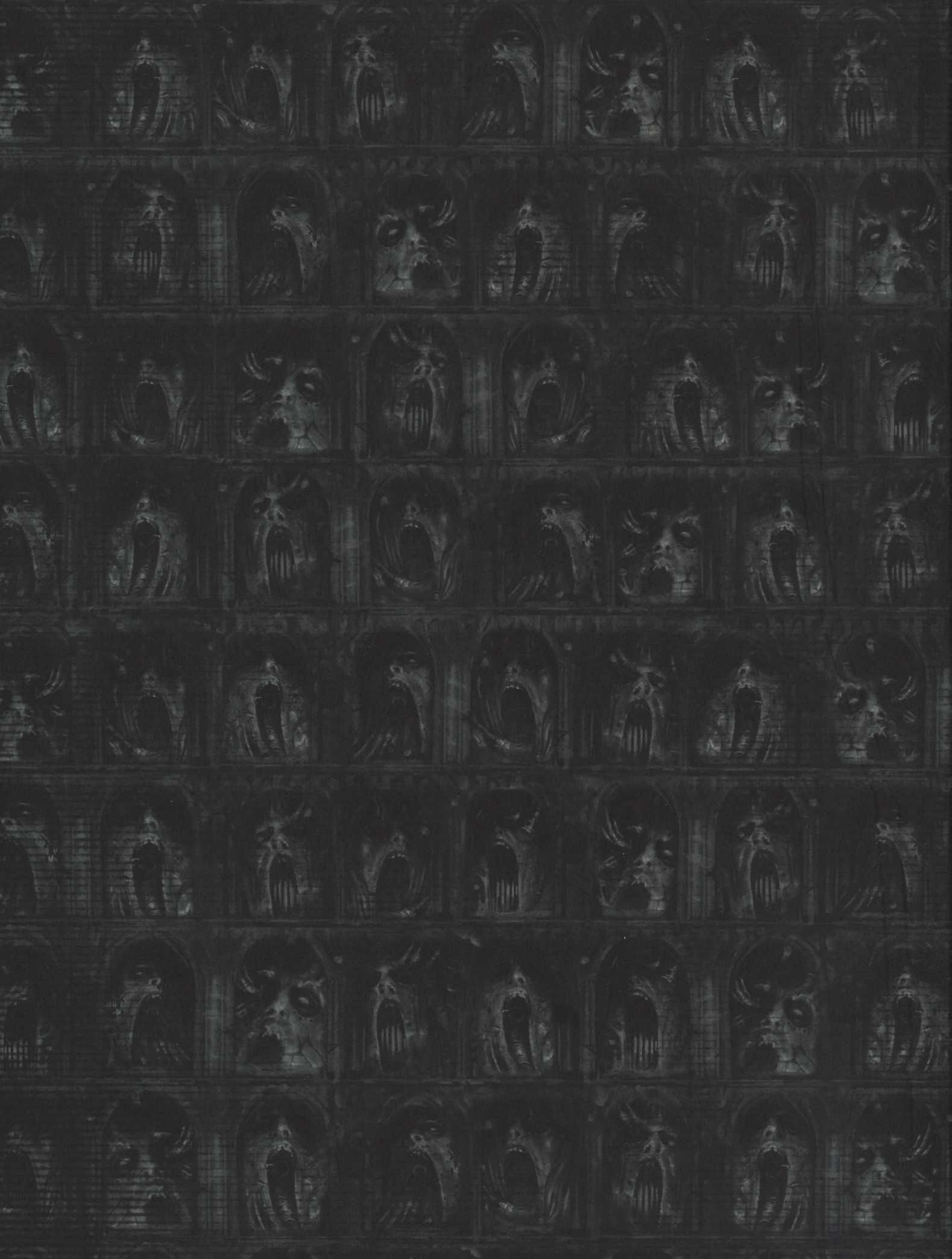
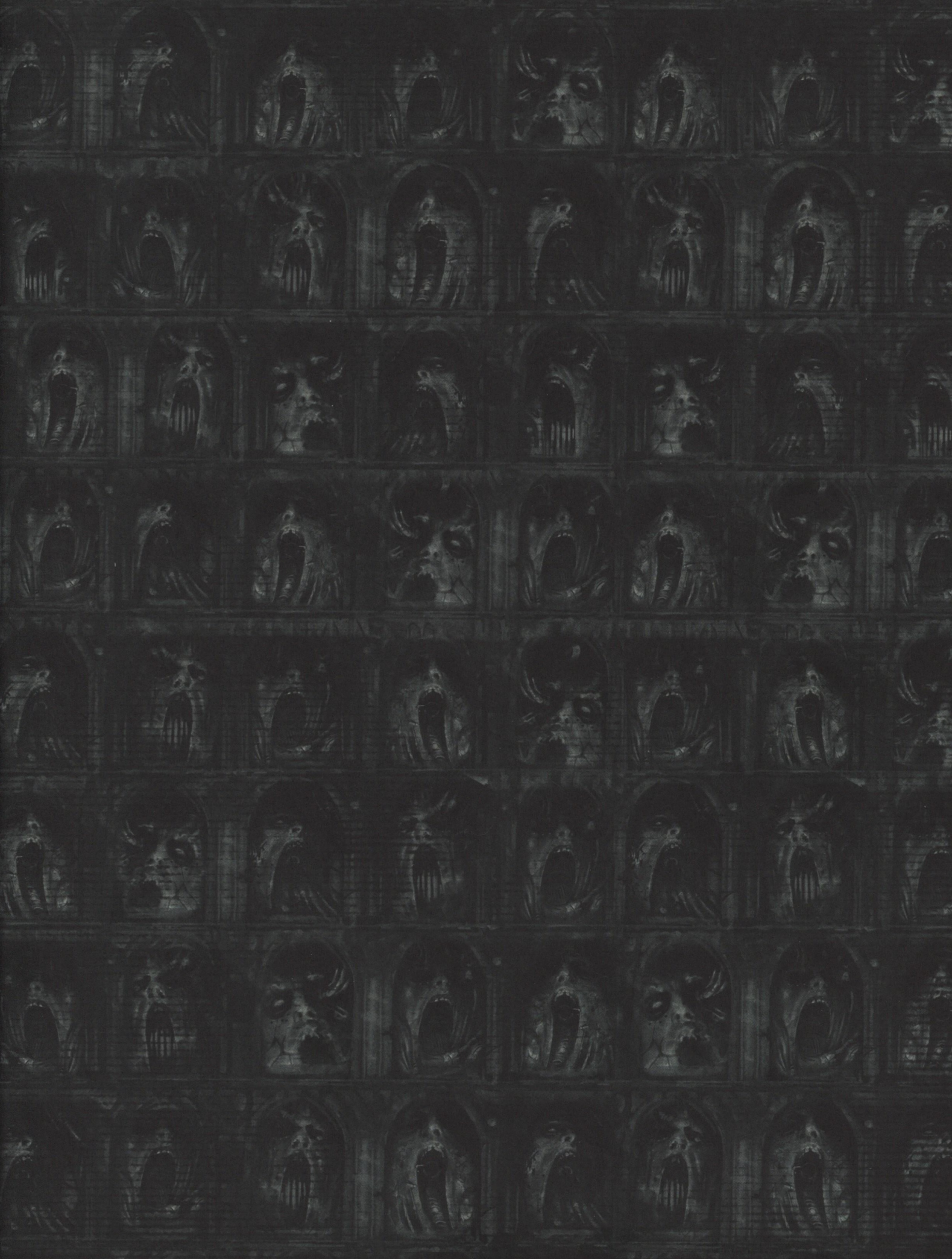








T'au Empire

ENLIGHTENMENT AND UNITY

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The captain of the guard rapped the gem-encrusted head of his ceremonial rod upon the heavy wooden doors four times, as was custom.

'In the name of the God-Emperor of all Mankind, who goes there?' responded a deep voice from the other side.

'The captain of Her Grace's guard.'

'Stateth your business.'

'With Her Grace's permission, I bring a delegation from the T'au Empire.'

There was a four-second pause. *The whole episode is laughable*, Por'el Ke'lshan Tsua'm Mal'caor thought. In her younger days, the Water caste diplomat would have been frustrated by the exercise, but she had learned that indulging ignorant beings in their traditions was the best way to ensure their peaceful enfolding into the T'au Empire. In this case, the planetary governor of Gedektia needed to appear in control, not only personally, but in front of her advisors and courtiers. Formal protocol thus had to be followed.

'You may enter,' said the voice. The doors opened and light poured through. It was so bright it forced Tsua'm to squint. It didn't irritate her; it was just another power play, one which ensured a visitor could only see the silhouettes of those they were meeting.

The captain of the guard waited until the doors opened fully before making a crisp salute. He and the other guards then bowed deeply. As one, they advanced into the chamber. Tsua'm moved with them, assuming that was what she should do. The lack of direction as to how to behave was deliberate, intended to unsettle. Tsua'm would have smiled at that, had it been diplomatically beneficial. Perhaps this wouldn't be as easy as she thought. Like many of her caste, Tsua'm relished conversing with slippery and witty interlocutors. It made bringing them successfully into the T'au Empire more satisfying. Such beings possessed a keen intelligence that could be of great value to the Empire if harnessed and channelled successfully.

Tsua'm's eyes slowly adjusted to the intense light and she took in her surroundings. As a Commander might absorb every minute detail of the field, she analysed the royal halls, sacred chambers and civic palaces that were her battlegrounds. Here, she saw trailing streamers hanging between the huge arched windows. Their rich blues, purples and reds indicated the planet's favoured colours. Above, the ceiling was painted from corner to corner, depicting mechanically augmented cherubs wielding swords and carrying locked tomes. Along with them were skulls – with their eyes, ears or mouths bolted shut with metal plates. At the centre was a golden, haloed figure with white outstretched wings. Around him bowed hundreds of Humans dressed in a huge variety of different garbs or armour patterns. Around them in turn were four humanoid characters. Each appeared to be a personification of the planet's principal outputs. One took a smoky form, and carried two bushels of long leaves – one set were open and green, the other curled and brown. The second was crystalline, emerging from a fire raging above a pile of sand. Another was heavily muscled and made of solid metal. The final character had a sage-like bearing, white hair and carried a quill and numerous scrolls. All also gazed worshipfully at the central figure. The floor beneath the feet of Tsua'm was mosaicked and incorporated more Imperial and Gedektian symbols.

Devotion to their creed, a predilection for ostentation; displays of martial strength; pride in what they make. They tell me everything I need to know.

The governor, her lords and ladies all sat behind a long table. Tsua'm was sure that on this world the layers of jewels and silks they wore would not only be impressive but also intimidating. Tsua'm wore simple but elegant white robes, frugal in comparison. She also bore a mantle they could not see, that of the Greater Good, and so walked towards Gedektia's leaders with calm dignity. *Be as the le'salshah*, Tsua'm remembered being taught years before. The small, pale-blue flower possessed a delicate beauty and grace yet lacked garishness and ostentation. The lesson was to present well to alien dignitaries, but without smugness or overweening pride.

Tsua'm reached the governor's table. There were no chairs for visitors. She bowed deeply. 'Honoured–'

'Do not address us without invitation,' said the governor. She glared at Tsua'm. If she was surprised that the T'au envoy spoke in her own tongue, she did not show it. Tsua'm always learned the languages of the those she was to entreat. The T'au Empire offered acceptance and understanding. She needed to convey that.

'Captain of the guard,' the governor said, not taking her eyes off Tsua'm. The captain saluted.

'Ma'am. Presenting T'au envoy Por'el Ke'lshan Tsua'm Mal'caor,' the captain said, gesturing to Tsua'm. 'With Ahoc'cha Belet and Pravin Reefus.' He gestured in turn to her Kroot and Human aides. One of the governor's lords spat. The governor did not rebuke him. Though the captain

pronounced every single name wrong, Tsua'm didn't react. She knew her aides wouldn't, either.

There were no other T'au in the group. Tsua'm wanted to present three groups cooperating, and it was vital that she show the governor a Human working closely with her. Normally Pravin Reefus went by Gue'vesa J'kaara Mesme'yen, but it was felt diplomatically important that they appear to have retained their Human name. Instead of the shaven head with a single long braid in the T'au style, they wore their hair in the manner of a Human monk. Furthermore they were wearing Imperial-style clothing rather than Water caste robes. Humans, Tsua'm had learned, were highly protective of their ways. Showing these people one of their own who had adopted T'au ways in a physical sense, as well as ideological, would be too much.

'Visitors. Her Grace, Harika Gardevell, planetary governor of Gedektia,' concluded the captain. As he finished, the guards all saluted, and the lords and ladies flanking the governor slammed a fist on the table in unison.

'What do you want?' said Gardevell.

'I bring Your Grace an opportunity,' said Tsua'm. 'One many before have gladly accepted and now rejoice.'

'Traitors all, like your spineless lackey.'

'Pravin saw in the Greater Good the prospect of prosperity and hope that Humankind needs and deserves, Your Grace' said Tsua'm.

'He sells loyalty for safety. Sickening.'

'Show Her Grace,' said Tsua'm.

Gue'vesa J'kaara rolled up his left sleeve, revealing the Imperial aquila tattooed onto his skin. He then drew a plain metal chain from beneath his tunic, showing an icon of the same symbol attached to it. The Human had never been forced to renounce his faith, though Tsua'm chose not to explain to Gardevell that he had lost his religion naturally, and that these small indicators of belief were mere props to help ease the wary into the fold of the Greater Good peacefully.

'You see, we ask Your Grace not to abandon your beliefs. Merely to align your efforts with ours for the betterment of all.'

'And in so doing you ask us to align with them,' said Gardevell, nodding at Ahoc'cha Belet, her words dripping venom. 'We have seen what horrors they inflict.' Tsua'm knew precisely what the governor meant.

'The Kroot have been instrumental in defeating Orks, Tyranids and the forces you know as heretics, or traitors, Your Grace. Terrible foes all.'

The governor did not reply. Tsua'm knew that Gedektia was threatened by all of these.

'The Kroot's strength, Your Grace has been welcome. There are dangers enough in the galaxy, without adding more unnecessarily.'

'It is necessary to make war against the alien wherever it is found,' said Gardevell.

'And yet you host me and my aides, Your Grace. I say that not to prove a point, of course, but instead because we both recognise the evils that beset the stars and threaten our very people. The galaxy has become more dangerous. Monsters run amok. Anomalies wreak havoc. Survival is no guarantee to any of us now. But through unity, we can better brace ourselves against the storms that are coming.'

The governor remained silent. Her lords and ladies said nothing, even the one who had spat when Tsua'm was introduced. This alone did not mean Tsua'm had won her over. But she had found a chink in her armour, for the Greater Good.

'Your Grace is strong and resourceful. That is clear. But I know that yours is a planet close to its empire's fringe. You are thus more vulnerable, and I know your masters do not give you what you need to keep your world secure. I know they have ignored you. I know they have underestimated what your talents and strength can offer,' Tsua'm had many spies and agents working on Gedektia for several months before she arrived.

'We have allies already. Bonded by belief and treaty.'

Tsua'm suppressed a smile. 'Your Grace speaks of Kalynus and Torod's Victory? Highshrine and Tethagron? The people of these worlds see the boons of unity – security, prosperity, hope, peace – and have joined us. Know that if you join with the T'au Empire, you, like them, will retain full control of your world. Our warriors will help defend you. Our engineers will help construct new infrastructure; our envoys will settle disputes; our ships will transport goods.'

'Conquest in all but name,' spat Gardevell.

'Of course, you are free to decline our offer, Your Grace, and I am sorry if you feel in this moment that you will. But let us talk more. I believe I can present more information that would assuage your valid concerns.' *And I hope you see the light, for your sake. Otherwise, the Fire caste will soon reveal your posture of strength for the sham it is.*

For the T'au'va

BY THE TIME THE HUNTER CADRES OF THE T'AU EMPIRE SURGE INTO BATTLE, THEIR COMMANDERS ALREADY KNOW THE SUREST PATH TO VICTORY. FERAL KROOT, CUNNING PATHFINDERS AND THE EAGLE-EYED PILOTS OF THE AIR CASTE HAVE MAPPED EVERY INCH OF THE ENGAGEMENT AREA. THE FOE'S EVERY WEAKNESS IS ALREADY EXPOSED.

FROM THE FIRST SHOT FIRED, THE T'AU DEMONSTRATE STRATEGIC COORDINATION AND UNITY OF PURPOSE SO POWERFUL THAT THEY ARE WEAPONS IN THEIR OWN RIGHT. TY7 DEVILFISH TRANSPORTS DELIVER HEAVILY EQUIPPED AND HIGHLY TRAINED WARRIORS PRECISELY WHERE THEY ARE NEEDED. DEVASTATING ARTILLERY WALKERS LIKE THE KV128 STORMSURGE HAMMER THE ENEMY LINES. NIMBLE COMBAT AIRCRAFT FILL THE SKIES WHILE ALIEN AUXILIARIES UNLEASH THEIR OWN UNIQUE TALENTS OF BATTLECRAFT.

AMIDST IT ALL, IT IS EVER THE BATTLESUITS THAT DELIVER THE MOST PUNISHING BLOWS. MARVELS OF EARTH CASTE TECHNOLOGY, THESE SINGLE-PILOT WAR SUITS DROP FROM THE SKIES ON PLUMES OF FIRE, VANISH BEHIND LAYERS OF ADVANCED CAMOUFLAGE OR SUPERCHARGE THEIR SYSTEMS WITH EXPERIMENTAL REACTORS, ALL WHILE LAYING DOWN DEVASTATING FUSILLADES OF FIRE.

SO HAVE COUNTLESS WORLDS FALLEN TO THE EXPANSIONIST ARMIES OF THE T'AU EMPIRE, WHO DO NOT HESITATE TO SECURE IDEOLOGICAL ACQUIESCENCE BENEATH THE MUZZLE OF A GUN. NOW, IN THE WAKE OF THE GREAT RIFT'S OPENING, MORE WORLDS IN THEIR PATH THAN EVER BEFORE STAND CUT OFF AND POORLY DEFENDED. THE T'AU WILL GLADLY SEE THEM ALL BROUGHT – WILLING OR OTHERWISE – INTO THEIR BURGEONING EMPIRE.



Located far out upon the Eastern Fringe of Imperial space, T'au is a small world with a single continental landmass and a swift and magnificent sunrise. It has been the scene of strife and great conflict in its time, and has also served as the cradle of a civilisation that even now bears its light ever further into the darkness between the stars.

The T'au began like countless other sentient species. They progressed from primitives to herder tribes inhabiting the savannah plains and mountains of their home world. They developed language, tools and – of course – weapons. What singles their tale out is the speed with which these advances came. The T'au are short-lived by Human standards, but strive with a dynamism that sees each generation achieve remarkable progress. During their early days, the ancestors of the T'au rapidly outpaced their moral growth with their practical and martial development. Inevitable disaster followed.

The T'au had long been diverging both physically and mentally. Strong and warlike plains-hunters; tough, skilled builders and settlers; loquacious merchants and diplomats; winged messengers; each became entrenched in their nature as fortresses rose and black powder weapons proliferated. Tribal alliances formed. Wars erupted. So began the *Mont'au*, or the terror, a dark time of conflict that looked destined to drive the T'au to extinction. It is a shadow the modern T'au fear even now, for it speaks of a darkness within their collective psyche whose resurgence they will always dread.



RISE TO PROMINENCE

The first contact the Imperium had with the T'au is believed to have occurred shortly before the Age of Apostasy. Records of such antiquity are, of course, subject to much degradation. Moreover, because this contact was made by the Adeptus Mechanicus, those datalogs that endure are guarded with acquisitive jealousy. For all this, there are those amongst the Ordo Xenos and the Deathwatch who have accessed the blessed records and pieced together disturbing revelations from them. It appears that the world of T'au was surveyed from the void by the Adeptus Mechanicus Explorator ship *Land's Vision*, and its xenos denizens discovered. At this time, however, the T'au were little more than primitive savages. Their world was marked for purgation and Human resettlement. Before this sentence could be carried out, however, warp storm activity cut T'au off from the Imperium. Millennia passed before Humanity and T'au met again, yet not nearly so long as to explain the growing stellar empire into which the aliens had flourished in the intervening time. Such explosive technological and cultural advancement has disquieted Imperial observers deeply. While the T'au might register as little more than an irritant to the Imperium at the moment, if their expansion and development continues at such a rapid pace there is no telling what manner of galactic threat their Empire will become.

According to T'au myth, the end of the Mont'au was marked by strange lights in the skies and half-glimpsed figures in the mountains. These were first believed to portend the end of days, yet instead they seem to have announced the coming of the T'au who would become known as the Ethereals. With them came destiny. The first documented sighting of these strange new T'au was at Fio'taun, a place where a mighty fortress lay besieged by those of the plains and the air. Legends say that negotiation between the warring sides proved impossible. For five seasons the cannons of Fio'taun held the citadel's attackers at bay, every day bloody and brutal but within supplies dwindled and disease was rife. The keep's leaders were convinced the end was nigh. They were, to their immense gratitude, wrong.

