: T'au Empire p121
Photon grenade	12"	Grenade D6	-	-		Blast. This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for INFANTRY units that have suffered any hits from photon grenades until the end of the turn.	Codex: T'au Empire p121
Pulse rifle	30"	Rapid Fire 1	5	0	1	-	Codex: T'au Empire p122

Commander in XV86 Coldstar Battlesuit [9 PL, 200pts]

Selections: Cross-linked stabiliser jets, 4x Fusion blaster [60pts], Warlord
Categories: FACTION: <SEPT>, BATTLESUIT, CHARACTER, FLY, JET PACK, HQ, FACTION: T'AU EMPIRE, XV86 COLDSTAR, COMMANDER, WARLORD
Rules: For the Greater Good, Manta Strike
Abilities: Coldstar, Cross-linked stabiliser jets, Master of War, **Unit:** Commander in XV86 Coldstar Battlesuit, **Weapon:** Fusion blaster

2x MV1 Gun Drone [20pts]

Selections: 4x Pulse carbine
Categories: DRONE, FLY, FACTION: <SEPT>, FACTION: T'AU EMPIRE, TACTICAL DRONES
Rules: Drone Support, For the Greater Good, Saviour Protocols
Abilities: Threat Identification Protocols, **Unit:** MV1 Gun Drone, **Weapon:** Pulse carbine

Abilities	Description	Ref
Coldstar	When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a D6.	Codex: T'au Empire p93
Cross-linked stabiliser jets	COMMANDER, XV8 CRISIS BATTLESUITS or XV8 CRISIS BODYGUARDS unit only. When resolving an attack made with a ranged weapon by a model in this unit, re-roll hit rolls of 1 and re-roll wound rolls of 1.	Psychic Awakening V: The Greater Good p37
Master of War	Once per battle, at the start of your turn, a single <SEPT> COMMANDER unit from your army can declare either Kauyon or Mont'ka: Kauyon: In a turn in which a <SEPT> COMMANDER unit from your army declared Kauyon, at the start of your Movement phase you can select any friendly <SEPT> units within 6" of that unit. Until the end of that turn, the selected units cannot move for any reason, but when resolving an attack made by a model in any of those units you can re-roll the hit roll. Mont'ka: In a turn in which a <SEPT> COMMANDER unit from your army declared Mont'ka, at the start of your Movement phase you can select any friendly <SEPT> units within 6" of that unit. Until the end of that turn, the selected units can shoot as if they did not move this turn. Unless stated otherwise, you can only use the Master of War ability once per battle, irrespective of how many models in your army have this ability.	Codex: T'au Empire p89
Threat Identification Protocols	In the Shooting phase, Gun Drones can only target the nearest visible enemy unit. If two units are equally close, you may choose which is targeted.	Codex: T'au Empire p97,108,109,112-114

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Commander in XV86 Coldstar Battlesuit	20"	3+	2+	5	5	6	4	9	3+	Codex: T'au Empire p93
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p97,108,109,112-114

Weapon	Range	Type	S	AP	D	Abilities	Ref
Fusion blaster	18"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	Codex: T'au Empire p121
Pulse carbine	18"	Assault 2	5	0	1	-	Codex: T'au Empire p122

Troops [10 PL, 189pts]

Breacher Team [4 PL, 90pts]

Categories: TROOPS, INFANTRY, FACTION: <SEPT>, FACTION: T'AU EMPIRE, BREACHER TEAM

Rules: *For the Greater Good*

Abilities: *Bonding Knife Ritual*

9x Fire Warrior [81pts]

Selections: 9x Photon grenades, 9x Pulse blaster

Rules: *Pulse blaster*

Unit: *Fire Warrior*, **Weapon:** *Photon grenade, Pulse blaster (1 Close range), Pulse blaster (2 Medium range), Pulse blaster (3 Long range)*

Fire Warrior Shas'ui [9pts]

Selections: Photon grenades, Pulse blaster

Rules: *Pulse blaster*

Unit: *Fire Warrior Shas'ui*, **Weapon:** *Photon grenade, Pulse blaster (1 Close range), Pulse blaster (2 Medium range), Pulse blaster (3 Long range)*