Ethereals walked calmly out of the night and compelled the leaders of both sides to sit down and agree a peace where none had before been possible. Legend tells how the Ethereals spoke long with the assembled T'au who, until so recently, had sought one another's' deaths. The Ethereals told of a shared destiny. They projected a sense of undeniable authority, and in the light of a new dawn they secured alliance and cooperation between the warring factions. Countless similar tales abound. Even if some are apocryphal, or have been exaggerated, still it cannot be argued that – whatever their mysterious provenance – the Ethereals ended the Mont'au and united their species in a single goal. This goal was the *T'au'va*, or Greater Good.

From that time onward the breakneck pace of T'au advancement became one of their greatest strengths. Guided by the council of Ethereals, the T'au adopted a rigid caste system that saw the different tribes arranged and valued by their strengths. The Earth caste were builders and craftsmen and, as their technology base advanced, became engineers and scientists. The Air caste continued to act as scouts and messengers, serving eventually as pilots and spacefarers. Those tribes who had specialised in mercantile trade or diplomacy became the Water caste, whose administrative influence flowed through their society and kept the wheels of progress turning. Stubborn and aggressive, the warlike plains dwellers took the longest to embrace the teachings of the Ethereals, yet even they eventually acceded and became the Fire caste. In time they would graduate from being huntsmen to being standing military, and it was during these early centuries that they adopted the teachings of the Code of Fire that still regulates their conduct to this day.

This unified drive towards progress saw the T'au establish orbital void-cities, and then push outwards to claim new worlds and systems for their own. Such swift advancement also subjected the T'au to unbelievable stresses and challenges: encountering alien species, many of which proved hostile and had to be fought for survival; the constant push towards progress and territorial expansion that required selfless dedication from every member of T'au society; the burning need for fresh resources to power the endless toil; the burden of believing in their peoples' destiny to save the galaxy from itself. Such stresses have proven too much for many burgeoning empires, even when spread out over far greater periods of time. Yet the T'au almost seem to relish each fresh hurdle. Though they may suffer and bleed, and pay dearly for every forwards step, still in the service of the Greater Good the T'au move ever forward, and they do so gladly.



ALIEN AUXILIARIES

The T'au believe their war to spread the light of the Greater Good is only just beginning. With each day the demand for warriors grows greater and the warriors of the Fire caste are stretched thin about the Empire's borders. Not only do the T'au readily acknowledge this fact, they also recognise without ego that many aliens possess physical or mental abilities that allow them to serve the Greater Good in ways the T'au themselves cannot.

It is for these reasons, among others, that the T'au make widespread use of alien species to supplement their armies, as well as many other arms of their civilisation. Most ubiquitous amongst all these alien auxiliaries are the mercenary Kroot and, to a lesser extent, the insectile Vespid. Yet these are but the tip of a considerable iceberg. There are the Nicassar, possessed of potent psychic abilities that T'au little understand, and a mastery of voidfaring; the Anthrazods, who are put to work mining asteroids for the Greater Good; the Nagi, small, worm-like beings whose talent for mental compulsion has greatly aided more than one difficult Water caste negotiation; the Vorgh, peaceful until roused yet so massive and resilient that they can wrestle a super-heavy combat walker and prevail; the Phosiab, whose ability to view reality in nine dimensions and slip through the void unharmed is a boon to T'au extra-orbital construction. Even Humans have been integrated into the T'au Empire. Known as *Gue'vesa* to the T'au, Human auxiliaries are continually growing, and are as useful to their new allies as they are hated by those they have abandoned.

THE GREATER GOOD

The T'au'va can be summed up simply; it is the belief that the individual life of any given member of the T'au Empire is of less importance than the needs of the Empire itself. Its adherents gladly expend incredible efforts, endure shocking hardships and lay down their lives without a second thought for the furtherance of this Greater Good.

Ever since the coming of the Ethereals, T'au society has been focused upon fulfilling a singular destiny. With very few exceptions, every T'au believes wholeheartedly in giving all that they have to the advancement of the Greater Good. Moreover, they believe that it is their duty and privilege to carry this creed out into the stars and unify every sentient species beneath their secular faith. The T'au put great store in every achievement and personal sacrifice that advances this goal. Those who excel in the service of the Greater Good are lauded, while those rare few who allow personal hubris, vanity or selfishness to come first are vilified.

The T'au'va has many apparent benefits. Thanks to the unstinting efforts of Earth caste miners, engineers and architects, the cities of the T'au septs are clean and orderly. They are technologically advanced places, well-protected from hostile environments and enemies alike. Energy shields and vast habitation domes hold indigenous lifeforms and perilous weather systems at bay. Railguns, ion cannons, Fire caste garrisons and hive-like droneports watch over the habitation zones, science complexes, cultural centres, military academies, Water caste diplomatic embassies, Air caste spaceports and other bustling centres that fill the cities. Solid light sculptures, dancing fountains and peaceful parklands grace even the meanest settlements. Within their bounds, aliens of many sorts rub shoulders in peace, with the T'au moving through them as first amongst equals. There is little of what other species might consider opulence, for the T'au see such self-oriented displays of wealth as wasteful. Yet equally there is nothing of the poverty or squalor that afflicts most other civilisations. Of course, all who dwell in these cities have their places within T'au society predetermined by caste and by the orders of the Ethereals. They toil for the Greater Good while surrounded by carefully nuanced propaganda that extols the glories and victories of their eminently superior Empire. The T'au and their allies have little say in their own personal destinies for, by the command of the Ethereals, these are subsumed into the single great destiny that they all must serve. Yet it would not occur to most T'au even to question the serenely issued edicts of their ruling caste. The word of the Ethereals is law and no true T'au or ally of their Empire would seek to contradict it.



GUNSHIP DIPLOMACY

The Greater Good demands the tireless expansion of the T'au Empire. It is not enough to wait for the peoples of the galaxy to come in search of enlightenment. The T'au feel genuine compassion for those unfortunate enough to still toil in darkness and ignorance. They believe the message of the Greater Good must be brought to all, and every civilisation ushered into the wonder of its light. So it is that they forge ever outwards, growing their Empire's borders in a series of grand Expansions and establishing new colonised systems, which they call septs. Each sept is named for its capital planet, or sept world, and can include myriad other worlds, moons, void stations and orbital structures.

Drones lead the way out into the void, tiny lights streaking through the immensity of space as they broadcast messages of hope and unity. Whenever a drone detects signals from a sentient species it alerts the T'au and beckons their colonisation fleets hence. From this point the T'au observe a specific series of protocols. First contact is always made by ambassadors of the Water caste, who entreat



peaceful negotiations with the newly discovered aliens. Silver-tongued and fervently committed to spreading the message of the Greater Good, the ambassadors do all they can to convince their hosts of the benefits of becoming part of the T'au Empire. Should the world's inhabitants accept this invitation – even should such acceptance take generations to arrive at – then all is well; T'au colonisation begins at once and often the indigenous peoples are peacefully relocated deeper into the T'au Empire, where they can be educated in the glory of the T'au'va. Their skills and worth are assessed. Just as their former home world and its resources are absorbed into the Empire, so too are the new aliens placed where they will best benefit the Greater Good.

Regrettably – from the T'au Empire's standpoint, anyway – many reject these diplomatic advances. Such beings cannot be left to threaten the Empire in their ignorance. The Fire caste now come to the fore, readying invasion plans that will most swiftly see the ingrates pacified. When the T'au attack, they come suddenly from the firmament with overwhelming speed and firepower, seeking to prove to their enemies the hopelessness of standing against those unified by the Greater Good. So is the lesson of acquiescence taught through force. Yet even in victory the T'au are not needlessly cruel. They seek to preserve what they can of both the enemy's world and the enemy themselves, for both will be valuable assets to the T'au Empire once conquered. As the Ethereals say, it is not the fault of those who are blind that they cannot yet see. Forced integration and re-education follows, even as the Earth caste set to work healing the planet's battle scars and resettling it as the Empire's latest outpost of enlightenment.

So have the T'au pushed back the darkness beyond their boundaries for many centuries. In the tumult following the opening of the Great Rift – known to the T'au as the *Mont'yhe'va* or Devourer of Hope – there are more worlds and species lost to darkness and terror than ever before. These the T'au will rescue no matter the cost, bringing them into the glorious light of their growing Empire.

5SE-TE-UKN.TCYR
FROZEN FORTRESSES

On the Eastern Fringe, the T'au invade the fortress world of Kendashi, Stormsurge artillery walkers using their phenomenal firepower to break open the interlocking networks of Imperial redoubts. Space Marines of the Deathwatch respond, turning the tide of the war in the Imperium's favour. Battles rage over frozen lakes, within the crumbling ruins of shattered fortresses and across windswept tundras, each side sure that victory is within their grasp.

5SE-TE-UKN.TCYR
PARADISE BLIGHTED

Commander O'Kais is sent to prepare the verdant world of Kellik for colonisation. Plague Marines of the Death Guard have already made landfall there, however, polluting the planet's great lakes and rivers. The T'au attack and foetid creatures emerge from tainted waterways in their thousands.

SPHERES OF EXPANSION

The rise of the T'au can be seen to develop through distinct phases of exploration, conquest and settlement known as Spheres of Expansion. Each is marked by a long build-up of resources and materiel, after which continual waves of exploratory missions and military campaigns follow. In this way are new septs secured, which in turn form the jumping-off points for the next Sphere of Expansion.

The events of the Spheres of Expansion have occurred over thousands of years. Still, when set against the immense distances involved in voidfaring and the comparative pace set by other expanding civilisations, their progress has been explosive. Each has spurred massive leaps in technology and understanding. Each has also come with its own traumas and costs, which T'au civilisation has borne with characteristic stoicism.

THE FIRST SPHERE EXPANSION

The initial surge out into the void saw the T'au colonise the dense star clusters around their home world. The first eight T'au septs were established during this era of enterprise and adventure. It was an era when the might and value of the Fire caste was fully appreciated by the rest of the Empire, for many worlds played host to hostile alien predators that had to be eliminated before colonisation could begin. The Water caste, too, proved their value during the First Sphere Expansion, for it was they – with



the aid of the Ethereals – who acclimatised their people to the notion of befriending and then incorporating even the strangest aliens into the Empire.

For all their efforts, though, there was one group that could not be absorbed nor even reasoned with. It took many costly disasters before the T'au accepted that the Orks – who proliferate throughout every region of the galaxy – were too savage and hostile to ever benefit the Greater Good.

The First Sphere Expansion ended only when the vast distances of space slowed progression to a crawl. It was time for the Earth caste to develop new methods of spacefaring and for the rest of the thinly spread Empire to regather its strength.

THE SECOND SPHERE EXPANSION

In the build-up to the Second Sphere Expansion, the T'au developed their first AI, incorporated countless more alien auxiliaries into their Empire and grew greatly in number. Then the Earth caste of Fal'shia Sept invented the ZFR Horizon accelerator engine, which could propel T'au voidships to near light speed. Only then did Ethereal Supreme Aun'Wei order the Second Expansion to commence. This new undertaking was to prove even more dynamic than the first, with more than a dozen new septs colonised over its span. The name of Commander Puretide dominated this period of T'au history as he led masterful campaigns to which the septs of Elsy'eir, Tash'var and Au'taal owe their existence. Even the battle-loving Orks feared to face Puretide by the time his career neared its end.

Towards the conclusion of this period of expansion, the T'au pushed forces across the mysterious Damocles Gulf, encountering the Imperium for the first time. Water caste negotiators knew initial success here, and brought a score of Human worlds willingly into the Empire before the inevitable Imperial retribution came. Driving the T'au back across the gulf, the Damocles Crusade carved a bloody path through T'au space before finally being bled of its momentum by Commanders O'Shovah and O'Shaserra on Dal'yth Prime.

In the wake of this shocking conflict, the high-placed Ethereal Aun'Va sent O'Shovah back across the gulf to attempt further conquests, only for the Commander and his followers to desert in mysterious circumstances. At the same time, the horror of Hive Fleet Gorgon ploughed into Ke'lshan Sept. The ensuing battles drained the last of the T'au reserves before the invaders were defeated. The Second Sphere Expansion was at an end.

THE THIRD SPHERE EXPANSION

The T'au Empire was almost ready to launch its third great expansion when an Ork Waaagh! of unprecedented enormity spilled from the Western Veil Nebula to attack the Vior'la, Sa'cea and T'au'n Septs. So began the Great War of Confederacy, during which Aun'Va, now Ethereal Supreme, brought the entire T'au Empire together as a unified war engine to first halt and then defeat the Orks.

Near the end of the Second Sphere Expansion, several of Puretide's most promising pupils had been placed into suspended animation against a day the Empire would need them most. It was during the Ork invasion that Aun'Va had Commander O'Shaserra reawakened, for he knew her time had come. By the end of the war, which raged for twelve t'au'cyr, Shadowsun had made her name as the greatest Commander in living memory. She was the hero of the Fire caste, victor of Vay'harrah, the dawn worlds of Kormusan and the Kresh Expansions. Moreover, the Empire that revered her had achieved a total war footing during the conflict, and its armies were now filled with blooded veterans buoyed up by victory. Knowing the moment was right, Aun'Va ordered the Third Sphere Expansion to begin.

New Earth caste advances saw the T'au voidships travel faster than ever, and with stasis chambers on board that could transport entire Hunter Cadres in suspended animation. The expansion surged across the Damocles Gulf with Shadowsun at its head. The Water caste had performed decades of preparatory negotiations amidst the distant alien worlds, and so Shadowsun's forces claimed dozens of new planets in spectacularly short order. She drove her armies deep into Imperial space, culminating in the crushing conquest of Agrellan, which was declared the capital world of the new Mu'gulath Bay Sept.

Some T'au naively believed they had the Imperium in full retreat. They did not appreciate the scale of their error until the cataclysmic Imperial counter-attack came. Only the unexpected aid of O'Shovah and his rebels saw the T'au spared from utter defeat in the meat grinder that followed, yet still it proved horribly costly. Aun'Va was slain by nightmarish Imperial assassins, though his death was kept secret. At the same time, rather than accept stalemate at the hands of upstart xenos, the Imperium unleashed an archeotech super-weapon whose fires blackened Agrellan and spread across the Damocles Gulf to drive both sides apart. It was an atrocity on a scale the T'au had never imagined, and it ended the Third Sphere Expansion in grisly fashion.

THE FATE OF THE FOURTH SPHERE

The end of the Third Sphere Expansion saw the T'au Empire hemmed in by the fires of the Damocles Gulf, the devastation left by Hive Fleet Gorgon, and the awakening Necrons of the Sautekh Dynasty. The Great Rift had opened, and the T'au looked up at this phenomenon with deep disquiet. Pushed by the Ethereals to find a solution to the Empire's sudden isolation, the Earth caste fashioned a new device from cannibalised Imperial and Kroot technologies. The AL-38 Slipstream module created a bubble of anti-matter around a ship then propelled it fast enough to pierce the skin of reality itself. Initial tests were successful, though its inventor, Fio'vre Ka'buto, warned that much more testing was needed. Aun'Va brushed aside these concerns and amassed a new fleet to begin the Fourth Sphere Expansion from Numenar Point. At a word from their Supreme Commander, the armada engaged their slipstream drives as one. The empyric cataclysm that followed was beyond the understanding of the T'au, but it swallowed the expansion fleet whole and left a churning vortex of unreality in its wake.

The fleet was believed lost. Worse, the T'au Empire now found itself under constant assault, as though the Great Rift had driven the rest of the galaxy to madness. For the first time in millennia, hope within the Empire faltered. Then came a solitary signal, relayed from a single drone exploring beyond the Zone of Silence. Upon investigating, the T'au were amazed to find that drone orbiting a spiralling wormhole and transmitting ident codes from the Fourth Sphere Expansion. Someone, it seemed, had survived.

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THE RIATOV CONFLAGRATION

Conflict rages between T'au Empire forces under Commander Darkstar, Imperial armies and Genestealer Cultists in the Riatov System of the Chalnath Expanse. As T'au and Imperial naval elements battle, a space hulk full of Orks emerges at the system's edge, flotillas of ramshackle warships sailing alongside it. The war for the system enters a brutal new phase, one which the already exhausted T'au, Human and xenocultists are not remotely prepared for.

THE FIFTH SPHERE EXPANSION

The T'au named the wormhole the Startide Nexus and sent drones through it to exchange messages and genetic samples, confirming the survival of the Fourth Sphere fleet. They fortified the region around the anomaly until it was as well-defended as T'au Prime itself. Only once they were certain all was in readiness did the Ethereals send the Fifth Sphere Expansion fleet into the nexus.

Newfound optimism invigorated the Empire. Waves of colonists sought to take part in the grand Fifth Sphere Expansion. Shadowsun was revived from stasis to lead the journey to reunite with Commander Surestrike's survivors. Massive commands of each caste joined the muster, for the dangers beyond the wormhole would doubtless be great. Even so, what the T'au found there shook their conviction. Arrayed around its exit-point was a ragged collection of vessels, deep-space arcologies and habitat pods. Several craft had been disassembled and remade into a hexagonal structure ringing the wormhole, its weapons pointing outward into the darkness of frontier space. A hail across the comms welcomed Shadowsun's mighty fleet to the Nem'yar Atoll.

Shadowsun and a cadre of senior Ethereals debriefed the haggard Surestrike and his command staff. The Edification Corps restricted the information flow between Fourth and Fifth Sphere personnel. Despite this, disturbing rumours circulated. It was said the Fourth Sphere vessels had been becalmed in a nightmarish sub-realm and that unnatural aliens had set upon them. The creatures defied the laws of nature. They manifested suddenly from thin air. They dragged out the torments of their victims, driving alien auxiliaries mad, tearing ships apart from the inside out and seeming to feed upon the growing pain and terror. Such tales were terrible, but somehow worse was the survivors' reticence to talk about the mysterious manifestation that dragged them free and tore a great furrow through unreality in the process. This, it appeared, was how the wormhole had been formed.

The survivors appeared haunted, especially in the presence of non-T'au. It was only by the insistence of the Ethereals that Surestrike allowed alien auxiliaries to board the gate. Even then, his warriors trained pulse rifles on them constantly. What had become of the Fourth Sphere's own auxiliaries was a mystery, though dark whispers spoke of forced exiles and even mass liquidation. Some theorised the Fourth Sphere T'au had witnessed something pure being corrupted beyond countenance, and now placed the blame at the door of those aliens inducted into the T'au'va.

Now it had begun, however, the momentum of the Fifth Sphere Expansion could not be allowed to falter due to such mysteries. Even as investigations continued, colonisation forces pushed out from the Nem'yar Atoll through the region Humanity knows as the Chalnath Expanse. Fourth and Fifth Sphere forces fought side by side, soon encountering old foes such as the Orks of the Ful'na Nebulae, as well as many new aliens. The first campaigns of this Expansion were successes, yet they were tainted by the controversial actions of the Fourth Sphere T'au. Massacres of non-T'au indigenes; battles in which casualties amongst alien auxiliaries were intentionally maximised; atrocities such as Dul'un Lakes and the Eight Days of Infamy: all built a picture of T'au who were willing, even eager, to air their new-found prejudices in the form of violence. After the Kroot uprising on the colony of Ky'san, the Ethereals removed all alien auxilia from the contingents of Fourth Sphere T'au. Several of their prominent Commanders were subjected to the ritual punishment of the Malk'la before being returned to the ranks or sent back to the Empire for re-education.

Despite these tragedies, the septs of Fe'saan, Kor'tal and Yo'vai were soon established and thriving. Beyond their borders, the T'au confirmed the presence of bastions of the omnipresent Imperium and braced for the inevitable retribution for their colonisation efforts thus far. To their surprise, the Human systems appeared heavily disrupted, their communications and interstellar travel minimal. Spy drones observed sprawling civil wars and uprisings on many Imperial planets. Far from massing for a counterstrike, the Humans appeared mired in their own troubles. Yet before the Fifth Sphere forces could exploit the foe's weakness, another threat emerged.



Bloated, rust-caked Human warships burst from some inexplicable sub-realm and attacked the Nem'yar Atoll itself.

STRANGE CONFLICTS

A bloody naval battle followed. Identifying the enemy as the Death Guard, O'Shaserra knew this foe could not be permitted to pass through the wormhole to threaten the Empire. She recalled all Air caste vessels that could reach the Atoll in time. The Commander then raced to the aid of the outmatched defence fleet, orchestrating cunning Kauyon strategies from the moment she entered the battle-sphere. Gunship squadrons lured enemy warships into devastating crossfires, only for the foetid hulks to soak up impossible punishment. Plague munitions rippled through the void to stave in Nicassar Dhows, or chew through the hulls of T'au colony ships. Punishing boarding actions pitted Fire Warriors against hulking brutes who spread their weaponised phages through the T'au ranks. Fearing her efforts would not prove enough, O'Shaserra sent a prototype messenger drone streaking back through the wormhole, warning the defenders in the Zone of Silence to ready themselves. Despite all the T'au could do, a portion of the Death Guard fleet muscled their way through. In that moment of despair, however, the remaining plague ships disengaged. Shadowsun and her comrades watched as the enemy melted away into the void, leaving devastation in their wake. Stranger still, as the days stretched on beyond the wormhole, no enemy craft emerged. At last, the T'au were forced to conclude that none would. Yet still the defences in the Zone of Silence remain bolstered and vigilant, lest a foe thought vanished should emerge again.

The battle of the Atoll had mauled the Fifth Sphere fleet, yet O'Shaserra did not allow this to halt their progress. Instead, the T'au pushed out into Human systems riven by internal strife. Here and there the Water caste found populations desperate for the succour of the T'au'va. Yet the T'au also found *Gue'la*, or Humans, tainted by alien mutation, or else fallen to the insanity that was now becoming depressingly familiar. Meanwhile, those worlds that did resist clung harder than ever to their fanatical faith. The cardinal world of Astorgius was especially costly to pacify thanks to the zealotry of its defenders, while on Cestis and Saint's Halt, black-armoured Space Marines struck with disturbing insight. In the Pekun System, it was the alien-Human hybrids who gained the upper hand, forcing the T'au to employ stealth insertion tactics to destabilise their warring foes. Gradually, with great effort, the T'au claimed one world after another for the growing Nem'yar Atoll. Further and further out spiralled the conflict, drawing in fresh Imperial forces, rampaging aliens and contingents sent from the Empire or else raised amidst the freshly founded septs. The T'au had made great strides upon this new front. A mighty adjunct to their Empire was growing from bitter seeds, yet the fight to defend and to expand that territory was only just beginning.



CASTE SYSTEM

So completely have the T'au absorbed the concept of the Greater Good that it has come to shape their entire society, and even their physical and mental makeup. Long now have they been divided into castes, each with its own strictly delineated responsibilities to the Empire and the other castes.

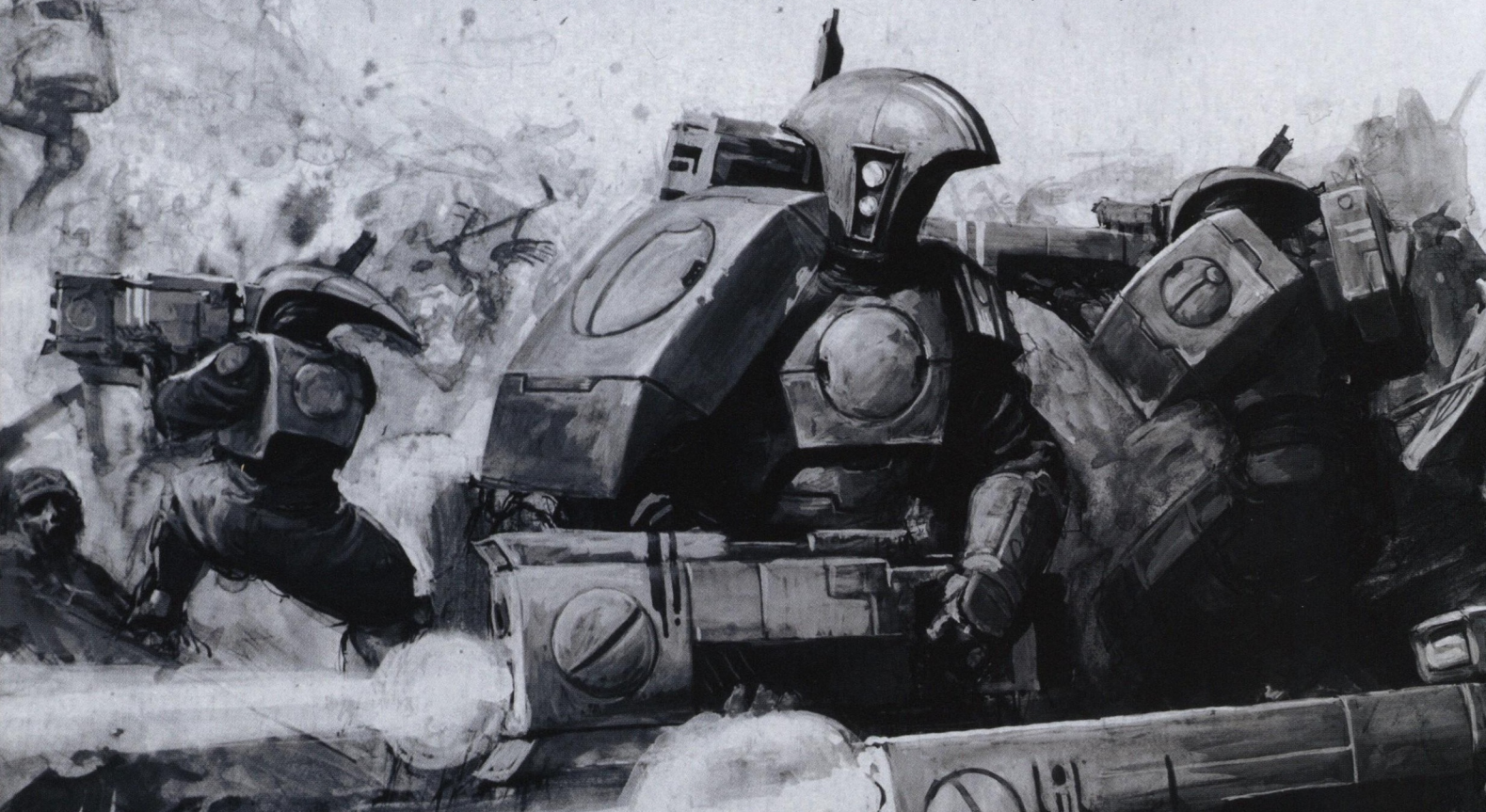
The T'au caste system transforms their society from countless individuals to a coherent whole, comprising four hard-working component elements directed in all things by a fifth. T'au are born into their castes, live their lives by the tenets of that caste, and all hope to eventually pass away having furthered its contribution to the Greater Good. The Ethereals permit no interbreeding between T'au of different castes. They further monitor the development of each as a careful gardener tends to their plants, paring away weak or recessive shoots while ensuring the healthy limbs are given all they need to thrive. The T'au themselves do not question the righteousness of this system. It is as natural to them as the progression of day and night, or the action of gravity or time. They accept all of the societal and personal restrictions placed upon them by their Ethereal masters as necessary for the Greater Good and think no more about them.

Even within their caste, most T'au have their place marked out for them as need dictates. That said, the T'au Empire is – broadly speaking – a meritocracy in which excellence is recognised with progress. In the Fire caste this takes the form of advancement through the ranks and brings honours such as piloting a battlesuit or rising to command armies. By comparison, a skilled Earth caste T'au might be plucked from a more menial role and propelled into a lifetime of scientific or technological experimentation, or the architectural design of grand structures. One might be forgiven for thinking that T'au society would frown upon individuals taking pride in their achievements, but it is not so. Rather, each individual is encouraged to derive the greatest satisfaction from their works, military conquests, new discoveries and the like, with two crucial caveats. The first is that all such labours are equally as important to the Empire and that a humble labourer who finishes raising a wall should be prized just as highly by her fellows as should an ace pilot who shoots down many enemy fighter craft, or a Fire caste Shas'o who conquers a world for the Empire. The second is that all such personal glories are won for the Empire, not for the individual. This subtle but crucial emphasis ensures that the vast majority of T'au strive their whole lives with willing enthusiasm to achieve all they can for the T'au'va, and goes some way to preventing factionalism or damaging rivalries between the castes.

The T'au have a tendency towards short lives when compared to the average Human. Coupled with their lightning-fast evolutionary advances and the rigidity of the caste system, this has led them – over countless brief but bright-burning generations – to diverge into something closer to four interdependent subspecies. All are still recognisably T'au; they are humanoid in

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THE VORIDIUM SCEPTRE

Amenex Soulrend, Exalted Sorcerer of Tzeentch, unleashes his Silvered Sons against the newly founded sept world of Dy'aketh. While his forces incinerate all in their path on the surface, Soulrend and his personal retinue head underground to reach an Earth caste facility. There T'au scientists are studying a strange, voridium crystal sceptre. Soulrend is about to seize the artefact but warriors piloting experimental battlesuits intervene.



form, with hoof-like feet and blue skin whose shade depends upon their world's proximity to its nearest star. However, no T'au could ever mistake a member of another caste for their own and indeed even their physiology differs quite markedly. Those who have fought the T'au Empire and become used to the comparatively burly and aggressive Fire caste would be surprised at the sight of a squat, broad Earth caste T'au, an elegant and swift-witted trader of the Water caste or – strangest of all – one of the willowy Air caste with their etiolated build and gangling limbs.

One of the few apparent constants that unites all the castes is an absolute lack of sensitivity to the empyrean. There are, seemingly, no psykers amongst the T'au, nor any tendency towards the uncontrolled mutation that the warp's touch brings. It is unclear to what degree the Ethereals know of or comprehend the hellish dimension that roils beneath the skin of realspace, but it is readily apparent that the Empire they rule understand nothing of it. In many ways, of course, this is a blessing, for the touch of the warp is wholly corrupting. Yet in others, for a people pushing ever further into a dark and violent galaxy where the power of Chaos is on the rise, it is a perilous blind spot.

FIRE CASTE

The Fire caste constitutes the warriors of T'au society. It is the duty of these soldiers to protect the other castes, and to eliminate any foes foolish enough to oppose the will of the T'au Empire. Long ago the Fire caste originated from the hunter tribes of the plains. Even then they were already the strongest and most aggressive of all the T'au. Through the years, the Fire caste's desirable traits of strength and physical size have continued to increase, and any weak strains are quickly weeded out. They are guided by an enduring creed known as the Code of Fire, which stresses martial arts, loyalty, and merciless war tempered by wisdom. The Fire Warriors spend their entire lives either in battle or preparing for it, constantly honing their tactics and relentlessly working to improve their combat skills.

EARTH CASTE

The Earth caste comprises the artisans, engineers and labourers of the T'au. It is by far the most populous of the castes. It is they who construct machines, raise colonies and cities, and provide food for the rest of the T'au Empire. Without the Earth caste, the farms would not produce and the factories would stand idle. The menial levels of the Earth caste are sturdy labourers who toil ceaselessly. Its foremost minds, by comparison, become engineers and scientists, inventors beyond compare. It is they who fashion the sophisticated technologies and forward-leaping innovations that are so prevalent throughout every level of T'au society, and who ensure the Fire caste have the weapons they need to fight their wars.



WATER CASTE

Water is the element that can be found in all living things, flowing continuously to allow life to function. Such is the comparison oft-repeated by the bureaucrats, politicians, diplomats and administrators of the Water caste. In essence they are the civil servants who make T'au society run smoothly. The Water caste make up the merchants, traders and ambassadorial corps moving fluidly among the other castes and any aliens incorporated into the T'au Empire. They assuage fears and ensure all negotiations are handled with great efficiency. This subset of the T'au has always displayed a gift for linguistics, a talent that has grown even more refined over time. The Water caste are able to learn alien languages with ease, and show a remarkable aptitude for understanding and emulating even the most nuanced aspects of social, religious and political interaction.

AIR CASTE

In ancient times, the T'au of the Air caste were messengers, but they now fill the role of pilots and spaceship crews, transporting goods and warriors to where they are needed or pushing back the boundaries of known T'au space. The Air caste – sometimes called the invisible caste – are the unseen force, for they rarely, if ever, set foot upon planets. Most Air caste T'au spend the majority of their lives in void transit or aboard space stations. Their bodies have evolved to their new circumstances, no longer bearing wings as they once did, but instead exhibiting longer and lighter frames in response to their low-gravity existence. Hollow bones allow the pilots of the Air caste to withstand great acceleration, though they are conversely weak and ungainly on worlds with even moderate gravity. In battle, the Air caste rain death from the skies while crewing either attack fighters or bomber craft in support of the planet-bound Fire Warriors.

ETHEREALS

The Ethereal caste stand apart from their people. They rule the T'au as a wise and patient adult might guide spirited, if occasionally wayward, youths to realise their truest potential. Sometimes serene and benevolent, other times hard and stern as stone, it is the Ethereals who divine the needs of the Greater Good, and who decree the ways in which the T'au Empire may bring it about.

The Ethereals rule T'au society. They are longer-lived than the other castes and this gives them greater scope of vision. It is they who determine the goals of their Empire, and who guide their people's feet upon their chosen paths. For their part, the T'au view the Ethereals with a reverence bordering on the religious. Secular rulers; priests; grand galactic strategists: the Ethereals are all these things, and the respect they are paid is absolute.

The Ethereals perform a unifying role within the T'au Empire. They take counsel from senior members of each caste, but ultimately all decisions are theirs to make and responsibilities theirs to be borne. Ethereals must motivate. They must lead, encourage or rein in the T'au of the other castes as need dictates. They do all this with the absolute confidence of those who know they possess a monopoly upon the truth. Amongst their most important duties is the orchestration of propaganda that is beamed endlessly across the T'au Empire to spread hope and determination. It is small wonder that T'au interstellar communication technology has seen advancement every bit as meteoric as that of their void craft or military hardware.

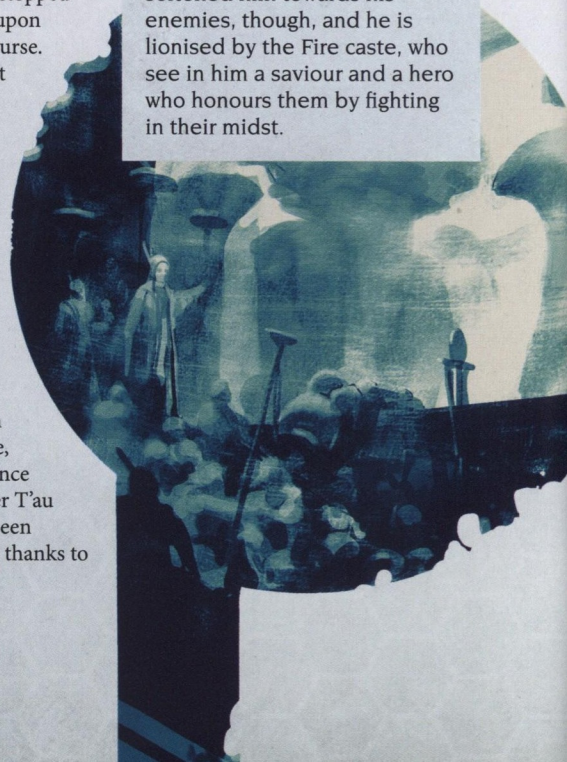
To their own people, the Ethereals are infinitely wise rulers, ruthless when they must be but ultimately altruistic. To outside species they cultivate a more aloof appearance. They do nothing to dissuade more primitive alien species from deifying them, or more recalcitrant peoples from fearing them as all-knowing and perilous to anger.

No one, neither T'au nor alien observer, knows how the Ethereals exert such unquestioned authority over their people. This is due in part to the suicidal lengths T'au will go to in defence of their Ethereals; rare indeed is the capture of these revered beings, for entire Hunter Cadres would rather go to their willing deaths than know the crushing shame of having allowed their assigned Ethereal to be captured or slain. Lack of experimental subjects has not stopped Imperial biologians from speculating upon the mechanisms of Ethereal rule, of course. Discarding as facile the suggestion that the T'au simply believe unswervingly in their xenos creed, such magi have suggested everything from veiled psychic domination or pheromonal control to even more outlandish theories, like mass hypnosis or the deployment of invisible organic nanites.

Whatever its method, the Ethereals' effect upon their people is very evident in battle. There they evoke the elemental truths to inspire nigh on supernatural feats of accuracy, courage, speed and resilience. Their mere presence evokes something like zealotry in other T'au and countless desperate defeats have been transformed into improbable victories thanks to the leadership of an Ethereal.

AUN'SHI

The Master of the Blade and Hero of Fio'vash is an Ethereal hailing from the proud martial sept of Vior'la. He is the epitome of the warrior Ethereal and understands the necessity of war, joining the Fire caste in their rituals, training and hardships. Aun'Shi believes absolutely in the T'au'va and the manifest destiny of the T'au Empire, and he will not take his rest until he sees the promise of both fulfilled. Most Ethereals are dignified and enigmatic beings, standing ever aloof even from the soldiers of the Fire caste amidst whose ranks they go to war. Not so for Aun'Shi. He is a grizzled combatant, a master of many fighting styles that he has honed over long years until his honour blade has drunk the blood of hundreds. Despite all this, he privately longs for peace, and does not glory in such killing. To Aun'Shi, war is but a sad necessity upon the road to eventual galactic peace. This outlook has never softened him towards his enemies, though, and he is lionised by the Fire caste, who see in him a saviour and a hero who honours them by fighting in their midst.





AUN'VA, THE ETHEREAL SUPREME

Aun'Va is the oldest and highest-ranking of the Ethereal Council. His voice is law across the entire T'au Empire. His hand is visible in many of his people's greatest achievements. Aun'Va is revered almost as a living deity and the mere rumour of his arrival is enough to double Earth caste production quotas, propel military conquests to their victorious conclusion, and trigger countless sombre yet jubilant ceremonies.

Despite his irreplaceable value to the Empire, Aun'Va is often seen upon the forefront of T'au military campaigns. He does not seek to fight himself. Rather, he allows his awe-inspiring presence to drive the Fire and Air castes to fight like heroes of legend. The Si'oca System victory; the Pronouncement of Mount Scion; the remarkable El'yash Gauntlet: these and countless other tales are beloved across the Empire, with each painting the Ethereal Supreme as the architect of absolute, glorious triumph. Nor are Aun'Va's achievements restricted to the battlefield, for he is an orator and negotiator of sublime skill and has brought even the most challenging alien species into the Empire's fold.

Aun'Va has lived countless lifespans, even for an Ethereal. Yet his people accept this as simply another facet of his legend. He is to them an icon of longevity, stability and purpose whose mortality could never be countenanced. This is unfortunate, as the true Aun'Va is already dead, slain by an Imperial Culexus Assassin during the apocalyptic conclusion of the war beyond the Damocles Gulf. Knowing the cataclysmic impact his death would have upon T'au society, the Ethereals have since employed solid-light technology coupled with AI personality matrices to give the Ethereal Supreme a simulacra of life beyond death that has, thus far, fooled the worshipful masses. Of course, his Honour Guard may now never leave Aun'Va's side, and none may ever be permitted to touch him, for the labyrinthine deception must never be revealed.

T'AU MILITARY

The Fire caste form the military mainstay of the T'au Empire. They are professional soldiers, trained and equipped to the highest possible standard before being deployed to wherever their people need them most. The might of the Fire caste maintains the ongoing momentum of T'au colonial expansion and forms the final argument against those who would impede the advance of the Greater Good.

The warriors of the Fire caste are trained from their youngest days and indoctrinated into the traditions and philosophies of the Code of Fire. They are raised to value honour and reason. They appreciate the application of balanced and well-thought-out strategy and the maintenance of self-control – never will the Fire caste fall back into the madness and barbarity of the Mont'au.

To this end, the central pillars of T'au military doctrine are superior mobility and the application of overwhelming firepower. Not for the Fire caste the costly last stands, pyrrhic victories and ghastly meat-grinders favoured by Humanity or the Orks. For one thing, though it spans many star systems, the T'au Empire is still minuscule when examined upon a galactic scale. Its population is only so large, can only replace its casualties of war so fast, and struggles to keep up with the demands of ever-expanding colonial borders. Were the Fire caste to throw away lives without good reason, the equation would become impossible to balance. Yet more than this, the T'au scorn such wasteful tactics as the last refuge of the terminally inept or barbaric. No Fire Warrior would hesitate to lay down their life if they believed it would further the cause of the Greater Good. Yet they would

not willingly engage in senseless martyrdom. Indeed, should a Fire caste Commander lead their forces to victory at steep cost in lives, they are more likely to be shamed for the price of their conquest than feted for its achievement.

The armies of the Fire caste concentrate on subduing their enemies while preserving their own soldiers' lives. Their way of war relies upon momentum and continuous movement. It puts little stock in the capture of swathes of territory for the sake of planting flags. Indeed, their enemies' compulsion to hold symbolic but strategically meaningless locations such as sacred temples or static fortifications often plays into the hands of the Fire caste, who can factor such illogical actions into their own plans. They will, of course, fight to secure sites such as communications hubs, supply depots, orbital defence silos and the like. Yet even then, this is done primarily to deny such assets to the foe. Ultimately the Fire caste seek to wear away their enemies' capability and willingness to fight on, and thus secure their capitulation with the minimum needless slaughter. Thus they will often destroy captured strategic sites rather than claim them for their own; not only does this prevent costly and escalating static engagements, but also the T'au eschew co-opting enemy installations when they can instead rely upon their own – clearly superior – military equipment.