Abilities	Description	Ref
Bonding Knife Ritual	If you roll a 6 when taking a Morale test for this unit, the test is automatically passed.	Codex: T'au Empire p98,99,102-104,107,111

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Fire Warrior	6"	5+	4+	3	3	1	1	6	4+	Codex: T'au Empire p98,99
Fire Warrior Shas'ui	6"	5+	4+	3	3	1	2	7	4+	Codex: T'au Empire p98,99

Weapon	Range	Type	S	AP	D	Abilities	Ref
Photon grenade	12"	Grenade D6	-	-		Blast. This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for INFANTRY units that have suffered any hits from photon grenades until the end of the turn.	Codex: T'au Empire p121
Pulse blaster (1 Close range)	5"	Assault 2	6	-2	1	-	Codex: T'au Empire p122
Pulse blaster (2 Medium range)	10"	Assault 2	5	-1	1	-	Codex: T'au Empire p122
Pulse blaster (3 Long range)	15"	Assault 2	4	0	1	-	Codex: T'au Empire p122

Strike Team [2 PL, 45pts]

Categories: INFANTRY, TROOPS, FACTION: <SEPT>, FACTION: T'AU EMPIRE, STRIKE TEAM

Rules: For the Greater Good

Abilities: Bonding Knife Ritual

Fire Warrior Shas'ui [9pts]

Selections: Photon grenades, Pulse rifle

Unit: Fire Warrior Shas'ui, Weapon: Photon grenade, Pulse rifle

4x Fire Warrior w/ Pulse Pistol + Pulse Rifle [36pts]

Selections: 4x Photon grenades, 4x Pulse pistol, 4x Pulse rifle

Unit: Fire Warrior, Weapon: Photon grenade, Pulse pistol, Pulse rifle

Abilities	Description	Ref
Bonding Knife Ritual	If you roll a 6 when taking a Morale test for this unit, the test is automatically passed.	Codex: T'au Empire p98,99,102-104,107,111

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Fire Warrior	6"	5+	4+	3	3	1	1	6	4+	Codex: T'au Empire p98,99
Fire Warrior Shas'ui	6"	5+	4+	3	3	1	2	7	4+	Codex: T'au Empire p98,99

Weapon	Range	Type	S	AP	D	Abilities	Ref
Photon grenade	12"	Grenade D6	-	-		Blast. This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for INFANTRY units that have suffered any hits from photon grenades until the end of the turn.	Codex: T'au Empire p121
Pulse pistol	12"	Pistol 1	5	0	1	-	Codex: T'au Empire p122
Pulse rifle	30"	Rapid Fire 1	5	0	1	-	Codex: T'au Empire p122

Strike Team [4 PL, 54pts]

Categories: INFANTRY, TROOPS, FACTION: <SEPT>, FACTION: T'AU EMPIRE, STRIKE TEAM

Rules: For the Greater Good

Abilities: Bonding Knife Ritual

Fire Warrior Shas'ui [9pts]

Selections: Photon grenades, Pulse rifle

Unit: Fire Warrior Shas'ui, Weapon: Photon grenade, Pulse rifle

5x Fire Warrior w/ Pulse Pistol + Pulse Rifle [45pts]

Selections: 5x Photon grenades, 5x Pulse pistol, 5x Pulse rifle

Unit: Fire Warrior, Weapon: Photon grenade, Pulse pistol, Pulse rifle

Abilities	Description	Ref
Bonding Knife Ritual	If you roll a 6 when taking a Morale test for this unit, the test is automatically passed.	Codex: T'au Empire p98,99,102-104,107,111

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Fire Warrior	6"	5+	4+	3	3	1	1	6	4+	Codex: T'au Empire p98,99
Fire Warrior Shas'ui	6"	5+	4+	3	3	1	2	7	4+	Codex: T'au Empire p98,99

Weapon	Range	Type	S	AP	D	Abilities	Ref
Photon grenade	12"	Grenade D6	-	-		Blast. This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for INFANTRY units that have suffered any hits from photon grenades until the end of the turn.	Codex: T'au Empire p121
Pulse pistol	12"	Pistol 1	5	0	1	-	Codex: T'au Empire p122
Pulse rifle	30"	Rapid Fire 1	5	0	1	-	Codex: T'au Empire p122

Elites [50 PL, 900pts]

XV104 Riptide Battlesuit [19 PL, 325pts]

Selections: 2x Fusion blaster [14pts], Amplified ion accelerator, Drone controller [5pts], Ion accelerator [15pts]

Categories: FLY, ELITES, FACTION: <SEPT>, BATTLESUIT, JET PACK, FACTION: T'AU EMPIRE, MONSTER, XV104 RIPTIDE BATTLESUIT

Rules: Drone Support, For the Greater Good

Abilities: Amplified ion accelerator, Drone controller, Nova Reactor, Riptide Shield Generator, **Unit:** XV104 Riptide Battlesuit [1] (7-14+ Wounds Remaining), XV104 Riptide Battlesuit [2] (4-6 Wounds Remaining), XV104 Riptide Battlesuit [3] (1-3 Wounds Remaining), **Weapon:** Amplified ion accelerator (overcharge), Amplified ion accelerator (standard), Fusion blaster, Ion accelerator (Overcharge), Ion accelerator (Standard)

2x MV84 Shielded Missile Drone [4 PL, 30pts]

Selections: 2x Missile pod, 2x Shield generator

Categories: FACTION: <SEPT>, DRONE, FLY, FACTION: T'AU EMPIRE

Rules: Drone Support, For the Greater Good, Saviour Protocols

Abilities: Shield generator (Drone), **Unit:** MV84 Shielded Missile Drone, **Weapon:** Missile pod

Abilities	Description	Ref
Amplified ion accelerator	XV104 RIPTIDE BATTLESUIT model only. This Weapon System replaces ion accelerator and has the following profile.	Psychic Awakening V: The Greater Good p37
Drone controller	<SEPT> DRONE units within 6" of any friendly models equipped with a drone controller add one to their hit rolls.	Codex: T'au Empire p123
Nova Reactor	In your Movement phase you can choose to use this model's Nova Reactor. If you do, this model suffers a mortal wound. Choose one of the following effects to last until the beginning of your next turn: * Nova Shield: This model has a 3+ invulnerable save. * Boost: This model can move 2D6" in your Charge phase. You cannot use this ability to move within Engagement Range of any enemy models. If it does so, this model cannot declare a charge that phase. * Nova-charge: Choose for either of this model's heavy burst cannon Type to change to Heavy 18, or its ion accelerator Type (both standard and overcharge) to change to Heavy 6.	Codex: T'au Empire p106
Riptide Shield Generator	This model has a 5+ invulnerable save.	Codex: T'au Empire p106
Shield generator (Drone)	A model with a shield generator has a 4+ invulnerable save. In addition, roll a D6 each time a DRONE with this ability loses a wound; on a 5+ that Drone does not lose a wound.	Codex: T'au Empire p109

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
MV84 Shielded Missile Drone	12"	5+	5+	4	4	1	1	6	4+	Codex: T'au Empire p106
XV104 Riptide Battlesuit [1] (7-14+ Wounds Remaining)	12"	5+	4+	6	7	14	4	8	2+	Codex: T'au Empire p106
XV104 Riptide Battlesuit [2] (4-6 Wounds Remaining)	8"	5+	5+	6	7	N/A	3	8	2+	Codex: T'au Empire p106
XV104 Riptide Battlesuit [3] (1-3 Wounds Remaining)	4"	5+	5+	6	7	N/A	2	8	2+	Codex: T'au Empire p106

Weapon	Range	Type	S	AP	D	Abilities	Ref
Amplified ion accelerator (overcharge)	72"	Heavy 6	9	-4	3+D3	For each unmodified hit roll of 1 made for attacks with this weapon's overcharge profile, the bearer suffers 1 mortal wound after shooting with this weapon.	Psychic Awakening V: The Greater Good p37
Amplified ion accelerator (standard)	72"	Heavy 6	8	-4	3	-	Psychic Awakening V: The Greater Good p37
Fusion blaster	18"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	Codex: T'au Empire p121
Ion accelerator (Overcharge)	72"	Heavy D6	9	-3	3	Blast. If you roll one or more unmodified hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.	Codex: T'au Empire p121
Ion accelerator (Standard)	72"	Heavy D6	8	-3	D3	Blast	Codex: T'au Empire p121
Missile pod	36"	Assault 2	7	-1	D3	-	Codex: T'au Empire p121