ARSENAL OF THE T'AU'VA

Thanks to the tireless efforts of the Earth caste, T'au technology is superior to that of almost any they have encountered. The Fire caste acknowledge that even their most physically formidable warriors give something away in both reaction speed and brawn when set against many of the dangerous aliens they fight. Rather than try to compete upon what they view as the most barbaric level of warfare, the T'au instead look to technology, training and devotion to the Greater Good to stack the odds in their favour. Even the lowest-ranking and untested Fire Warrior takes to the field clad in resilient battle armour, one shoulder guard of which doubles as a formidable anti-ballistic shield. Their pulse firearms employ induction fields to propel particles that break down and create focused plasma blasts that can either be projected over extremely long ranges, or in rapid storms of short-range fire. Such weaponry ensures Fire Warriors are well equipped to win firefights against most other infantry in the galaxy. Their helms boast hardened communications and sensory-display systems, and in battle their teams can call upon the support of an array of specialised, AI-controlled drones. These loyal and resilient machines fulfil a wide range of roles, from flying force field projectors or energy transmitters that augment T'au weapons, to mobile fire support platforms or grav-wave generators.

To make best use of their available arsenal, the Fire caste place heavy emphasis on skilled marksmanship under pressure and the use of firearms over brute force even at close quarters. The result is a battle line of infantry that subjects the enemy to unrelenting storms of high-powered anti-personnel fire whether pressing forward on the attack or holding steady in defence.

For all their technology, the Fire caste focus just as much attention on the personal and spiritual strength of the soldiers that wield it. Many teams train together from a young age, competing with and supporting one another until they are closer than any family. The ultimate expression of this bond is a ritual known as the ta'lissera, which roughly translates to a type of communion or binding oath. Those who have sworn such an oath as part of a bonding knife ritual may address each other by their individual names and have vowed to support one another unto death. It is not uncommon for teams to progress together as well – veteran Fire Warrior Teams may even earn promotion to the rank of Shas'ui together. Each might serve for a time as a squad leader for a different Strike Team or Breacher Team before the survivors are reunited as an XV8 Crisis Battlesuit Team.

If Fire Warriors were all that the Fire caste could bring to bear, then they would already be a powerful, albeit limited military force. However, these are but the line infantry who provide the backbone for the armies of the T'au Empire. Most are borne into battle aboard well-armoured gravitic hover-transports that keep the Fire Warriors mobile – and well protected and supported – amidst the perils of the battlefield. Others man fortifications that are themselves grav-capable. Aboard these the Fire Warriors can ride, facilitating mobile fortresses that can redeploy at need and carry their own garrisons with them as they go. Some Fire caste soldiers deploy as elite Pathfinders who scout the foe and mark targets for long-ranged elimination, or spot for teams of deadly MV71 sniper drones.

Then there are the supporting formations: heavy gunships such as the TX7 Hammerhead or TX78 Sky Ray; mobile artillery assets such as the mighty Stormsurge; a wealth of Air caste air support ranging from smaller fighter craft to huge tank-hunters like the AX-5-2 Barracuda and the vast Manta dropship; the plethora of iconic and deadly battlesuits that so epitomise the technological supremacy of the T'au way of war. Only the most veteran and proven Fire Warriors are permitted to pilot these

WEAPONS OF ENLIGHTENMENT

The T'au utilise a wide range of different weaponry, their arsenals growing in size and capability with each passing season as the Earth caste develop more advanced technologies.

Ion weapons, ranging from the infantry-portable ion rifle up to the Hammerhead Gunship-mounted ion cannon unleash high-energy streams that react destructively when they strike the target, and are capable of vaporising flesh and metal. Rail weapons use linear accelerator technology to project a solid shot at hyper-velocity to punch through armour and kill the largest of enemies. Weapons such as the airbursting fragmentation projector and smart missile systems both incorporate simple AI in their bomblets and warheads to maximise damage inflicted or to seek foes hidden in cover.

wonder-weapons, and wherever they strike they dominate the battle-sphere.

Taken in their entirety, the armies of the Fire caste are versatile and deadly even before factoring in the orbital support provided by their Air caste allies in the void above. This is a war machine honed to perfection, yet always willing to adapt and develop further so that it might better serve the Greater Good. Fundamental to the operation of this cutting-edge military machine are the philosophies of war that all Fire Warriors must strive to master.

TACTICAL PHILOSOPHIES

By far the two most common forms of military tactics used by the T'au are Mont'ka and Kauyon. Each method is taught in depth by the great Fire caste academies, and each has its own adherents amongst the masters. Both styles are based on hunting techniques that date back to the early years of the T'au's evolutionary and social development, each representing one of the two broad approaches to ensnaring and slaying the quarry.

Kauyon, which roughly translates as the patient hunter, is the oldest of the T'au ways of war. This style of combat relies upon employing one or more lures to draw the enemy in, before closing the jaws of the trap upon the foe once they have committed. The lure itself may be T'au teams, striking then feigning retreat. It may be enemy forces intentionally cut off and tricked into calling for help, or battlefield assets the enemy considers too precious to abandon to the T'au. True masters of Kauyon employ layers of contingencies and multiple mobile lures to pull apart their enemies' cohesion before striking with sudden and decisive fury.

Mont'ka is the other leading T'au military philosophy, and it is both aggressive and risky to execute. Translating as the killing blow, this strategy centres around highly mobile attack forces identifying key targets and assailing them with overwhelming force before withdrawing to safety. Timing and intelligence are key to Mont'ka – launching the attack against inadvisable odds, or at an inauspicious time will likely spell disaster. Thus do the Fire caste plan every detail of their strike before it is launched, further building in contingencies to prevent needless casualties should fate or a cunning foe intervene. Mont'ka may well come in rapid, overlapping assaults from different directions, the T'au employing their mobility and firepower to keep the enemy off balance. In the end, the decision to launch a Mont'ka or to call it off lies not with its Commander but rather with troops on the ground who have the best visibility. So it is that many Mont'ka attacks are called down by trusted teams of Pathfinders behind enemy lines, while the successful execution of such an attack brings great honour to Pathfinders and Commander both.

Of all the Commanders ever to lead or to teach, the famed Commander Puretide was perhaps the greatest master of Mont'ka, Kauyon and of other more unusual philosophies of war. Grievously wounded toward the end of his life, Puretide became a hermit, spending his last years committing his accumulated wisdom and experience to posterity. He wished to pass on his uniquely balanced style of war so that, after his death, others could build upon his successes.

All Fire caste academies, from the world of T'au itself to the far reaches of the Empire, teach Puretide's work. The most promising students – perhaps only one in every generation – can still apprentice directly under the tutelage of Puretide himself. These elite disciples spend time with the old master thanks to the Earth caste's holographic programming technology, which provides an interactive AI that thinks, responds and contemplates. The Ethereals tightly control access, but those few who meet the requirements join Puretide at his retreat atop Mount Kan'ji on Dal'yth Prime. Despite his efforts, few – if any – of Puretide's students have grasped the full scope of his balanced enlightenment. Yet names such as O'Shovah, O'Shaserra and the much-feared O'Kais are associated with the old master's tutelage and – while none mastered true balance like their master before – each emerged as a savant of their chosen martial philosophy.

5SE-TE-UKN.TCYR
METAL LEGIONS MARCH

The west of the T'au Empire is assailed by the living-metal legions of the Necron Sautekh Dynasty. Commander O'Vash, protégé of the legendary Commander Shadowsun, leads the T'au response. A master of Kauyon, he deploys delaying tactics, knowing that he needs many more warriors to truly prevail.



SOCIETAL RANKS

T'au names are multi-part and incorporate both the owner's individual identity and also their station and origins within society. While non-T'au would struggle simply to articulate these names as they are meant to sound, to fellow T'au each component carries layers of subtle meaning dependent upon which caste or sept the owner hails from, and the nuance placed upon each word. The system holds true throughout all the castes, doubling for those in the T'au military as their ranking structure.

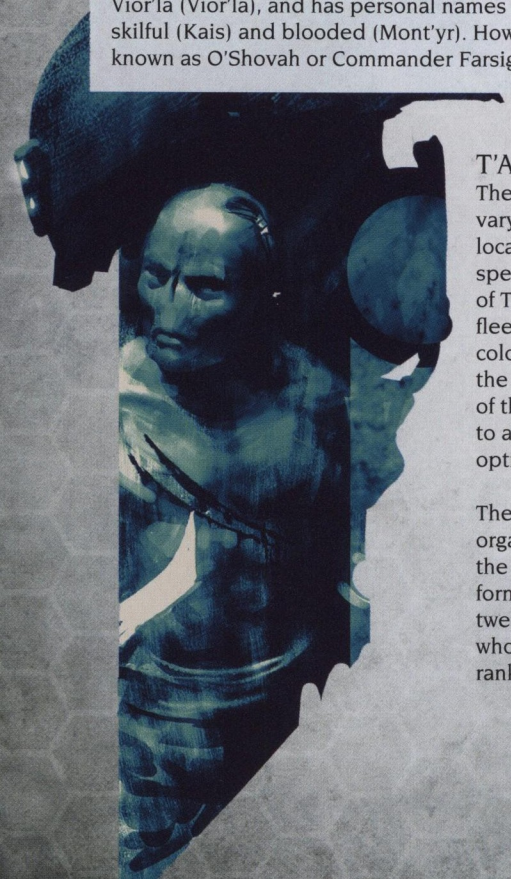
The first component of a T'au name is the all-important prefix that states which caste they were born to. These are Shas for the Fire caste, Fio for the Earth caste, Kor for the Air caste and Por for the Water caste. Next is the portion that ascribes rank, which can change as a T'au advances – in the case of the Fire caste, by passing the infamous Trials by Fire. For each caste, the translation of these ranks would be subtly different. Within the Fire caste, they are best interpreted as follows:

'la – Warrior
'ui – Veteran
'vre – Hero
'el – Noble, or possibly Knight
'o – Commander

Next comes the name of the sept that the T'au hails from. Each sept has their own reputation be it for wisdom, aggression, innovation or other predominant traits, and so the sept name brings with it certain connotations.

The last component is the individual name. This is earned in recognition of achievement, and a T'au can gather multiple such names over the course of their lives. In the case of those with many such monikers it is common for these to be truncated.

As an example of how a T'au title translates, the name Shas'o Vior'la Shovah Kais Mont'yr can be broken down as follows: the individual is a member of the Fire caste (Shas), holds the rank of Commander ('o), hails from the world of Vior'la (Vior'la), and has personal names that translate as far-sighted (Shovah), skilful (Kais) and blooded (Mont'yr). However, this T'au is more commonly known as O'Shovah or Commander Farsight.



T'AU MILITARY ORGANISATION

The T'au Empire's military campaigns vary in scope and requirement, from localised policing of alien piracy or remote special operations beyond the borders of T'au space, to full-blown expansion fleets whose duties are equal parts rapid colonisation and martial conquest. Thus, the strategic composition and doctrine of the T'au military is kept fluid in order to allow the different castes to work in optimal conjunction.

The smallest unit of T'au military organisation is the team, or *la'rua*. Within the context of the Fire caste this is a formation comprising between five and twelve soldiers including a team leader, who may or may not yet have earned the rank of Shas'ui.

Multiple teams are combined beneath a single Commander into a cadre or *kau'ui*. By far the most common of these formations is the Hunter Cadre, a tactically integrated battlefield force built around a core of Fire Warriors but further incorporating battlesuits, armoured transports and gunships, alien auxiliary units and mobile artillery. The precise composition of each Hunter Cadre varies depending upon available assets, the strategic situation and the preferences of its Commander. Regardless of their specific makeup, however, Hunter Cadres remain the dependable and adaptable mobile mainstay of most T'au deployments. There are numerous more specialised types of cadre standardised within the Code of Fire: the Rapid Insertion Cadre, which comprises only battlesuits; the Infiltration Cadre, made up of Pathfinders and Stealth battlesuits; the Auxiliary Reserve Cadre, which fields only alien auxiliaries; the Armoured Interdiction Cadre, which masses T'au gunships in a devastating direct-strike formation; the list continues and is always growing, for the Fire caste encourage innovation in the optimal deployment of both new and existing military assets.

Contingents, or *tio've*, are temporary assemblages of multiple cadres and are formed for the completion of specific campaign objectives. A contingent will be commanded by its most senior Commander, except upon those occasions when an Ethereal chooses to take direct command themselves. Upon the completion of its stated aims, the contingent is dissolved, and its elements redeployed to new contingents as the situation requires. In recent times, multiple contingents have been gathered into still larger formations known as communes, or *ka'vaal*. It is a symptom of the ever-growing scale of the wars the T'au must fight that such a sizeable formation be required at all. Yet there is no denying communes have proven highly effective, especially when they combine contingents from different septs in an alloy of specialisms and mutual cooperation.

Lastly, all the T'au forces committed to a single location or war zone are referred to as a coalition, or *shan'al*. Each coalition is ruled over by an Ethereal Council. It is further made up of commands, known as *uash'o*, which are the forces committed by each caste to that location of the war zone. For example, all the Fire caste fighting on the world of Ulmeth would be referred to collectively as Fire caste Command Ulmeth.

O'SHASERRA

COMMANDER SHADOWSUN, SPEARHEAD OF THE GREATER GOOD

Amongst the finest pupils of Commander Puretide, O'Shaserra is the foremost living proponent of Kauyon, and amongst the T'au Empire's most iconic war heroes. Clad in her highly advanced XV22 Stalker battlesuit, Commander Shadowsun employs her strategic genius to orchestrate elaborate battle plans, all while engaging and destroying the enemy's most valuable assets.

More than four hundred years before the present day, the humble Shas'la who would become Commander Shadowsun was the prodigy of the Fire caste academies. So exceptional was her performance that she was given the opportunity to study at the feet of the great master, Commander Puretide. There she continued to excel. Despite being Puretide's youngest pupil, she outstripped all of her peers bar one, Commander O'Shovah. O'Shaserra and O'Shovah developed a deep and abiding rivalry that pushed both of them to ever-greater feats of excellence in the name of the T'au Empire. That rivalry carried over to the bloody campaign upon Dal'yth Prime, where the two Commanders between them bled the momentum from the Imperial steamroller offensive. It was O'Shovah's dynamic deeds that gained greatest recognition during that fight, yet none of his Mont'ka tactics would have been possible had it not been for Shadowsun's meticulous Kauyon strategies.

In the wake of that conflict, Commander Farsight was selected by Aun'Va for a daring new mission beyond the Damocles Gulf. Shadowsun – along with a number of Puretide's other living pupils – was sent into suspended animation in preparation for a time when the Empire would require new heroes. No doubt a restless and competitive being like O'Shaserra chafed at being consigned to the long sleep while her rival continued to win victory after victory for the Empire. Yet she showed her true dedication to the T'au'va that day by accepting without question the decision of the Ethereals. O'Shaserra knew the time would come when she would best serve the Greater Good, whether that would take decades, centuries or millennia. So it did, during the Great War of Confederation against the overwhelming Ork threat.

Having been revivified upon the order of Ethereal Supreme Aun'Va and given command of increasingly sizeable T'au forces, Shadowsun demonstrated her genius at Kauyon warfare time and time again. Yet it was her audacious strike to end the Kresh Expansions that sealed her reputation as the T'au Empire's greatest hero. She led a Stealth Cadre into the heart of the Ork encampment to land the killing blow, timing her attack to coincide with an artificial eclipse and using low-flying Orca dropships to deploy her entire cadre by jump-jet direct into the enemy lines. Under the cover of this unnatural darkness, Shadowsun and her elite warriors silently picked off the Ork leaders one by one. O'Shaserra herself expertly hunted the Ork warlord, cutting him down with precision fire before ordering the rest of her cadres to launch their own attacks. Shorn of their leaders, the Orks collapsed into panicked anarchy and, by the time the sunlight burned through the artificial veil, the battle was over. On that day, a new Fire caste legend was born.

Promoted to Supreme Commander, O'Shaserra made her address from the Mont'yr battle dome, the site where Commander Farsight had famously trained. Arriving resplendent in a new prototype XV22 battlesuit gifted by the Earth caste, she was a sight to stir the martial hearts of all who viewed her. With the entire Fire caste watching, Shadowsun began by firing her weapons at the statue of Farsight, obliterating the effigy of this hero-turned-deserter. As the dust settled, she outlined the new campaigns the T'au Empire would soon embark on. She spoke of honour, the sacred Code of Fire and the all-important law of the T'au'va. After this address, every Fire Warrior shouted in one voice, ready to follow their new Commander to any end.

Since that day, though she has been returned to stasis more than once, Commander O'Shaserra has remained the champion of the Empire. It was she who led the Third Sphere Expansion to so many glorious victories, and who ensured the establishment of septs that have endured beyond the Damocles Gulf ever since. During that conflict she led the assault that conquered the world of Agrellan in a single day, and it was Shadowsun also who outmanoeuvred and struck down Corvin Severax, then Chapter Master of the Raven Guard Space Marines. It was Shadowsun, too, who spearheaded the Fifth Sphere Expansion's leap into the unknown beyond the Zone of Silence. In the Chalnath Expanse she secured many fresh victories and masterminded system-wide campaigns of conquest. Some were subtle and diplomatic, others overwhelming martial masterpieces.

Following her impressive victory on Astorgius, Commander Shadowsun turned her strategic genius to once again battling her oldest foes, the Orks. Vast numbers of them had been drawn by the three-sided and anarchic campaign raging through large swathes of the Chalnath Expanse. They poured from the Ful'na Nebulae in ragtag invasion fleets. With the Thaxaril, Riatov and Barolyr Systems barely pacified, and fierce conflict still raging on half a dozen other fronts, O'Shaserra was unwilling to allow this new menace to destabilise the precarious expansion of the Nem'yar Atoll. Deploying her forces in a complex web of interlocking positions throughout the Vy'las, Mets'ah and Aso'da Systems, she has begun a detailed military campaign with Kauyon philosophy at its heart. In this way she plans to bleed dry the Orks' momentum and utterly crush the threat they pose to the Fifth Sphere Expansion.







The Warriors of Pech

THE KROOT

The Kroot are by far the most common alien auxiliaries serving in the Fire caste's armies, with many billions of their kind armed for war and assigned to Hunter Cadres of nearly every sept. Although their primitive aggression is viewed with distaste by the T'au, such inherent savagery makes them particularly effective shock troops.

The T'au and the Kroot have long enjoyed a mutually beneficial alliance, dating back to the First Sphere Expansion. A T'au exploration fleet encountered a fierce battle between the brutish Orks and another species which they later learned was the Kroot, who they saw possessed a tenacious and hardy spirit. Compelled to aid the Kroot, the T'au went on to fight beside them for many years, eventually freeing the avian species' enclaves . This conflict became known as the War in the Place of Union, and it ended upon the Kroot home world of Pech. In its wake, the Kroot pledged to fight for the Greater Good – in exchange for regular payment.

THE KROOT AT WAR

Compared to the T'au, Kroot are warlike and bloodthirsty. Yet they are neither stupid nor bestial. The Kroot are uncommonly skilled trackers, infiltrators and wilderness fighters, experts in fieldcraft who swiftly master the perils and boons of each new ecosystem they encounter.

When fighting for the T'au, the Kroot act as scouts, ambushers, skirmish screens and counter-offensive close-combat reserves. Their speed, survival skills and natural ferocity are all traits the T'au lack in comparison and, as in the case of hand-to-hand combat, have no desire to develop. The Kroot give T'au Commanders even greater flexibility in both Kauyon and Mont'ka strategies. The avian aliens are naturally suited to the role of the patient hunter, and can operate in terrain difficult even for Pathfinders or Stealth Teams. For those Commanders who favour Mont'ka, the Kroot are superb terror troops who can storm enemy lines from hidden positions and pave the way for the rest of the T'au army.

When fighting independently, Kroot Warpacks operate primarily as guerrilla forces. They melt away into the densest terrain after whittling their enemies down with repeated rifle volleys. In this way they can outlast and outwit most foes. This does not mean the Kroot are incapable of delivering furious attacks, however – their onslaughts are terrifying to behold. They leap into the fight while voicing shrill avian cries. Blades at each end of their rifles allow them to hack and slash at their foes, the most skilful spinning these weapons like blurring quarterstaffs. Yet the Kroot possess natural weapons also, in the form of talons and beak-like maws lined with sharp fangs. They have no qualms about using these to rip their enemies to bloody tatters. On unnumbered battlefields, the Kroot have been witnessed rabidly consuming the flesh of their foes in a savage feeding frenzy. Sometimes, their enemies have yet to die when the Kroot rip at their flesh, break off their limbs or tear into their necks.

PHYSIOLOGY

Kroot are tall, wiry and possess a light, almost hollow, bone structure. This gives the appearance of physical frailty, though this is far from the truth – their muscles are composed of dense fibre spindles with a greater power-to-mass ratio than that possessed by Humans. Due to this they move in a quick, bounding gait, and have the power to leap considerable heights and distances. Perhaps the Kroot's most notable feature are their crowns of elongated, flexible quills. These are powerful sensory organs which, combined with the Kroot's extremely strong senses of smell and eyesight, help make them formidable trackers and pack hunters. Their natural affinity for hunting and a life exposed to the elements are contributed to further by the way they generate waste. They excrete an oily sweat that serves as insulation and an antibiotic salve as well as giving the Kroot the ability to leave pheromone trails, mark territories and communicate with each other in silence. The pheromones can even be used to communicate with their subspecies.

THE STRANDS

The Kroot possess a unique morphagic biology that allows them to actively absorb the desirable genetic traits from flesh they devour, which they call the strands. Being ferociously carnivorous creatures with a voracious appetite, the Kroot will gladly consume the flesh of creatures from virtually any species – though they avoid that of Tyranids or beings corrupted by the warp. As a result of this evolutionary talent there exist in the galaxy Kroot who can spit acid, have developed chameleonic abilities or have grown oversized muscles, longer limbs and even swimming fins.

The ability to take on select genetic traits of other species is a powerful boon to the Kroot, but it is also one that comes at great risk. Without careful attention to which strands they absorb, Kroot packs and kindreds can trap themselves in an evolutionary dead end. There are numerous examples of Kroot subspecies believed to be examples of this, including the diminutive Krootworm, skittering Twelve-leg, vicious Kroot Hound and massive Great Knarloc.

5SE-TE-UKN.TCYR
TECHNOPHAGE

Upon a Chalnath Expanse frontier, Fifth Sphere forces encounter enemies senior Gue'vesa describe as heretics. Initial battles go ill for the T'au Empire, matters growing even worse when, seemingly without cause, T'au communication networks become flooded with ear-bleeding static and advanced weapons go haywire mid-fighting. Nova reactors randomly detonate. Smart missiles turn mid-air to shoot towards their firers. Targeting and scanning telemetry is scrambled to uselessness. Only Kroot weapons seem unaffected, and the auxiliaries' natural tracking skills mean they have no need for navigation equipment. In a highly irregular act, Commander Brightmoon places Kroot Shapers in control of T'au forces, who regroup numerous battered contingents.

POWDER AND IRON

The forthright nature of the Kroot is reflected in their projectile weapons. These are solid and straightforward, relying on robust mechanisms to launch projectiles via chemical charge, black powder cartridge or simple kinetic force. Kroot rifles and carbines, and the much larger cylinder-fed repeater cannons are all prime examples of this no-nonsense, high-impact approach. Tanglebomb launchers are another. These weapons hurl oversized bolas at their victims, the weights capable of breaking bones or else replaced with bombs that detonate upon solid contact with the prey. Even more viscerally violent are the Kroot long guns and blast javelins. The former fire hefty armour-piercing rounds filled with a chemical explosive for greater lethality. The latter are weighted for throwing – wiry Kroot strength seeing them travel impressive distances – and often tipped with explosive heads capable of shredding tank tracks or cracking open powered armour.

SUBSPECIES

It is thought that the Kroot ancestors of each subspecies pursued certain strands so relentlessly and regularly that, while gaining numerous physical talents, they lost much of their intelligence as well as the ability to evolve with new strands. Their bodies, and the abilities they came to possess, were fixed forever more. Though attitudes towards these creatures varies between Kroot kindreds, generally the Kroot hold them in high regard. To varying degrees, Kroot see these beasts as living warnings as to what might happen if they fail to carefully manage the strands they take in as Kroot who cannot adapt with new strands are vulnerable. Some see the subspecies as having performed an act of self-sacrifice. First in showing the dangers so clearly, and secondly because as a result they possess abilities which the Kroot lack and can make use of to continue surviving and thriving.

Most Kroot also share close bonds with their subspecies, with partnerships more of kinship and collaboration rather than one of dominance and domestication. The subspecies are incapable of speaking the Kroot language, but the whistles, hoots and coos of the Kroot register in their minds nonetheless. As a result they are able to interpret complex instructions even if they cannot reply or discuss them. Just like Kroot, the subspecies can also interpret the oily sweat-like secretions the Kroot make, further gelling relations between the two and making the link between the Kroot's will and action in battle frictionless. Kroot Hounds, for example, are bad-tempered beasts whose keen senses aid them in tracking down prey, and whose beak-like maws can tear through flakweave armour with ease. The Kroot often release these creatures in hunting packs to maul vulnerable or fleeing foes. For all the Hounds' ferocity, the Kroot can always rely on their swift obedience to command.

Another subspecies commonly found alongside Kroot troops is the Krootox, a broad-backed creature with enormously powerful forearms. Their temperament varies greatly depending on their age. Older Krootox are lumbering, hulking creatures that serve as mobile heavy weapons platforms. They mount such guns as the repeater cannon or Kroot heavy grenade launcher, which is operated by a Kroot warrior who has climbed on the Krootox's large haunches. Although not aggressive as a rule, a Krootox will fight ferociously to defend its rider, whom the beast sees as a herd sibling.

In comparison, younger Krootox are much more agile and hot-tempered, though are no less devoted to their riders and their kin. Together they form Rampager packs. Dexterous, formidably strong and possessing a speed that belies their sheer bulk, they form a vital component of a Kroot kindred's ambushing strength. They are no less able to weave through tree branches or clamber over ruined structures than Kroot and their senses are equally strong. When the Shapers command, the Rampagers burst from cover and charge. Some plough headlong into enemy lines, their fury scattering the foe while Kroot riders hack them down with furious cleaver blows. Other packs perform a harrying role, rooting out foes in cover as riders throwing javelin after javelin at them. Rampagers excel at disrupting enemy positions and identifying targets for the massive firepower of their T'au allies.

Beyond the deep, natural bonds the Kroot share with their kin-beasts, they also possess an instinctive affinity for the taming of non-Kroot animals and forming strong connections with them. These can range from colonies of



parasites a Kroot may cultivate upon their bodies to act as pets or food, all the way to gargantuan beasts. Over the millennia the Kroot have harnessed the abilities of countless creatures on unnumbered worlds. One that has formed a mainstay for Kroot kindreds and has also been deployed alongside T'au Hunter Cadres is the Kalamandra, an amphibian-esque quadruped native to the swamps of Chata. These creatures, which are incredible climbers, have lightning-fast reactions, are capable of moving at high speed and possess chameleonic properties. This, combined with the Kalamandra's solitary nature, makes them perfect mounts for Kroot Lone-spears. These are trackers and observers who operate far from their employers, allies and fellow Kroot. Though many Lone-spears prefer the solitude of such a role, there are those who maintain this distance as a necessary sacrifice through devotion to the needs of their kindred. Equipped with weapons such as the Kroot long gun or a blast javelin, they can also take advantage of the Kalamandra's stealthy capabilities to lie in perfect position to swiftly knock out enemy light vehicles and rapidly scurry away.

THE SHAPERS

To help avoid the evolutionary dead-ends into which the subspecies have fallen, the Kroot rely on the leadership of their Shapers. These are Kroot who possess an instinctive understanding of their species' strange ability, the strands and how best to exploit them. The Kroot follow their Shapers with fierce loyalty.

Shapers are more than genetic guides for their people. They fulfil the roles of mystic shamans, military commanders, void navigators and much more. Some of the aptitudes required for shaping manifest naturally in certain young Kroot, thus marking them for greatness. The

5SE-TE-UKN.TCYR
EVOLVE OR DIE

Several Kroot kindreds are attacked by rampaging Orks in the Larathran System of the Chalnath Expanse. After years of forced improvisation operating independently, the Kroot possess myriad new weapons of their own devising, which they turn against the Orks to great effect.





Kroot are an adaptable and pragmatic people, however, able both to teach and learn the required skills for various branches of shaping. They place great emphasis on ensuring they are never without these vital leaders and guides.

Shaping as a discipline is a broad tree, with many branches that each concern a different specialism valuable to Kroot society. Trail shaping, for example, is the mastery of marking paths for Kroot in ways others could not detect, killing sentries, making river crossings and triggering avalanches to remove enemy observation posts or close off routes to their forces. War shaping, meanwhile, involves the formulation of battle strategy, the coordination of packs and selecting the time and places of attack and withdrawal. Flesh Shapers are those most knowledgeable in the arts of flesh shaping – selecting the strands their kin should devour. Though all Shapers are expected to perform the duties associated with any branch, most have preferences or talents which result in them spending much of their lives serving in a single capacity, and becoming known by their primary branch as Trail Shapers, War Shapers, Flesh Shapers, and so on.

The Kroot have been a mercenary species for as long as they have traversed the stars, trading their fighting skills and natural ferocity for weapons, food and other resources. Thus another important duty of the Shapers is to follow the branch of pact shaping, seeking out mercenary employment for their kindred and setting the terms of each contract. Many of these arrangements are formed with the T'au, but by no means all of them. Kroot have little compunction as to their employers. Their strange and colossal voidfaring Warspheres ply the space lanes far and wide, and they have been seen fighting for Human Inquisitors and Rogue Traders, alongside Aeldari of various sorts, in allegiance with Kin of the Leagues of Votann and on behalf of even stranger and more shadowy employers that have been known to include agents of Chaos. There is no telling exactly how Kroot might choose those they fight for. Any might have personal, genetic or circumstantial reasons to reject or align themselves with those of another of the galaxy's species. Ultimately the ideal mercenary role for the Kroot is one that comes with ample payment, low risk of death and the opportunity to secure new strands for their people.

The Kroot are a wily species which, combined with millennia of experience and the Shapers' instinctive talents makes them superb mercenary contract negotiators. But it is not just these factors that give them an edge. Often a kindred will have consumed examples of a species they are in talks with, giving them a unique insight into their fears, strengths

5SE-TE-UKN.TCYR CONTRABANDS

Kroot of the Uh'eht Kindred, fiercely loyal to the T'au Empire, pose as mercenaries operating in the galactic south. In secret, they transport dozens of Water caste Gue'la-enlightenment cells, Gue'vesa squads and Pathfinder teams aboard their warsphere, smuggling these forces onto numerous Human-held worlds.

THE PECH SYSTEM

Though no world holds as great a significance to the Kroot as their nest world of Pech, they have settled every planet in their home system, as well as many beyond its bounds.

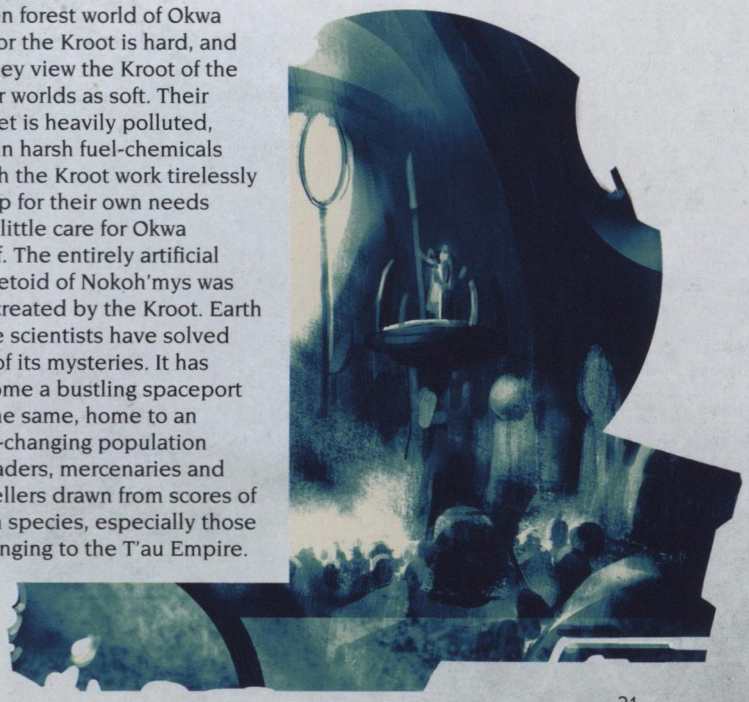
Kraw is a petrified forest world saturated with radiation. Its wildlife is hideously mutated, and it is forbidden to eat anything from there. Only Kroot granted special permission by the Shapers may travel to it. In comparison, Por'loq is a verdant world, its population second only to Pech in size. Where Pech's native species have been all but wiped out by the Kroot for food, leaving much lower genetic diversity, strict discipline on the part of Por'loq's Flesh Shapers has maintained the planet's breadth of creatures. The third largest Kroot population lives on the jungle world of Chata. Orkoid space hulk wreckage litters the surface, and the population is split between extreme traditionalists who shun Chata's technological bounties and dwell deep in the world's many swamps, and the tech-savvy who have exploited the debris scattered over their planet. On the frozen forest world of Okwa life for the Kroot is hard, and so they view the Kroot of the other worlds as soft. Their planet is heavily polluted, rich in harsh fuel-chemicals which the Kroot work tirelessly to tap for their own needs with little care for Okwa itself. The entirely artificial planetoid of Nokoh'mys was not created by the Kroot. Earth caste scientists have solved few of its mysteries. It has become a bustling spaceport all the same, home to an ever-changing population of traders, mercenaries and travellers drawn from scores of alien species, especially those belonging to the T'au Empire.

and desires. They are ever-wary of would-be employers assigning them suicidally dangerous missions in the hopes of never having to pay the Kroot for their mercenary services. Kroot mitigate such risks with careful negotiation, secret plans and a willingness to abandon an employer without remorse. It is not unheard of for Kroot to switch sides mid-battle, on the promise of greater rewards or to better ensure their survival. The only exception made by the Kroot to this amoral position is in their dealings with the T'au, to whom they remain unfalteringly loyal. Though they find it all but impossible not to look down upon the Kroot's apparently rustic ways, or be repulsed by the aliens' bloody gorging on the foe, the T'au treat the Kroot with great respect. Furthermore, the Kroot have never forgotten the aid the T'au gave them so long ago and it is returned in kind.

Though many Kroot will serve as mercenaries at some point, for some it becomes a significant portion of their lives, or the definition of them. Such is the case with the Farstalker Kinbands, close-knit veterans who have often spent years away from Pech, the surrounding Kroot enclaves and the wider T'au Empire. They are known for their independent-mindedness, wide use of alien weapons and technology and fieldcraft skills superb even for their own kind.

KROOT SOCIETY

Kroot live in kindreds, gatherings somewhere between mercenary companies, extended tribal families and nomadic warbands which can range greatly in size. Each has its own codes, traditions and scent-variants, as well as skin pigmentation. Besides external attack, the greatest threat to a kindred is evolutionary stagnation, and so they constantly strive for continued growth and survival. Success in war and trade are essential for the acquiring of new strands.



Bonds within a kindred are extremely close. Each Kroot knows another by their scent, the sounds of their steps, the way their quills rattle when they smell fresh blood as well as their squawks and howls. To attack one Kroot is to raise the ire of its entire kindred.

The Kroot greatly revere their ancestors. Known collectively as the Roots, these forebears husbanded the wisdom, knowledge and strands that enabled the Kroot of the present to live and continue their family lines. In stark contrast to this grounded ancestor worship, and the way in which the Kroot care deeply for their own, when it comes to survival of the kindred the Kroot follow a grimly practical approach. A long history of wandering and wilderness survival on their arboreal home world of Pech has engendered in them a pragmatism that to the T'au seems extremely cruel. In times of war, famine or other event that might force them to move quickly, they will eat their old, young and infirm, who might otherwise slow them down. In so doing they preserve their strands for the future. Those killed in this way are seen to have made a sacrifice for their kindred for, as is the nature of Kroot, the needs of the people come first.

PECH

The Kroot evolved on their nest world's warm and temperate primary continent. It is a place of steaming jungles, enormous forests, towering mountains and abundant wildlife. Here there are many places of great cultural significance to the Kroot, sites of great and sombre gravitas that seem almost to flow from the wider whole of the natural world around them: the enormous carved jagga tree on the slopes of Mount Kaikown where Anghkor Prok was laid to rest; the Grove of Ancestors in the Kamyon Mountains; the Oathstone on the Plain of Bones where Prok pledged his people's allegiance to the T'au. There are also places the Kroot avoid, one being the Ygothlac Forest, in which the trees are twisted and black and terrifying monsters distantly related to the Kroot dwell.

The Kroot's nest world has an immense hold over them. Even those born far away from it feel an intense pull to migrate to Pech at some point in their lives. This has proven to be an evolutionary boon for the Kroot, as kindreds answering the instinctive call home bring with them new strands to continually rejuvenate their genetic breadth.

The pack of young Krootox leapt and swung between the branches. Great strength, formidable grip and long-evolved dexterity saw them weave between the limbs of the trees in such a way that they barely disturbed the leaves. Dra'eht Orak rolled with the movements of his Krootox, Brekk, his joints loose though his hold on the creature's harness was strong.

A series of long, low whistles came from ahead. It was Koret'ka, the Trail Shaper. To virtually any creature that might have heard them, the Shaper's sounds would have been unidentifiable as anything bar the wind, but Dra'eht Orak knew what they meant – prey moving in an armoured column. Both his and Brekk's quills rustled in anticipation. The *Aut'vakka* had no idea what came for them.

Dra'eht and his mount were not alone: Kra Cha and the Krootox Yrav; Tobok'yo and Vrat and Doakh'gr and Elb too were bounding and diving through the woodland with them. The density of the trees made little difference to the massive Krootox. For all their slabs of muscle, thick jaws and rock-crushing claws, they moved with grace and agility. Light poured through the canopy above, dappling over the Kroot and Krootox's moss-coloured skin, breaking their forms and rendering them barely visible in their silent movements.

There was another whistle. Dra'eht hooted back. *We are coming.* The whistle that followed was sharper. *Slowly – they are close.* As the Kroot heard the Trail Shaper's warning, the pace of their Krootox fell and they dropped without sound to the forest floor. Their movements through the underbrush became more deliberate. *Good*, thought Dra'eht, rubbing his mount's head gently.

Dra'eht could see the forest brighten ahead. The canopy was thinning out; they were near the edge of the treeline. Brekk slowed to a creeping stalk, his quills rigid. Those of Dra'eht were the same, and he flicked his tongue in and out of his beaked mouth, tasting the air. The last of the trees petered out to a rolling plain of grass. The thin, swaying blades towered over Dra'eht's head. The Aut'vakka vehicles were out of sight, hundreds of leaps away. The Kroot could already feel the tremor of their approach, smell the thick scent of polluting smog they emitted and hear the high-pitched rolling and clunking of four separate sets of tracks on each vehicle. He could tell there were six of them, cutting a path between the hillocks of the plains.

With a terse blast of clicks, Dra'eht told the Kroot to move up a rise to the right of their position. He wanted the vantage point. The four Krootox moved in unison. It would have been easy for them to just barrel straight through the grass, but they knew better than to do so; it would just reveal their position. Instead they snaked through, following a contour around the base of the hillock and only moving to its peak in the same direction as the wind, so their disturbing of the grass was much less obvious.

At the top, Dra'eht stood at full height on Brekk's back for a moment to catch a glimpse of the rumbling column of box-like Aut'vakka vehicles. The Taurox were dark green with orange stripes. He did not need to see them to attack. Their smell and noise were more than enough to know their location but there was something primal – instinctive – about seeing prey with the naked eye. The Kroot around him clicked rapidly and whistled, their Krootox scraped the ground and huffed. They were eager to attack. It was a feeling Dra'eht shared. He whipped his tongue again; the air was dry and warm. He could smell the sweat and flesh of the soldiers inside the vehicles and hear their hearts beat. He salivated, emitting a high pitched whistle in his desire to kill and feast. The Kroot around him did the same. Soon a series of warbling clicks echoed from the plains to the north. *Stop! Soon we will feed but when the time is ripe!* It was Koret'ka. She would not have the Kroot and Krootox strike too soon. Several hooted in frustrated acquiescence. Within minutes, Dra'eht tasted new scents and his quills shivered. More Kroot. Keh'lek's pack and their Krootox were approaching from the prey's other flank.

Brekk grunted and clawed at the ground while the Kroot waited for Koret'ka to release them. Dra'eht soothed his mount with soft coos, even as he bit his own tongue to stop himself from shrieking his bloodlust and urging Brekk into a charge. He knew they had to wait until the Aut'vakka were close, so that they wouldn't have time to train their guns on the Kroot, but the wait took all his strength. Finally, a loud whistle signalled the attack.

As one, the encircling Kroot packs howled and screeched. Brekk roared and took off towards the Aut'vakka, his immense fists pounding the ground. Dra'eht raised his long cleaver, saliva dripping from his beak, blood pumping through his muscles.

The Krootox parted the long grass like a cleaver splitting rotting meat. Every step of their rolling movements thumped the ground. Dra'eht ducked low behind Brekk's head to avoid the whip-like grass blades, his joints moving like gyroscopes to ensure his stability as the Krootox charged. The sound of snapping stalks filled his ear cavities.

The grass grew shorter as the Kroot bore down upon the vehicles. Dra'eht willed Brekk to the first in the column. *Slow that one*, he thought, *and the rest would be slowed in turn*. He drew a long javelin, its point sharpened to a razored edge. The Kroot had achieved such surprise that the vehicles hadn't even had time to fire their guns before Dra'eht was upon them. Brekk thumped along beside the lead vehicle, powered ahead and lunged across in front of it.