XV8 Crisis Battlesuits [10 PL, 150pts]

Categories: FACTION: <SEPT>, BATTLESUIT, ELITES, FLY, JET PACK, FACTION: T'AU EMPIRE, XV8 CRISIS BATTLESUITS

Rules: *For the Greater Good, Manta Strike*

Abilities: *Bonding Knife Ritual*

Crisis Shas'ui [40pts]

Selections: 3x Flamer [15pts]

Unit: *Crisis Shas'ui*, **Weapon:** *Flamer*

Crisis Shas'ui [40pts]

Selections: 3x Flamer [15pts]

Unit: *Crisis Shas'ui*, **Weapon:** *Flamer*

Crisis Shas'vre [40pts]

Selections: 3x Flamer [15pts]

Unit: *Crisis Shas'vre*, **Weapon:** *Flamer*

3x MV7 Marker Drone [30pts]

Selections: 3x Markerlight

Categories: FACTION: <SEPT>, DRONE, FLY, FACTION: T'AU EMPIRE

Rules: *Drone Support, For the Greater Good, Markerlights, Saviour Protocols*

Abilities: *Stable Platform*, **Unit:** *MV7 Marker Drone*, **Weapon:** *Markerlight*

Abilities	Description	Ref
Bonding Knife Ritual	If you roll a 6 when taking a Morale test for this unit, the test is automatically passed.	Codex: T'au Empire p98,99,102-104,107,111
Stable Platform	Marker Drones do not suffer the penalty for moving and firing Heavy weapons.	Codex: T'au Empire p109

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Crisis Shas'ui	8"	5+	4+	5	5	3	2	7	3+	Codex: T'au Empire p103,104
Crisis Shas'vre	8"	5+	4+	5	5	3	3	8	3+	Codex: T'au Empire p103,104
MV7 Marker Drone	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p109

Weapon	Range	Type	S	AP	D	Abilities	Ref
Flamer	12"	Assault D6	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.	Warhammer 40,000 Core Book
Markerlight	36"	Heavy 1	-	-	-	See Markerlights (rule).	Codex: T'au Empire p121

XV9 Hazard Battlesuits [11 PL, 215pts]

Categories: FACTION: <SEPT>, BATTLESUIT, ELITES, FLY, JET PACK, FACTION: T'AU EMPIRE, XV9 HAZARD BATTLESUITS

Rules: *For the Greater Good, Manta Strike*

Abilities: *Bonding Knife Ritual, Photon Casters*

2x MV1 Gun Drone [20pts]

Selections: 4x Pulse carbine

Categories: DRONE, FLY, FACTION: <SEPT>, FACTION: T'AU EMPIRE, TACTICAL DRONES

Rules: *Drone Support, For the Greater Good, Saviour Protocols*

Abilities: *Threat Identification Protocols*, **Unit:** *MV1 Gun Drone*, **Weapon:** *Pulse carbine*

XV9 Hazard Battlesuit [3 PL, 65pts]

Selections: Advanced targeting system, 2x Twin hazard burst cannons

Abilities: *Advanced targeting system*, **Unit:** *Hazard Battlesuit*, **Weapon:** *Twin hazard burst cannons*

XV9 Hazard Battlesuit [3 PL, 65pts]

Selections: Advanced targeting system, 2x Twin hazard burst cannons

Abilities: *Advanced targeting system*, **Unit:** *Hazard Battlesuit*, **Weapon:** *Twin hazard burst cannons*

XV9 Hazard Battlesuit [3 PL, 65pts]

Selections: Advanced targeting system, 2x Twin hazard burst cannons

Abilities: *Advanced targeting system*, **Unit:** *Hazard Battlesuit*, **Weapon:** *Twin hazard burst cannons*

Abilities	Description	Ref
Advanced targeting system	A model equipped with an advanced targeting system increases the AP characteristic of all of its weapons by 1 (e.g. an AP of 0 becomes -1, an AP of -1 becomes -2).	Codex: T'au Empire p123
Bonding Knife Ritual	If you roll a 6 when taking a Morale test for this unit, the test is automatically passed.	Codex: T'au Empire p98,99,102-104,107,111
Photon Casters	Each time this unit is declared as a target of a charge, subtract 2 from that charge's charge roll.	Imperial Armour: Compendium p206
Threat Identification Protocols	In the Shooting phase, Gun Drones can only target the nearest visible enemy unit. If two units are equally close, you may choose which is targeted.	Codex: T'au Empire p97,108,109,112-114

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Hazard Battlesuit	8"	5+	4+	5	5	4	3	8	3+	Imperial Armour: Compendium p206
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p97,108,109,112-114

Weapon	Range	Type	S	AP	D	Abilities	Ref
Pulse carbine	18"	Assault 2	5	0	1	-	Codex: T'au Empire p122
Twin hazard burst cannons	18"	Assault 8	5	0	1	-	Imperial Armour: Compendium p206

XV9 Hazard Battlesuits [5 PL, 105pts]

Categories: FACTION: <SEPT>, BATTLESUIT, ELITES, FLY, JET PACK, FACTION: T'AU EMPIRE, XV9 HAZARD BATTLESUITS

Rules: *For the Greater Good, Manta Strike*

Abilities: *Bonding Knife Ritual, Photon Casters*

2x MV1 Gun Drone [20pts]

Selections: 4x Pulse carbine

Categories: DRONE, FLY, FACTION: <SEPT>, FACTION: T'AU EMPIRE, TACTICAL DRONES

Rules: *Drone Support, For the Greater Good, Saviour Protocols*

Abilities: *Threat Identification Protocols*, **Unit:** *MV1 Gun Drone*, **Weapon:** *Pulse carbine*

XV9 Hazard Battlesuit [3 PL, 85pts]

Selections: 2x Fusion cascade [20pts], Shield generator

Abilities: *Shield generator*, **Unit:** *Hazard Battlesuit*, **Weapon:** *Fusion cascade*

Abilities	Description	Ref
Bonding Knife Ritual	If you roll a 6 when taking a Morale test for this unit, the test is automatically passed.	Codex: T'au Empire p98,99,102-104,107,111
Photon Casters	Each time this unit is declared as a target of a charge, subtract 2 from that charge's charge roll.	Imperial Armour: Compendium p206
Shield generator	A model with a shield generator has a 4+ invulnerable save. You cannot take this support system on a Riptide battlesuit.	Codex: T'au Empire p123
Threat Identification Protocols	In the Shooting phase, Gun Drones can only target the nearest visible enemy unit. If two units are equally close, you may choose which is targeted.	Codex: T'au Empire p97,108,109,112-114

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Hazard Battlesuit	8"	5+	4+	5	5	4	3	8	3+	Imperial Armour: Compendium p206
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p97,108,109,112-114

Weapon	Range	Type	S	AP	D	Abilities	Ref
Fusion cascade	12"	Assault D3	8	-4	D6	Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	Imperial Armour: Compendium p206
Pulse carbine	18"	Assault 2	5	0	1	-	Codex: T'au Empire p122

XV9 Hazard Battlesuits [5 PL, 105pts]

Categories: FACTION: <SEPT>, BATTLESUIT, ELITES, FLY, JET PACK, FACTION: T'AU EMPIRE, XV9 HAZARD BATTLESUITS

Rules: *For the Greater Good, Manta Strike*

Abilities: *Bonding Knife Ritual, Photon Casters*

2x MV1 Gun Drone [20pts]

Selections: 4x Pulse carbine

Categories: DRONE, FLY, FACTION: <SEPT>, FACTION: T'AU EMPIRE, TACTICAL DRONES

Rules: *Drone Support, For the Greater Good, Saviour Protocols*

Abilities: *Threat Identification Protocols*, **Unit:** *MV1 Gun Drone*, **Weapon:** *Pulse carbine*

XV9 Hazard Battlesuit [3 PL, 85pts]

Selections: 2x Fusion cascade [20pts], Shield generator

Abilities: *Shield generator*, **Unit:** *Hazard Battlesuit*, **Weapon:** *Fusion cascade*