Dra'eht threw his javelin through one of the vehicle's viewing slits with a well-practised aim. The movement was a quick snap, powered by wiry musculature. The point penetrated the slit's thick glass, plunging into the luckless driver behind. The vehicle swerved. Brekk hadn't slowed, and now weaved behind the lead Taurox, into the path of the second vehicle. By now the Aut'vakka had responded to the Kroot attack, and the chug of automatic weapons fire was added to the rumbling of tracks and the Kroot's ululating hunting cries. Dra'eht could sense the constant movements of his pack all around as they attempted to isolate the Aut'vakka vehicles.

As Brekk pounded past the second vehicle, Dra'eht leapt off the Krootox onto the Taurox. In a split-second he identified a hatch and activated a quill grenade, multiple needle-points projecting millimetres out from its round surface ready to be unleashed upon the moment of detonation. In another second Dra'eht had torn open the hatch with a fierce yank and tossed the quill grenade inside. He ran to the rear of the Taurox and leapt, landing on Brekk's back as the Krootox thundered past the Human vehicle, his nimble hands and feet easily finding his harness' holds.

Dra'eht knew his grenade had detonated when the Taurox veered wildly. The scent of blood reached him and he drooled. Hundreds of needles would have shredded those inside. The vehicle's now chaotic path took it over a bump in the ground ahead, causing it to lean perilously onto its port-side tracks. With perfect timing, Kra Cha, Doakh'gr and their Krootox slammed into its flank. Dra'eht saw the Krootox's immense arms flex and tense as they pushed against the Taurox, whose tracks span helplessly in their air. The Krootox pushed hard, clawed feet driving into the ground. They toppled the vehicle onto its side with a harsh metallic crunch and ground-shaking thud.

Dra'eht and Brekk looped around the overturned Taurox. As they came behind it, its rear hatch squealed open and a dazed and bloodied soldier stumbled out, helmed and wearing plated armour the same colours as the vehicle. They carried a long, scoped weapon with cables running into their backpack. Brekk picked up speed instinctively, charging towards them. Dra'eht howled in bloodlust, and swung his cleaver into the soldier's neck. Metal ripped through flesh, tendon and bone. The soldier's head tumbled away into the grass and their body dropped, hot blood fountaining from their stump of a neck and causing Dra'eht to salivate with anticipation. More soldiers emerged and they were pounced upon by the other Kroot and torn apart, body parts flying as blood-curdling screams added to the cacophony of battle. Bones cracked and limbs left their sockets with wet pops.

Other soldiers emerged from the remaining two vehicles, firing streams of laser blasts and shouting. Dra'eht screeched as his flesh was seared by a near miss. Next to him a Krootox from the other pack took several hits to her face. She reared, howling in pain, before crashing to the ground dead. He saw the soldier who killed her with her back to a vehicle, now trying to hit Tobok'yo. Dra'eht's packmate was moving too fast, the soldier unable to get a bead. *All yours, Brekk*, Dra'eht urged. The Krootox surged towards the Aut'vakka. Within seconds, all that remained of her was a pile of torn limbs and pulverised meat in a pool of steaming blood.

Around Dra'eht, the sounds of battle were quietening. He heard a thump and squelch as a javelin pierced the back of a fleeing soldier, and smelled blood explode from their chest as the weapon's point burst through. He also smelled the bowels of another soldier empty just before a Krootox ripped them in half at the waist. He saw their organs slop to the ground as the creature held up the soldier's upper half and took a bite out of their head.

Dra'eht came to the headless corpse of the soldier he killed, stepping from Brekk's back onto the flattened grass. He picked up their weapon, turning it over in his hands. He heard a series of terse clicks and looked up. There was Koret'ka, holding a Kroot rifle in the crook of her arm, its barrel still smoking from recent firing.

'No weapons. You know the T'au forbid it,' Koret'ka reminded, clicking her beak-like mouth. Dra'eht whistled in frustration, hand still clenched around the weapon.

'They say nothing of the flesh,' he said.

'They do not,' said Koret'ka.

Dra'eht broke the hand's fingers, ripping them off and throwing them into his mouth. He crunched the bones and felt the blood trickle down his throat. He dropped to the ground and drove his beak and claws into the soldier's guts. Around him he heard the guzzling, chewing and tearing as the others fed.



Might of Empire

THE HERO'S MANTLE

The battlesuit is emblematic of the T'au way of war. It embodies their philosophy of overcoming any challenge through the innovative application of superior technology. For those finest warriors of the Fire caste to whom it is granted, it is badge of honour and weapon of war both. Most of all, it is a broad category of ever advancing and diversifying combat armour with near limitless martial applications.

The first battlesuits invented by the Earth caste were nearly as perilous to their operators as to the foe. Thanks to the selfless sacrifices of those first pioneers, however, battlesuits soon became pivotal to T'au warfare, with new innovations and marks of suit coming into use all the time.

XV8 CRISIS BATTLESUITS

No single image represents T'au ingenuity and progress better than teams in XV8 Crisis battlesuits leaping into battle, and no battlesuit in the T'au arsenal is deployed more frequently. It is a symbol of everything the Fire caste stands for, of wilful and incurable ignorance crushed by the potent combination of technological supremacy, commitment to ideology and martial skill. Only warriors who have proven their worth may pilot an XV8. Fire caste soldiers must serve four t'au'cyr before they can even be considered, and then must pass their first Trial by Fire to earn the rank of Shas'ui. Those T'au who have earned the much-coveted places within Crisis Battlesuit Teams forge exceptionally close bonds with each other over years of rigorous training and combat.

A Crisis Battlesuit possesses jaw-dropping speed, with a powerful jet pack with repulsor engines that allow the pilot to skim across the battlefield. Standing twice the height of a Fire Warrior, it boasts dense nanocrystalline alloy armour. Integrated computational circuitry, recoil absorption buffers and multiple hard points allow the XV8 to mount many weapons and support systems. These include bunker-clearing flamers, armour-melting fusion blasters and rapid-firing burst cannons. Often deployed in teams using low-atmospheric insertion from the holds of Manta dropships, Crisis suits excel in countering enemy breakthroughs, engaging in opportunistic tank hunting and launching surprise attacks to the enemy's rear regardless of the wider battlefield strategy, whether that be Mont'ka, Kauyon, Rinyon or Rip'yka.

The XV8 has further provided the prototype chassis for many more advanced battlesuits. The XV85 Enforcer and XV86 Coldstar are both available to Commanders, the former being both larger and better protected, ideal for those who lead like to from the front. The latter is equipped with stabilising fins, advanced telemetry suits, holophoton countermeasures and a powerful jet pack, enabling the wearer to dominate the skies.

XV25 STEALTH BATTLESUITS

Special operations units, Stealth Teams are the lone wolves of T'au armies, and often operate independently of the rest of their cadres. Their purpose is to infiltrate enemy lines, gather intelligence and seek vulnerable targets to destroy, and there are few tools greater than the sleek XV25 Stealth Suit for this. They possess integral stealth field generators that project from nodes situated about the body armour. These surround the bearer with a distortion effect that plays havoc with a full spectrum of light and confounds sound, heat and other detection devices, allowing warriors wearing such armour to move untracked as they blend almost seamlessly in with their surrounding environment. A Stealth Team can hide to at least some degree even when standing in open territory. In areas of cover, such as forests or the rubble of an embattled city, they can effectively fade into the background, making themselves extremely difficult targets for enemies to identify, let alone mark out or lock on to.

To further render them all but undetectable to the enemy, Stealth Teams observe comms silence with other T'au forces while on their missions, and so have to be able to operate for extended periods without guidance or orders. As such, just as with Crisis Teams, a warrior must have completed their first Trial by Fire and earned the rank of Shas'ui to be considered suitable for stealth suit training and operations. But not all such veterans seek to join the Stealth Teams. Few among the T'au possess the relative unpredictability and eccentricity the warriors of these squads have. In a culture so highly regimented and structured, these traits are rare, but it is a testament to the wisdom of the Ethereals that those who in other societies would soon become outsiders are given roles that make best use of their talents and tendencies for the greater whole. The Stealth Teams' success in war more than makes up for their unusual mindsets and behaviours. They are known for their tactical innovations and daring raids that have won countless wars. Once in prime position, Stealth battlesuits strike as if from nowhere, making bounding leaps with their jet packs and shredding foes with burst cannons or crippling structures and vehicles with fusion blasters. Planting homing beacons they can pave the way for devastating XV8 Crisis Team strikes and with marker drones they can identify targets to guide salvoes of seeker missiles in from afar.

CLASSIFIED DEVELOPMENTS

Until recently, the Ghostkeel Battlesuit was restricted to covert missions, its existence a secret to most of the T'au Empire even though it had been in service for many years. Pilots were chosen from among pre-vetted Stealth Team Shas'vre and transported to a secret facility on J'ka'vo Station, on the fringes of the abandoned sept of N'dras. From there, upon the orders of Aun'Va himself, the first Ghostkeel Battlesuits embarked upon numerous covert operations, from the Vadenfall Station Sabotage to the assassination of Cardinal Bocsh. Only when the hour was judged ripe were these remarkable suits revealed to the wider Empire, the freshly renamed Ghosts of N'dras thrust into the limelight for the benefit of T'au morale. Since that day, the suits have gained popularity among the Fire caste of every sept, while the canny are left to speculate with hushed excitement as to what other marks of deadly and as-yet-classified battlesuits the Ethereals have to reveal.

XV95 GHOSTKEEL BATTLESUITS

Huge and all but impossible to detect until it strikes, the XV95 Ghostkeel is a highly effective terror weapon. It mounts an array of repulsor jets upon its carapace, is equipped with an arsenal of heavy weaponry and is supported by a wealth of high-tech hardware and counter-sensory warfare suites. XV95s can tear apart entire armoured squadrons and massacre enemy infantry in sudden ambushes, the firestorm of their onslaught so furious that the foe believes a whole army must be attacking them from an unexpected quarter.

Each Ghostkeel is piloted by a single Shas'vre, a former XV25 Stealth Team veteran. This focused individual is supported by an AI that assists them in operating the Ghostkeel's many complex systems, and monitors their physical and psychological well-being during extended operations. As Ghostkeel pilots spend long periods isolated in enemy territory, many form unusually strong bonds with their battlesuit AI. In some cases these warriors come to prefer the company of their suit's AI to that of others.

XV88 BROADSIDE BATTLESUITS

Mighty walkers, XV88 Broadsides are designed to offer potent long-range fire support, and do so at the expense of speed and mobility. Built upon the chassis of the XV8 battlesuit, XV88s do not possess a jet pack, allowing them to wield huge heavy rail rifles or high-yield missile pods. The former are powered by particle accelerators with shots capable of penetrating thick plasteel even at long ranges, their whip-crack sounds the death knell of tanks and fortified redoubts alike. Rather than firing a single, powerful shot, high-yield missile pods unleash huge barrages of explosives that make short work of light vehicles and infantry hordes. Stabilisers and recoil units only add to the Broadsides' destructive potential, rendering each shot multiple times more accurate. The sheer mass of the XV88 is further increased by its layers of heavy armour, ensuring that once established in an optimum firing position it can withstand the punishing enemy fire that a battlefield asset of its power inevitably attracts.

XV104 RIPTIDE BATTLESUITS

These enormous battlesuits possess dense, nanocrystalline alloy armour yet are highly manoeuvrable thanks to their large jet packs. The destructive potential of the XV104 is equally impressive to its mobility and resilience. With a heavy burst cannon they can unleash infantry-slaughtering fusillades and their ion accelerators are the bane of enemy armour. A plethora of other armaments are available to the suit's pilot and sophisticated AI. Smart missile systems controlled by targeting algorithms can eliminate concealed enemies, while MV84 shielded missile drones cripple light vehicles. It is the Riptide's experimental nova reactor, however, that is its most potent asset. Within, dark matter is fused to produce energy on a scale close to that of a small star. Though potentially dangerous, the pilot can use the reactor to overcharge their weapons, shield and jet pack thrusters to become a powerful force of destruction.



KV128 STORMSURGE BALLISTIC SUITS

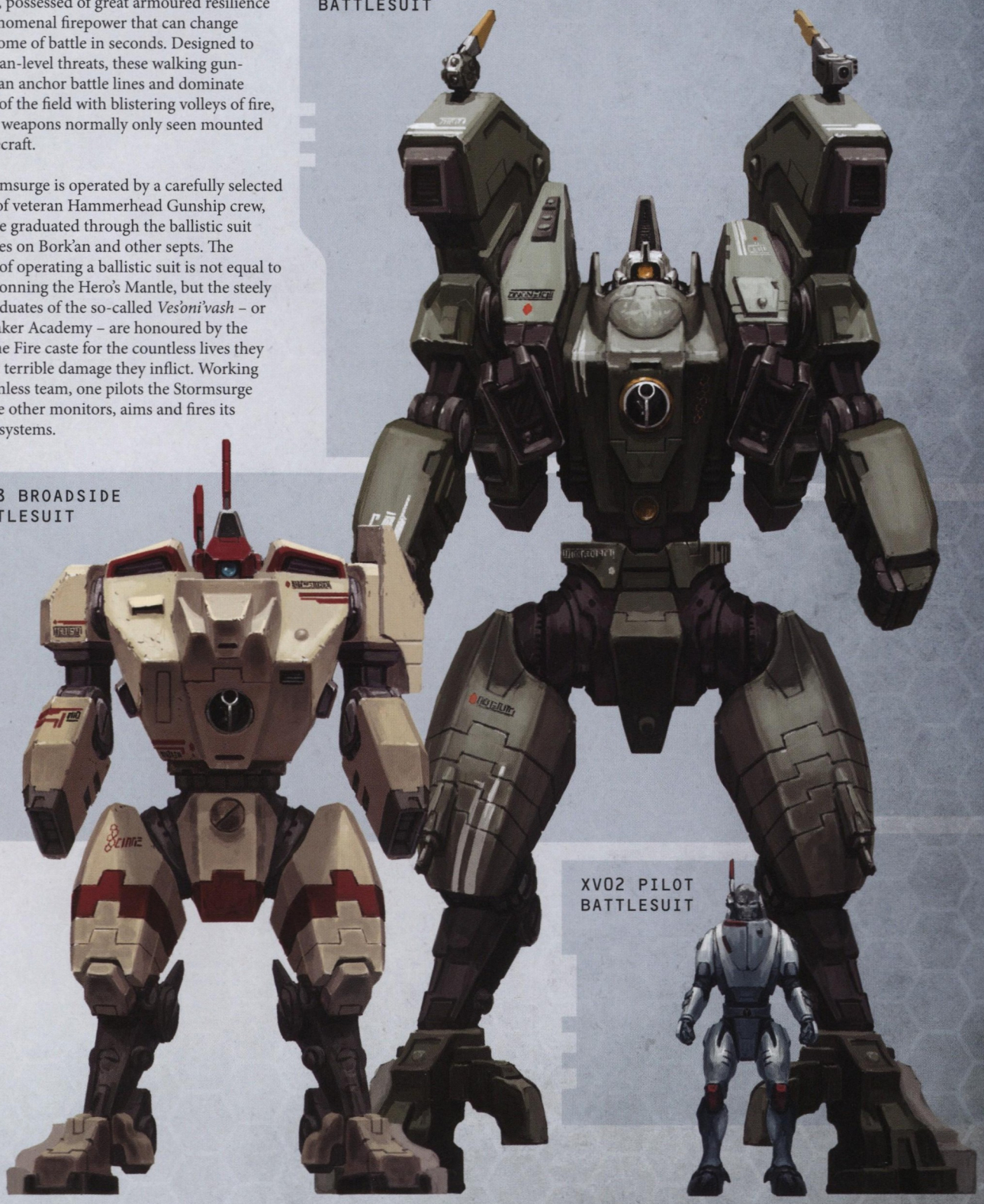
These towering engines are not, in fact, battlesuits at all, but are instead an asset of war the T'au designate as ballistic suits. Stormsurges are ponderous, bipedal weapon platforms and mobile bastions, possessed of great armoured resilience and phenomenal firepower that can change the outcome of battle in seconds. Designed to meet Titan-level threats, these walking gun-towers can anchor battle lines and dominate swathes of the field with blistering volleys of fire, utilising weapons normally only seen mounted on spacecraft.

The Stormsurge is operated by a carefully selected pairing of veteran Hammerhead Gunship crew, who have graduated through the ballistic suit academies on Bork'an and other septs. The prestige of operating a ballistic suit is not equal to that of donning the Hero's Mantle, but the steely eyed graduates of the so-called *Ves'oni'vash* – or Giantmaker Academy – are honoured by the rest of the Fire caste for the countless lives they save and terrible damage they inflict. Working as a seamless team, one pilots the Stormsurge while the other monitors, aims and fires its weapon systems.

XV104 RIPTIDE BATTLESUIT

XV88 BROADSIDE BATTLESUIT

XV02 PILOT BATTLESUIT



BATTLEFIELD SUPPORT

In addition to the formidable armour and weaponry fashioned by the Earth caste, Fire Warriors have access to numerous supporting technologies, whether they are fighting on foot or piloting a mighty battlesuit.

Over their long and glorious history, the Fire caste have made use of countless inventions that have flowed from the laboratories of the Earth caste. As each new technological marvel reaches a stage of combat-readiness it is assigned to willing volunteers for front-line testing. Some devices are weeded out during this experimental phase. They may prove too great a drain on a drone or battlesuit's power, or too fragile or temperamental for battlefield conditions. On rare occasions – as in the case of the exothermic reactive mantle, the gravitic auto-booster and the now-infamous pulse-field projector – they may prove regrettably hazardous to their user. Should this occur, the designs are not discarded, but are instead returned to the laboratory stage for further improvement, albeit with some loss of face for their inventors.

For every innovation whose time is not yet ripe, there is another tried and tested system the Fire caste would not now be without. Some of these are extremely modular, or have become more so over time. The ubiquitous markerlight, for example, is a data-beam projector and targeting system used to triangulate the foe's location, so as to undermine their cover positions or guide remote-strike weaponry down upon them. So useful is this system that it has been adapted for handheld use by Pathfinders and Fire Warriors, but can also be mounted on drones, battlesuits and vehicles. By comparison, the electrowarfare suites employed by Ghostkeel Battlesuits are currently so complex that they cannot be integrated into any other T'au battlesuit, let alone replicated in miniature for infantry usage. That does not mean, of course, that this will be the case forever – the Earth caste are always seeking ways to better their own work.

As a general rule, most support systems can be divided into two categories; those that passively augment or protect battlesuits – shield generators, neuro-web system jammers, kinetic cocoon baffles – and those that augment the aiming or operation of weapon systems such as multi-trackers, target locks or predictive AI.

MULTI-TRACKER
The multi-tracker is a sophisticated system mounted in a sensor node, often upon a battlesuit's shoulder. It rapidly generates targeting solutions, allowing multiple weapons to be fired in concert.

TARGET LOCK
This specialised target-acquisition system prioritises enemy threat parameters and provides its user with target auto-acquisition.

EARLY WARNING OVERRIDE
Boasting a multi-spectral sensor, this device signals the impending approach of enemies, allowing its user to direct fire into them.

VELOCITY TRACKER
This device predicts and interdicts the flight paths of the enemy's supersonic aerial assets.

COUNTERFIRE DEFENCE SYSTEM
The counterfire defence system triangulates enemy targets and the AI algorithms correct the user's fire patterns against them.

SHIELD GENERATOR
Powered by a micro-generator, this device projects an energy field of substantial scope and resilience. It is able to turn aside even the heaviest fire.

POSITIONAL RELAY
This device records battlefield data and relays it in an encrypted burst to T'au teams awaiting deployment.

DRONE CONTROLLER
A drone controller acts as a relay for communications between the operator and the AI of any networked drones.

STABILISED OPTICS
Even when a Broadside Battlesuit is marching across rough terrain, its stabilised optics maintain a visual feed to the pilot that aids them in accurate targeting.

ADVANCED TARGETING SYSTEM
This ballistic analysis sensor plays constantly over enemy targets, seeking the slightest sign of a weak armour seam, force field fluctuation or other vulnerable spots. Those identified are flagged for swift exploitation.

FLARE LAUNCHER
The Ghostkeel Battlesuit mounts automated energy-flare launchers slaved to on-board AI. Upon detecting incoming heavy ordnance, the AI triggers, throwing up a disruptive energy screen that confuses guidance spirits.