Abilities	Description	Ref
Bonding Knife Ritual	If you roll a 6 when taking a Morale test for this unit, the test is automatically passed.	Codex: T'au Empire p98,99,102-104,107,111
Photon Casters	Each time this unit is declared as a target of a charge, subtract 2 from that charge's charge roll.	Imperial Armour: Compendium p206
Shield generator	A model with a shield generator has a 4+ invulnerable save. You cannot take this support system on a Riptide battlesuit.	Codex: T'au Empire p123
Threat Identification Protocols	In the Shooting phase, Gun Drones can only target the nearest visible enemy unit. If two units are equally close, you may choose which is targeted.	Codex: T'au Empire p97,108,109,112-114

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Hazard Battlesuit	8"	5+	4+	5	5	4	3	8	3+	Imperial Armour: Compendium p206
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p97,108,109,112-114

Weapon	Range	Type	S	AP	D	Abilities	Ref
Fusion cascade	12"	Assault D3	8	-4	D6	Blast. Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.	Imperial Armour: Compendium p206
Pulse carbine	18"	Assault 2	5	0	1	-	Codex: T'au Empire p122

Fast Attack [7 PL, 106pts]

Pathfinder Team [7 PL, 106pts]

Selections: MV33 Grav-inhibitor Drone [10pts]
Categories: FAST ATTACK, INFANTRY, FACTION: <SEPT>, FACTION: T'AU EMPIRE, PATHFINDER TEAM, DRONE, FLY, SUPPORT DRONES
Rules: Drone Support, For the Greater Good, Saviour Protocols
Abilities: Bonding Knife Ritual, Gravity Wave Projector, Vanguard, **Unit:** MV33 Grav-inhibitor Drone

2x MV4 Shield Drone [30pts]

Selections: 2x Shield generator
Categories: FACTION: <SEPT>, FLY, DRONE, FACTION: T'AU EMPIRE, TACTICAL DRONES
Rules: Drone Support, For the Greater Good, Saviour Protocols
Abilities: Shield generator (Drone), **Unit:** MV4 Shield Drone

5x Pathfinder [55pts]

Selections: 5x Markerlight, 5x Photon grenades, 5x Pulse carbine
Rules: Markerlights
Unit: Pathfinder, **Weapon:** Markerlight, Photon grenade, Pulse carbine

Pathfinder Shas'ui [11pts]

Selections: Markerlight, Photon grenades, Pulse carbine
Rules: Markerlights
Unit: Pathfinder Shas'ui, **Weapon:** Markerlight, Photon grenade, Pulse carbine

Abilities	Description	Ref
Bonding Knife Ritual	If you roll a 6 when taking a Morale test for this unit, the test is automatically passed.	Codex: T'au Empire p98,99,102-104,107,111
Gravity Wave Projector	Enemy units beginning a charge move within 12" of any Grav-Inhibitor Drones reduce their charge distance by D3".	Codex: T'au Empire p107
Shield generator (Drone)	A model with a shield generator has a 4+ invulnerable save. In addition, roll a D6 each time a DRONE with this ability loses a wound; on a 5+ that Drone does not lose a wound.	Codex: T'au Empire p109
Vanguard	At the start of the first battle round but before the first turn begins, you can move this unit and any accompanying Drones up to 7". They cannot end this move within 9" of any enemy models. If both players have units that are able to move at the start of the first battle round but before the first turn begins, the player who is taking the first turn moves their units first.	Codex: T'au Empire p96, 107

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
MV33 Grav-inhibitor Drone	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p107
MV4 Shield Drone	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p109
Pathfinder	7"	5+	4+	3	3	1	1	6	5+	Codex: T'au Empire p107
Pathfinder Shas'ui	7"	5+	4+	3	3	1	2	7	5+	Codex: T'au Empire p107

Weapon	Range	Type	S	AP	D	Abilities	Ref
Markerlight	36"	Heavy 1	-	-	-	See Markerlights (rule).	Codex: T'au Empire p121
Photon grenade	12"	Grenade D6	-	-		Blast. This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for INFANTRY units that have suffered any hits from photon grenades until the end of the turn.	Codex: T'au Empire p121
Pulse carbine	18"	Assault 2	5	0	1	-	Codex: T'au Empire p122

Flyer [3 PL, 60pts]

DX-6 Remora Stealth Drones [3 PL, 60pts]