SELECTED T'AU SUPPORT SYSTEMS: CLASSIFIED X901-86



Multi-tracker



Target lock



Early warning override



Velocity tracker



Counterfire defence system



Shield generator



Positional relay



Drone controller



Stabilised optics



Advanced targeting system



Flare launcher

DRONES

The T'au make extensive use of machine intelligences they call drones. Most drones consist of an armoured shell protecting an AI core. Anti-gravitic motors and jet-thrusters provide speed and agility, while additional systems specialise the drones for battlefield roles. Most common are those classed as tactical drones: MV1 gun drones, whose pulse carbines allow them to lay down withering hails of fire; MV4 shield drones, whose built-in shield generators repel enemy shots; and MV7 marker drones, able to 'paint' enemy targets for other T'au units to fire upon. These drones benefit from networking that increases their processing power when present in large numbers, and saviour protocols that compel them to sacrifice themselves for the Greater Good in the place of their masters.

More unusual models range from the MV33 grav-inhibitor drone that pushes back the enemy with punishing gravity pulses, the MV84 shielded missile drone, or the hover drone – an anti-grav platform with the honour of bearing Ethereals into battle.

The T'au are always intrigued, and more than a little disturbed when faced with Mankind's deep-seated and abiding prejudice against such machine intelligences. To them, this attitude is but another example of the backwards, barbaric superstition the Empire must strive to overcome.



SELECTED T'AU DRONES:
CLASSIFIED X901-94



Gun drone



Marker drone



Recon drone



Missile drone



Stealth drone



Shield drone



Guardian drone



Grav-inhibitor drone



Pulse accelerator drone



Shielded missile drone

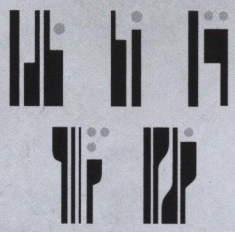


Tactical support turret

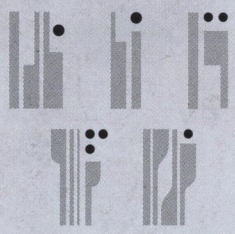


T'AU SEPTS

Named after its prime or sept world, a sept is a T'au-colonised star system. They can include any number of additionally colonised planets, asteroid fields or moons, as well as other holdings such as listening posts, sensor fields, shield satellites, orbital cities and mining operations – all connected by a series of space stations and a massive net of communications and sensor relays. A sept may take many generations to establish itself, and are all unique, with their own cultural nuances and varying proportions of the different castes and alien populations.



Every team has a unique marking design. This designator is prominently displayed wherever each warrior chooses upon their armour or wargear, and consists of multiple stripe patterns in a specific configuration in the sept's identifying colour.



Every member of every team also bears a cadre marking upon their armour or wargear in the same colour of their sept. This pattern of dots is always applied in the same fashion across the entire cadre, symbolising unity and the deferral of self-interest.

T'AU

OLDEST AND WISEST

T'au Sept is the blazing beacon for the light of the Greater Good. It is the cradle of the T'au Empire and their greatest seat of culture, wisdom and military excellence. Phenomenally well defended, rich in history and infrastructure, it is to all other septs as a sept world is to its satellite planets and moons.

It was on T'au that the eponymous species took their first steps, and here that they first received the wisdom of the Ethereals. It is appropriate, then, that even now T'au Sept remains the beating heart of the Empire and the seat of the High Council. In shining domes surrounded by beautiful parklands and towering statues, the Empire's ruling Ethereals gather beneath the stern gaze of Aun'Va. They are joined by the highest-ranking representatives of each caste, whose duty it is to advise their spiritual leaders and to communicate their edicts to the rest of the Empire. To support this centralised rule, T'au Sept boasts the greatest bureaucratic and cultural centres, staffed by some of the most skilled and efficient facilitators the Water caste can provide. Yet for all its development, the sept's worlds have retained much of their natural beauty alongside magnificent cities, production centres and fortifications. Unlike Humanity, the T'au pride themselves on possessing the wisdom and restraint not to have overrun their birth world or its neighbouring planets. Not for nothing are the folk of this sept considered wise and cultured.

T'au Sept also boasts the oldest and most venerated Fire caste academies. So prestigious is it to learn the Code of Fire within this sept's training domes that every T'au who successfully passes through them earns a personal name simply for having done so. This name is chosen by their tutors before their first operation, and borne into battle with pride ever after.

The academies of this sept produce vast numbers of highly trained Fire Warriors, whose cadres enjoy access to every manner of weapon, armour, drone and combat vehicle they might require. This is not viewed as a privilege, however, but rather a proudly borne burden of duty. To have access to all that one needs means, to the T'au, that there can be no excuse for failing to excel in service to the Greater Good. Thus, the Fire Warriors of this sept train tirelessly and strive ever for perfection, knowing that nothing less is expected or required of them. They place particular emphasis on the oldest and most traditional T'au ways of war. They refine battle plans laid down generations before, always seeking for ways to improve upon them or hone them to ever more nuanced excellence. Their Commanders espouse elegant and classical forms of both Mont'ka and Kauyon, and execute their meticulously detailed stratagems with sublime skill and judgement. Every Fire Warrior, no matter their rank or experience, drills tirelessly to ensure that – from a strategic multi-contingency level right down to individual teams upon the field of battle – all T'au Sept military assets interlock and overlap with breathtaking and practised efficiency.



VIOR'LA

THE WARRIORS' SEPT

The name Vior'la can be translated as meaning hot-blooded – this is certainly a fitting description for the T'au who hail from this sept. Its Fire caste enclaves are hugely populous, ensuring a swift and constant flow of naturally talented recruits to bolster Vior'la's armies, while the sept's Air caste has produced some of the finest atmospheric combat pilots in the Empire's history.

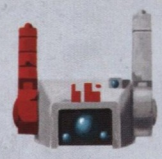
The worlds of Vior'la Sept orbit fiery young binary stars. Several planets lie within the system's habitable zone, while the T'au have sited domes on almost every other planet and moon in the system. Such prolific colonisation belies the lethality of the system's biospheres; there is not a settlement in Vior'la Sept that does not have to contend with rapacious predatory flora and fauna on a near-constant basis. Such natural hazards could be quelled, but the Ethereals have dictated matters be left as they are. The fierce Vior'lan temperament is an asset to the Empire, and the sept's people would not be what they are without a daily fight to endure.

Vior'lans are proud of what they sometimes call their edge. Throughout the Empire, the name Vior'la is synonymous with courage, confidence, conviction, and determination. The sept's Earth caste scientists have been responsible for great advances in short-ranged, high-impact weapons such as the pulse carbine and pulse blaster. It was a Vior'lan research team, also, who created the prototype Onager Gauntlets issued to a handful of T'au leaders during the war beyond the Damocles Gulf. The sept's Water caste are similarly forthright. Their traders have a reputation for hard bargaining and profitable risk-taking. As for their diplomats, Shas'o Vior'la Tash'ol once said of them that he would rather stare down the barrel of a loaded pulse rifle than find himself on the receiving end of their forceful negotiating stance.

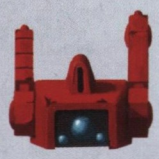
The sept's greatest strength lies in its military forces, who enjoy a vaunted reputation from one end of the T'au Empire to the other. Vior'la produces such a quantity of high-quality soldiery, war engines and materiel that only the T'au Sept itself can rival its prodigious output. Commanders from this sept are masters at bringing forth and harnessing the aggression of their soldiery and are renowned proponents of Mont'ka philosophy of war. Vior'lan strategy espouses reconnaissance in force followed by pinpoint strikes upon crucial targets by battlesuits and airborne assets. Vior'lan Commanders take risks their counterparts from other septs would not consider – a fact that has caused occasional tension amongst mixed expeditionary forces with cadres from those other septs – but the results are typically spectacular. Many enemies collapse, their leadership and communication infrastructure crippled and their most powerful assets annihilated before they have even grasped that battle has come upon them. Against those who stubbornly refuse to give in, the Vior'lan Commanders next unleash the full might of their cadres in fast-paced campaigns of conquest that soon bludgeon the foe into defeat and compliance.

This is not to say that the Vior'lans do not use Kauyon tactics. Rather, they imbue such manoeuvres with their own trademark aggression. Their lures are most often crippled enemy assets crying for aid, while Vior'lan Commanders eschew multi-layered complexity in favour of decisive and overwhelming ambush.

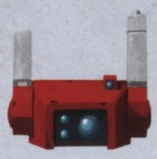
The Fire caste academies of Vior'la Sept are amongst the oldest, largest and most renowned in all of T'au space. Names such as the Va'shea, Fo'ur'as and Ko'vrett training domes have produced countless heroes. These storied figures are immortalised in dynamic statuary around the Fire caste academies on Vior'la Prime – it is the greatest ambition of every new Shas'la who graduates from there that their likeness will one day join those timeless heroic figures.



The helmet of a Shas'ui bears a sensor vane in the sept colour.



Shas'vre rank is shown by having both helmet and sensor vanes in the sept colour.



This helmet denotes Shas'el rank, as it is in the sept colour except for the sensor vanes.



A Shas'o helmet is in the sept colour, but its markings match the wearer's armour.



SA'CEA

THE STILLED STORM

Sa'cea was not an easy sept to establish. Its worlds are hot, lashed by ferocious natural phenomena and the fiery anger of their star. The T'au not only overcame these challenges, but they also established such numerous and prosperous dome cities that Sa'cea Sept is now the most populous of all T'au-controlled systems.

The worlds of Sa'cea Sept boast interconnected dome cities and agri-plexes that cover almost the entire surface. Beneath their foundations, subterranean cavern networks contain sprawling Earth caste laboratories and factories that labour in a continuous artificial day. Sa'cea Prime is a sweltering cityscape of glittering crystal and alloy whose once-inhospitable deserts now play host to teeming trillions.

Human worlds supporting such populations have been shown time and time again to languish in inequality; the T'au look upon the nightmarish hive cities of the Imperium with mingled pity and revulsion. Thanks to the Greater Good, the cities of Sa'cea are nothing like this. It is true that the average citizen lives a comparatively simple life, yet every Sa'cean does their part to ensure that life in their cities remains manageable, their worlds productive and their people healthy. This requires individual discipline and selflessness. Not for nothing is this sept renowned for its calm temperament and unimpeachable conduct.

The ingrained discipline of the Sa'cean T'au lends itself to military service. Their Fire caste are respected for their efficiency and lethality, standing firm against onrushing enemy forces, coolly selecting their targets before unleashing crashing volleys that stop even the most nightmarish foes. The steady temperament of the sept's Commanders makes them natural proponents of Kauyon tactics, laying intricate overlapping plans of feint and strike that see their enemies drawn in and picked apart.

Another advantage possessed by the Fire caste of Sa'cea Sept is their familiarity with tight urban confines. Their sense of direction within urban settings seems almost supernatural to other T'au, and they possess an instinctive spatial awareness that allows them to detect incoming threats and pick out optimal routes amidst cityscapes. To maximise these advantages, the Sa'cean training domes incorporate entire subterranean facilities, within which are simulated the urban sprawls of enemy species. Imperial hives are replicated in miles-wide swathes, their finer details consulted upon by those Gue'vesa who can bear to look back upon the nightmare they have left behind. Ork scrap forts, twisted Tyranid bioscapes and even replica Necron tombs are amongst the hostile alien cityscapes simulated for the use of the Sa'cean Fire caste. None are perfect replicas, yet they serve their purpose. Sa'cean cadres are often charged with the hellish duties of urban pacification or close-quarters tunnel fighting. They accept these missions – and the casualty rates – with staunch pride, and approach each gruelling conflict with the honourable calm for which they are so rightly famed.

BORK'AN

FORGE OF THE EMPIRE

Bork'an is a sept blessed in both material riches and scientific academia. The former flows to the sept world from the bountiful mineral mines of its sister planets. There it is put into service by the latter, with Earth caste scientists employing their system's riches to fashion remarkable new technologies that benefit the entire T'au Empire.

Ever since it was established during the First Sphere Expansion, Bork'an Sept has been a centre for erudition and progressive thought. Bork'an Prime is famed for its libraries, artistic centres and magnificent architecture, all results of its unusually high Earth caste population.

There is a harder side to Bork'an, of course. With such a concentration of brilliant Earth caste minds, the sept also possesses the most dynamic and well-resourced military scientific complex within T'au space. Its applied sciences divisions have been responsible for countless advances in a range of fields. It was scientists on Bork'an Prime who pioneered the stasis chambers that now carry entire cadres in temporal suspension on their long voyages through the void. A team under Fio'o Bork'an Ves'noh was responsible for the pilot battlesuit first used by Shas'la T'au

Sha'ng during armoured battles on Mu'gulath Bay. Rumour has it that entire scientific cadres were transported in secret to N'dras Sept as early as the end of the Second Sphere Expansion to develop the breathtakingly deadly Ghostkeel Battlesuit.

The Fire caste of Bork'an Sept benefit hugely from the skill of their scientific compatriots. Every arm of their military boasts bleeding edge technological advantages, from finely crafted armour and weapons to perfectly attuned shield modulators. In return for such boons, the Fire caste willingly field test the prototype technologies of the applied sciences divisions on the battlefield. Such tests are not without their risks. Inevitably, for every wonder-weapon that outperforms all expectations, there is another system that fails the stress test of live combat with tragic results. Those Fire Warriors lost to such mishaps are honoured as the *va's'tuo*, or selfless tutors; their names are recorded for posterity upon a glowing light sculpture that scrolls endlessly through the largest of Bork'an's libraries.

DAL'YTH

THE BLOODED SEPT

Dal'yth Sept bore the brunt of the Imperium's Damocles Crusade. Its sept world was the stage upon which that conflict's last punishing battles played out, and was terribly ravaged by their violence. For all this, Dal'yth is perhaps the best example of the T'au'va in action, for it has risen from the ashes thanks to cooperation and indomitable determination.

Dal'yth has always been cosmopolitan and bustling, welcoming T'au and alien offworlders with great enthusiasm – first and foremost in the name of swift-flowing, free trade. The Water caste of Dal'yth are renowned for their ability to conduct vastly complex trade negotiations. The goal of these is not for one party to profit at another's expense, but rather to ensure the most mutually beneficial exchanges of information, goods, and personnel for all sides. So, they claim, is the T'au'va best served, and Dal'yth enriched not only with commerce, but also vital contacts and allies amongst countless non-T'au species.

The benefits of this creed were never more evident than in the wake of the sept's conflict with Human invaders. Hundreds of alien trade partners and allies responded to Dal'yth's call for aid. While some of these beings sought to swindle the T'au from beneath a cloak of seeming magnanimity, others came out of genuine good feeling and charity. Through the tireless machinations of Dal'yth's Water caste, altruists and swindlers alike ended up giving more than they had intended, while somehow still leaving satisfied. So did reconstruction materials and willing labour crews flood Dal'yth Sept. Hundreds of thousands of Brachyura, Thraxians, Boaburi, hulking M'uh'ja and even mortified Gue'vesa toiled alongside the T'au, many becoming naturalised citizens of the worlds they had helped rebuild. Within a generation Dal'yth's cities had arisen more formidable and bustling than ever before.

The legacy of this joint reconstruction is a sept whose population is remarkably diverse, variously described as the T'au'va writ large and a hopeful vision of the galactic future. This extends to its military forces also, with Dal'ythian contingents counting as many alien auxiliaries amongst their ranks as T'au.

5SE-TE-UKN.TCYR
THE DAMOCLES INSANITY

Since the second Imperium-T'au war for the Damocles Gulf, utter anarchy has consumed the region. Imperial and T'au forces remain fighting, yet more powers have been drawn into the fray by the effects of the Great Rift. Daemons of Tzeentch and Nurgle run rampant as Tyranids feast on entire worlds, heightening the swirling carnage.





FARSIGHT ENCLAVES

THE RENEGADE SEPT

At the end of the Second Sphere Expansion, O'Shovah led a force across the Damocles Gulf, his mission to reclaim those T'au colony worlds lost to Imperial aggression. Initially, Commander Farsight's dynamic leadership saw world after world taken back from the Humans, who had been forced to turn their attention to other threats. Then came Arthas Moloch, and disaster.

With but a single world to recolonise, O'Shovah was drawn off-mission by his oldest and most hated enemies, the Orks. What started as swift raids to repel greenskin warbands soon turned into a prolonged war against a horde of Ork clans travelling aboard crude asteroid bases. In time, O'Shovah's forces cut deep into the Ork invasion, chasing the ruling Warboss to a nearby artefact world. This was a forlorn place long abandoned by the Imperium. Its name was Arthas Moloch, and there Farsight's forces were engaged by a savage yet unidentified enemy while the Orks escaped in the confusion.

Little was reported from the battle, save that all the Ethereals who had accompanied O'Shovah's coalition were slain. The mysterious attackers had subsequently disappeared, leaving Arthas Moloch desolate once more. Undaunted by his losses, and despite orders to return, Commander Farsight refused to rejoin the other forces of the T'au Empire. Instead, he led the remnants of his army back onto the Orks' trail. Their pursuit soon took them beyond communication range, eventually passing through the strange region known as the Forbidden Zone and vanishing altogether.

The T'au Empire sent many desperate messages via their chain of communications beacons. Accelerator arrays hurled their pleas and, eventually, their ultimatums deep into unknown space along the last known trail of O'Shovah and his expeditionary force. No response came back. After many years without reply, the expedition was deemed lost. The T'au Empire mourned the fall of one of their most illustrious Commanders.

It was not until years later that probes penetrated deep into the region where O'Shovah's forces had last been seen. The deep-void AI beamed back ominous reports. It appeared that Farsight yet lived and had established his own colonies on the far side of the Damocles Gulf. This mysterious, unprecedented and unthinkable betrayal of the Greater Good haunts the T'au Empire to this day.

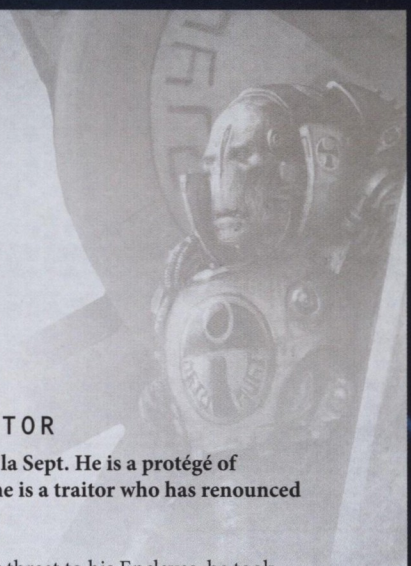
The fact remains that the so-called Farsight Enclaves continue to thrive. They are, in effect, their own extended sept that has declared independence from the T'au Empire. Their caste factions still aid one another according to the tenets of the T'au'va, and they have not slipped back into the barbarism of the Mon't'au. Yet they live without Ethereal oversight and refuse any intrusion by the fifth caste. O'Shovah himself still rules, another unsettling mystery considering that his lifespan should have drawn to an end long ago. For all this, the most disturbing aspect of the Farsight Enclaves, from the point of view of the Ethereal Council, is the appearance amongst their forces of battlesuit and weapons technologies developed by the Empire after their departure. Perhaps this is due to spy-craft or theft, yet the fear remains: what if factions within loyal septs are aiding the Enclaves?

OTHER SEPTS

BEACONS OF LIGHT

The T'au Empire consists of a great number of septs both major and minor, all making their unique contributions to the T'au'va from the oldest and most well established to the newest frontier colonies.

These septs include D'yanoi, named after the twin moons of its prime world, which has withstood numerous Ork invasions, and Fal'shia, renowned for its armaments factories and the quality of its weapons. Both of these venerable and acclaimed septs were settled during the glorious and optimistic days of the First Sphere Expansion. By comparison, where Fal'shia is a place of industry, Au'taal is a pristine Second Sphere world, its natural beauty preserved to bring an aura of beauty and serenity to the retirement of honoured heroes. Other septs of that Sphere include Tash'var, its people known for tenacity and hardiness, and T'olku, a place of culture, unity and diplomacy upon which large Ethereal temples and alien institutes have been erected. These septs were joined in the Third Sphere by several others, including Mu'gulath Bay, whose T'au hate the armies of Humankind.



O'SHOVAH

COMMANDER FARSIGHT, HERO AND TRAITOR

O'Shovah is the most divisive figure in T'au history and the greatest warrior ever born of Vior'la Sept. He is a protégé of Commander Puretide. He won great victories on Dal'yth and beyond the Damocles Gulf. Yet he is a traitor who has renounced the rule of the Ethereal High Council, and by extension the T'au'va itself.

O'Shovah is the undisputed master of Mont'ka. His comrades describe him as decisive, aggressive, strong-willed and single-minded. His detractors, Aun'Va greatest amongst them, call him a wilful renegade whose obstinacy led his loyal followers to be damned alongside him. Whether O'Shovah is hero, traitor or a little of both, his strategic and tactical brilliance cannot be disputed. It was under the tutelage of Puretide himself that O'Shovah learned the importance of reading terrain, gauging the foe and then launching bold, decisive strikes to cripple them in short order. Preferring to eschew long-range firepower, O'Shovah encourages the aggressive spirit of the Fire caste in his warriors, and they have won many bitter battles at close range. Such tactics have proven especially effective against the scourge of the Orks, and it was for his tactical brilliance while battling the hated aliens that the Commander won his epithet Farsight, in recognition of his skill in seeing the foe's plans and countering them before the battle had even begun.