Categories: FACTION: <SEPT>, FACTION: T'AU EMPIRE, DRONE, FLY, FLYER, DX-6 REMORA STEALTH DRONES, AIRCRAFT

Rules: Airborne, For the Greater Good, Hard to Hit

Abilities: Cloaked Insertion, Hover Drone, Stealth Field Technology

DX-6 Remora Stealth Drone [3 PL, 60pts]

Selections: 2x Long-barrelled burst cannon, Markerlight, 2x Remora seeker missile

Rules: Markerlights

Unit: DX-6 Remora Stealth Drone, **Weapon:** Long-barrelled burst cannon, Markerlight, Remora seeker missile

Abilities	Description	Ref
Cloaked Insertion	During deployment, you can set up this unit cloaked in the sky instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.	Imperial Armour: Compendium p210
Hover Drone	In your Command phase, this model can hover. If it does, then until the start of your next Command phase, its Move characteristics becomes 15" and it loses the Airborne and hard to Hit abilities.	Imperial Armour: Compendium p210
Stealth Field Technology	Each time a ranged attack is made against this unit, it is treated as having the benefits of light cover against that attack.	Imperial Armour: Compendium p210

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
DX-6 Remora Stealth Drone	15"-30"	5+	4+	4	5	5	2	6	3+	Imperial Armour: Compendium p210

Weapon	Range	Type	S	AP	D	Abilities	Ref
Long-barrelled burst cannon	36"	Assault 4	5	0	1	-	Imperial Armour: Compendium p210,213
Markerlight	36"	Heavy 1	-	-	-	See Markerlights (rule).	Codex: T'au Empire p121
Remora seeker missile	72"	Heavy 1	8	-2	D3	This weapon can be used once per battle. Each time an attack is made with this weapon, only an unmodified hit roll of a 6 is successful. This weapon is considered a seeker missile for the purposes of markerlights.	Imperial Armour: Compendium p210

Selection Rules

Airborne: This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY. ()

Drone Support: When a unit is set up on the battlefield, any accompanying DRONE models are set up in unit coherency with it. From that point onwards, the DRONE models are treated as a separate unit. (Codex: T'au Empire)

For the Greater Good: - Each time an enemy unit declares a charge against this unit, this unit can fire Overwatch before the charge roll is made.
- While a friendly unit with this ability is within 6" of this unit, each time an enemy unit declares a charge against this unit, that friendly unit can fire Overwatch before the charge roll is made. If it does so, until the end of the phase, that friendly unit cannot fire Overwatch again. (Codex: T'au Empire p89)

Hard to Hit: Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase. ()

Manta Strike: During deployment, you can set up this unit in a Manta hold instead of placing them on the battlefield. At the end of any of your Movement phases, this unit can use a Manta strike to enter the fray - set it up anywhere on the battlefield that is more than 9" from any enemy models. (Codex: T'au Empire p91-93,103-104,109)

Markerlights: If a model (other than a VEHICLE) fires a markerlight, it cannot fire any other weapons in that phase. When a unit is hit by a markerlight, place a counter next to it for the remainder of the phase. The table below describes the benefits T'AU EMPIRE models have when shooting at a unit that has markerlight counters. All benefits are cumulative.

- * 1 - You can re-roll hit rolls of 1 for T'AU EMPIRE models attacking this unit.
- * 2 - Destroyer and seeker missiles fired at this unit use the firing model's Ballistic Skill (and any modifiers) rather than only hitting on a 6.
- * 3 - The target unit does not gain any bonus to its saving throws for being in cover.
- * 4 - T'AU EMPIRE models attacking this unit do not suffer the penalty for moving and firing Heavy weapons or Advancing and firing Assault weapons.
- * 5 or more - Add 1 to hit rolls for T'AU EMPIRE models attacking this unit. (Codex: T'au Empire p123)

Pulse blaster: When attacking with this weapon, choose one of the profiles below. ()

Saviour Protocols: When resolving an attack made against a <SEPT> INFANTRY or <SEPT> BATTLESUIT unit whilst that unit is within 3" of a friendly <SEPT> DRONES unit, if the wound roll is successful, you can roll one D6; on a 2+ that DRONES unit suffers 1 mortal wound and the attack sequence ends. (Codex: T'au Empire pvar)

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