The Ethereals would say that O'Shovah abandoned the T'au Empire, yet the Commander would counter that they abandoned him first. As his forces pushed further beyond the Damocles Gulf, so support from the Empire's heartlands dwindled. His was the last action of the Second Sphere Expansion, an undertaking that had exhausted the Empire. When Commander Farsight diverted from his mission to do battle with a seemingly endless tide of Orks, the Ethereal Council did indeed become disinclined to feed more of their dwindling reserves into what they saw as O'Shovah's self-absorbed crusade. By the time of the events upon Arthas Moloch there was already a rift between Commander Farsight and his former patron, Aun'Va. The loss of Ethereal control during that strange and bloody conflict rendered the breach irreparable.

O'Shovah chose his course partly through obstinate pride, but also for the sake of his warriors, who he believed had been inexcusably betrayed. He saw to the establishment of a string of well-defended and provisioned colony worlds far beyond the bounds of the empire, and – despite ongoing conflicts against many perilous foes – these Farsight Enclaves endure still. So does O'Shovah himself, a fact that mystifies the Commander as much as his enemies. The Ethereal High Council remains uncertain if he has secured his longevity through some technological means, or if a series of successors have taken up the mantle of Farsight. The truth is far stranger.

During the fighting on Arthas Moloch, O'Shovah acquired a millennia-old sword. Forged aeons ago by the beings that once inhabited that haunted world, this weapon, later named the Dawn Blade, was forged from materials the finest Earth caste minds find mystifying. Its edge can cut through solid rock, and since taking it up and modifying it for his battlesuit to wield, it has remained O'Shovah's weapon of choice. Unbeknownst to the Commander, the sword's blade is made from chronophagic alloys – whenever it cuts a life short, the natural span stolen from the victim is added to the wielder's own. This has allowed O'Shovah to live for several centuries. Farsight has never learned the full truth of his weapon's power.

The strength, courage and skill of O'Shovah – as well as the Eight, his chosen band of heroic disciples who each go to war in their own customised battlesuits – has been stretched to the limit in the Era Indomitus. During Farsight's latest campaign to exterminate the Ork threat to his Enclaves, he took the fight to Warlord Nazdreg on the planet Dregrokk. As the war raged, the *Unhallowed* Balefleet erupted from the warp on the system's edge. Facing the prospect of being crushed between the Orks and the forces of Chaos, Farsight ordered his armies to fall back to the most unlikely location.

By dark fate or strange design, the world of Arthas Moloch was located in the same system as Dregrokk. There he hoped to fight a guerrilla war against both his foes while they vented their fury upon each other. In another dangerous gambit, he sent a messenger drone to the T'au Empire, offering to surrender himself if the T'au sent reinforcements. Farsight's final resort in the gruelling battle was by far the most desperate – to return to the Great Star Dais, the site where he experienced so many horrors before, and attempt to unleash the mysterious monsters of Arthas Moloch upon his foes. His hope was that the resultant chaos would grant him and his surviving forces time to withdraw and be extracted. After Aun'va unequivocally rejected Farsight's offer, the Commander was left with no choice but to follow this most desperate of plans. What followed was a battle that strained the nerve and sanity of Farsight and his warriors. Yet in the end their plan was successful, seeing the T'au escape Arthas Moloch while the rampaging Orks utterly destroyed the Great Star Dais whose taint had so long poisoned the planet itself.

Later, Farsight returned to Arthas Moloch. What he discovered on the planet shocked him. The planet's microbial biosphere was returning and the first shoots of new plant life had broken through the soil. O'Shovah dared hope that perhaps his people could one day settle the world.







Showcase

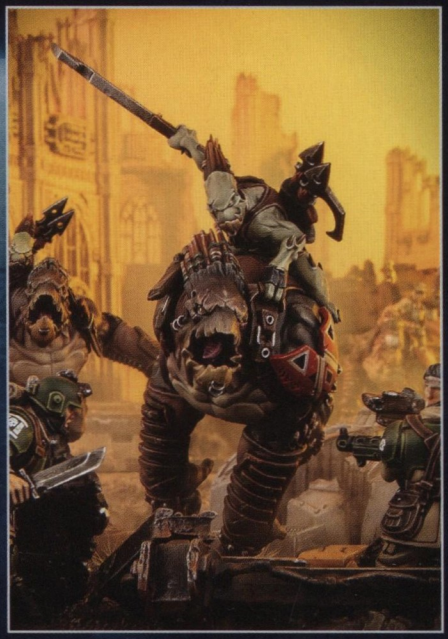
PANOPLY OF EMPIRE

THE T'AU EMPLOY A WIDE ARRAY OF MARTIAL COLOUR SCHEMES ACROSS THEIR EMPIRE. EACH SEPT BOASTS ITS OWN TRADITIONAL COLOURS, WORN PROUDLY BY ITS FIRE CASTE WARRIORS AS THEY ADVANCE INTO BATTLE. THESE BOLD UNIFORM COLOURS STAND OUT ALONGSIDE THE WILDLY VARYING HUES OF THE ALIEN AUXILIARIES WHO FIGHT AMONGST THE CADRES, SPECIES SUCH AS THE KROOT BRINGING WITH THEM A MELANGE OF ORGANIC AND NATURALISTIC SHADES IN CONTRAST TO THE HARD, CLEAN TECHNOLOGY OF THE T'AU.





















Vior'la Sept Crisis Battlesuit Shas'vre





Vior'la Sept Breacher



Vior'la Sept Fire Warrior

Vior'la Sept Commander in Coldstar Battlesuit

1 Amidst the overgrown ruins of a former Imperial shrine world, a Hunter Cadre hailing from Vior'la Sept clashes with the warriors of the Ultramarines Chapter. Having lured their quarry's advance guard deep into the jungled ruinscape using textbook Kauyon tactics, the Vior'lans and their Kroot auxiliaries now unleash their pent-up aggression in a sudden and devastating ambush strike.

2 From their towering vantage point, the crew of a Stormsurge artillery walker watch the Tyranids spilling through the Vior'lan defence lines. Veterans of the Bork'an ballistic suit academies, their courage bolstered to nigh-fanatical levels by the presence of an Ethereal fighting in the very shadow of their war engine, pilot and gunner alike select targets with a steely-eyed calm and prepare to drive the rapacious aliens back with their overwhelming firepower.



Sub-commander Darkstrider



T'au Sept Broadside Battlesuit Shas'ui

3 Beyond the fires of the Damocles Gulf, reinforcing cadres sent from T'au Sept launch a localised counter-offensive to drive back yet another Imperial advance. As battle rages below, Sub-commander El'Myamoto leads a band of his elite Pathfinders to take up a commanding position. From this crumbling eyrie, their sniper fire and the inescapable beams of their markerlights will spell death for countless foes.

4 Upon the northern fringes of the T'au Empire a splinter of Hive Fleet Kraken descends upon an apparently isolated mining colony. Determined to reinforce the message that none who serve the T'au'va ever stand alone, the Ethereals despatch a swift and overwhelming armoured response from T'au Sept. Launching their Mont'ka without delay, the swift-skimming T'au gunships thunder into the Tyranid swarms without warning and drive them back from the hard-pressed colonists' final defence lines.











Command-link drone

Commander Shadowsun



Long-quill with
Kroot carbine





Kroot Carnivores with Kroot rifles



Kroot Carnivore with
tanglebomb launcher









Kroot Carnivores with Kroot rifles

5











Kroot War Shaper with bladestave and prey-hook



Krootox with tanglecannon





Kroot Hounds

5 During savage fighting on Amloch II in the Chalnath Expanse, Kroot of the Kechlykka Kindred overrun an Imperial position. With their Shapers directing the carnage, packs of Kroot Carnivores and galloping Rampagers break up the remaining Human defenders and reduce them to isolated knots with no way out and no hope of victory. Soon enough, the howl of lasfire and the cracks and booms of Kroot firearms give way to the visceral sound of victorious alien warriors feasting upon steaming flesh.



6 Soon after the first T'au colonists established a foothold upon the world they named Lo'Saea, ghostly figures in elegant armour delivered an ultimatum – depart or die. Unable to convince the strange messengers to embrace the light of the Greater Good, the colonists refused to leave and Fire caste forces were deployed alongside Kroot auxiliaries of the Omchak Kindreds. Sure enough, a ferocious war erupted as the cadres of Vior'la Sept clashed repeatedly with the Aeldari of Craftworld Ulthwé who had delivered the ominous warning. Both possessed of great mobility, martial skill and prodigious firepower, the two warring factions continue to battle through ancient Aeldari ruins and verdant wilderness, neither willing to give up the contested world.







Kroot Lone-spear on Kalamandra with blast javelin and hunting javelin









Kroot Flesh Shaper





Krootox Rampagers



7



8



7 Beneath the blazing skies of a nameless world deep in the Damocles Gulf, Commander Farsight leads the highly-trained and fanatically loyal warriors of his enclaves against the hated Orks. Focusing their fire at point-blank range and drawing upon decades of experience battling these brutal aliens, O'Shovah's forces punch a gaping hole in their enemies' lines and waste no time in exploiting it.

8 Encroaching upon the stellar territories of the Farsight Enclaves proves a costly error for the magi of the Adeptus Mechanicus. Barely have they raised their first auto-extractor temples and smog-belching forge shrines when crimson armoured battlesuits are tearing through unsuspecting Skitarii and reducing venerable war engines to blazing scrap. Amidst the bloodshed, Farsight himself launches a daring Mont'ka strike to slay the tech-magos in charge of this ill-fated expedition and bring the conflict to a swift conclusion.





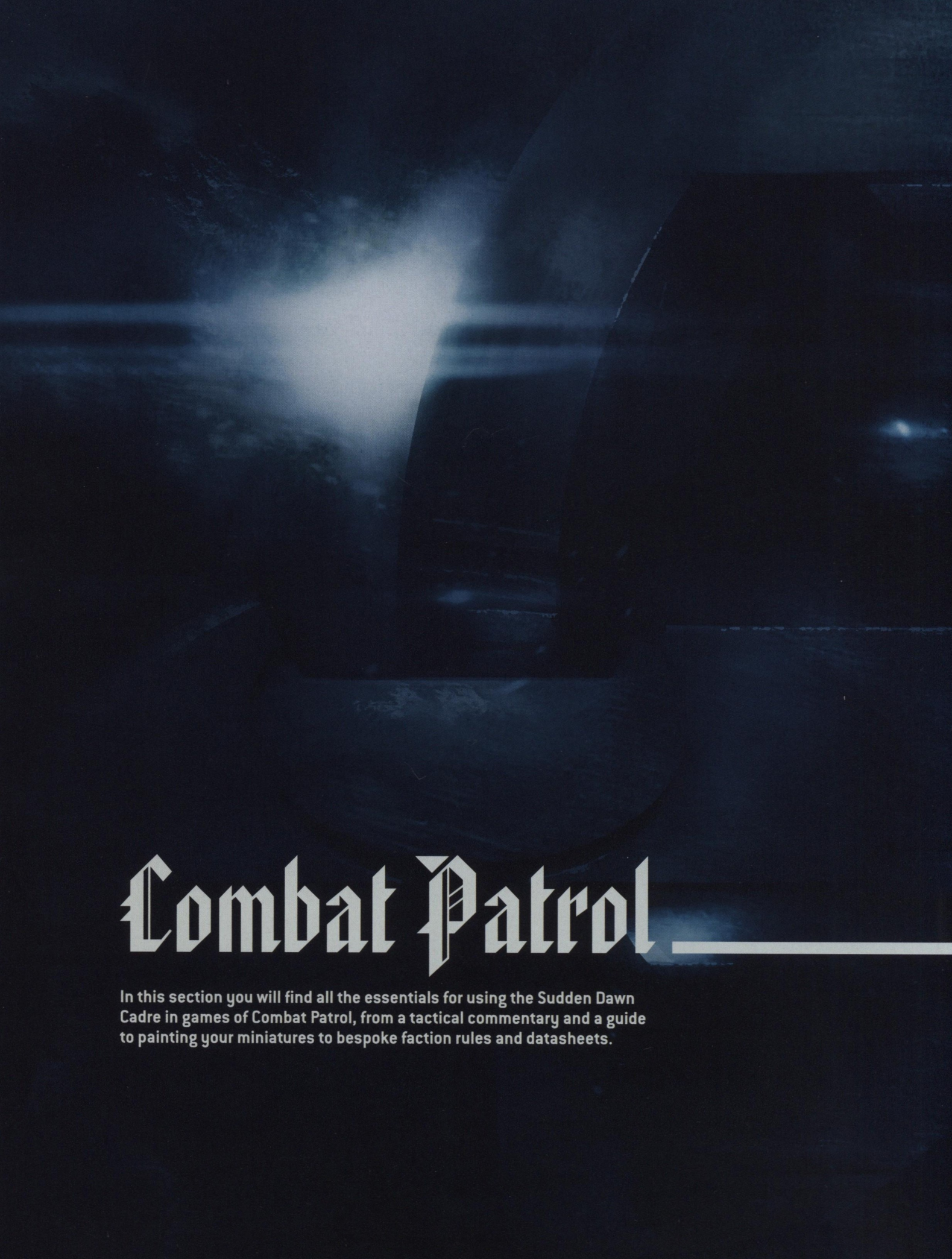




Commander Farsight







Combat Patrol

In this section you will find all the essentials for using the Sudden Dawn Cadre in games of Combat Patrol, from a tactical commentary and a guide to painting your miniatures to bespoke faction rules and datasheets.



SUDDEN DAWN CADRE

COMMANDER CLOUDSPEAR (1 MODEL)

- **This model is equipped with:** airbursting fragmentation projector; plasma rifle; battlesuit fists; 2 shield drones; weapon support system.

The Enforcer Commander is the most durable form of T'au battlesuit and is accompanied by two shield drones that further improve its survivability. Being a **VEHICLE**, it is still able to shoot while in combat, which means that against less melee-focused armies it can hold onto midfield objectives and continue to pump shots into the enemy.

PATHFINDER TEAM (10 MODELS)

- **The Pathfinder Shas'ui model is equipped with:** pulse carbine; pulse pistol; close combat weapon; grav-inhibitor drone.
- **3 Pathfinder models are equipped with:** pulse pistol; rail rifle; close combat weapon.
- **6 Pathfinder models are equipped with:** pulse carbine; pulse pistol; close combat weapon.

The Pathfinder Team is the force's primary access to heavy weaponry in the form of rail rifles, capable of dealing with vehicles and monsters alike. Due to the weapon's Heavy ability, the deployment of this unit is critical, as not having to move in the first couple of turns can really improve their efficacy. The Shas'ui is also equipped with a grav-inhibitor drone, which can be a fantastic tool for interfering with enemy mobility and keeping your force safe from charges.

As such, while keeping the Pathfinder Team as a single unit can provide extra protection for your valuable rail rifles, splitting it into two Patrol Squads can allow the bearers of those guns to stand still and fire while you move the Shas'ui forwards to a much more effective position on the battlefield.

BREACHER TEAM (10 MODELS)

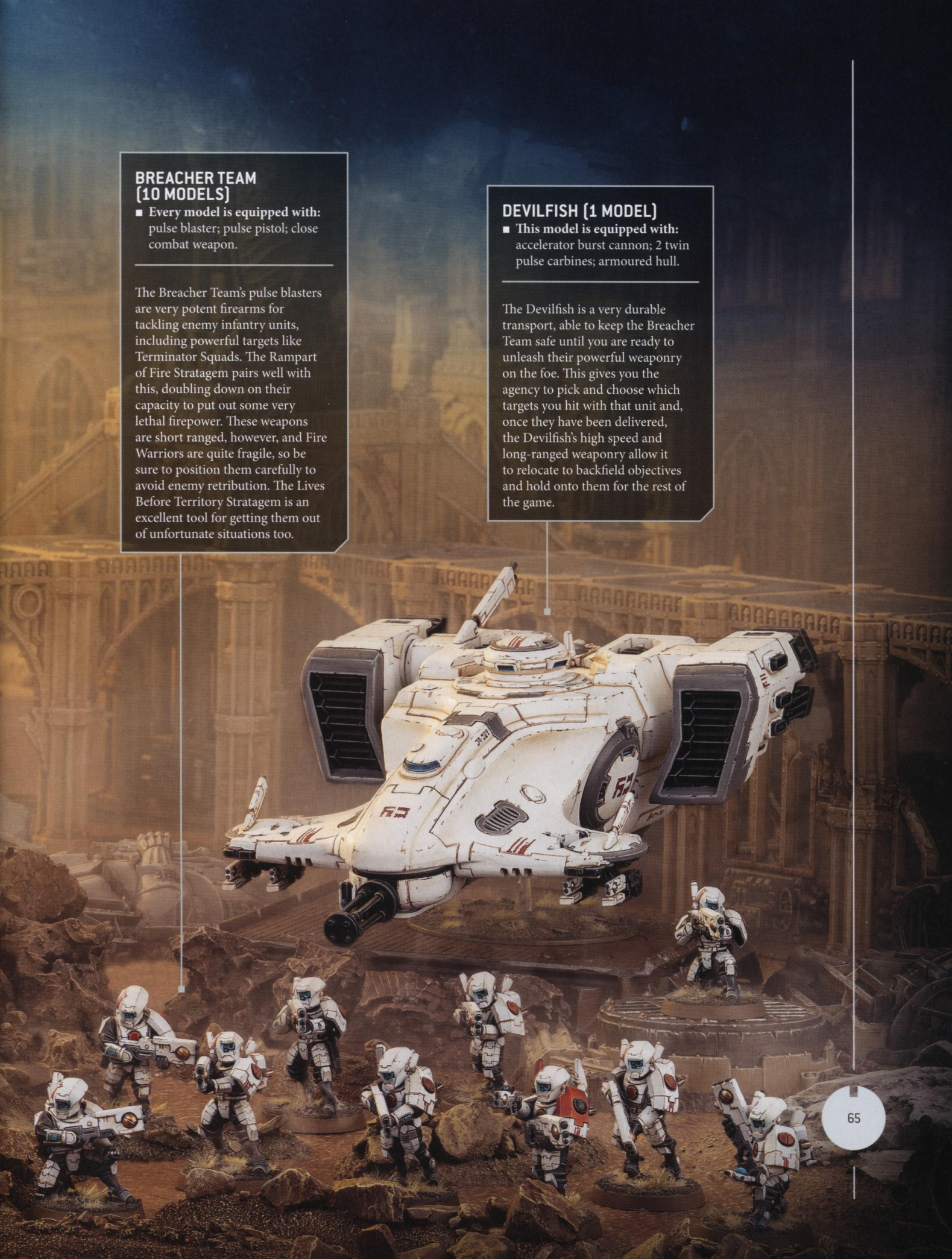
- **Every model is equipped with:** pulse blaster; pulse pistol; close combat weapon.

The Breacher Team's pulse blasters are very potent firearms for tackling enemy infantry units, including powerful targets like Terminator Squads. The Rampart of Fire Stratagem pairs well with this, doubling down on their capacity to put out some very lethal firepower. These weapons are short ranged, however, and Fire Warriors are quite fragile, so be sure to position them carefully to avoid enemy retribution. The Lives Before Territory Stratagem is an excellent tool for getting them out of unfortunate situations too.

DEVILFISH (1 MODEL)

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

The Devilfish is a very durable transport, able to keep the Breacher Team safe until you are ready to unleash their powerful weaponry on the foe. This gives you the agency to pick and choose which targets you hit with that unit and, once they have been delivered, the Devilfish's high speed and long-ranged weaponry allow it to relocate to backfield objectives and hold onto them for the rest of the game.



PAINTING YOUR COMBAT PATROL

On the following pages you will find a painting guide to help you to bring your T'au Empire Combat Patrol to life. By following the steps set out here you will be able to paint your models in the colours of the Vior'la Sept to a Battle Ready standard, and also learn useful techniques that you can apply to your collection as it grows.

You Will Need

To make the most of this painting guide, we recommend you use a Citadel brush and the Citadel Colour paints shown here. We also recommend using multiple thin coats where needed to achieve good coverage.

- WHITE SCAR
- AGRAX EARTHSHADE
- ABADDON BLACK
- MECHANICUS STANDARD GREY
- NULN OIL
- MEPHISTON RED
- EVIL SUNZ SCARLET
- RUNELORD BRASS
- SPACE WOLVES GREY
- SOTEK GREEN
- BAHARROTH BLUE
- ASTROGRANITE DEBRIS



Top Tip

Before you follow any other steps, we suggest priming your models with an even coat of White Scar Spray paint. You can use multiple thin coats of White Scar Base paint instead.

White Armour and Wargear





1 Re-layer the white areas with thinned White Scar paint in order to make the model easier to tidy up later. 2 Carefully shade the recesses of the white armour and wargear with Agrax Earthshade. Tidy any mistakes using White Scar once your shade has dried.

Black Cloth, Armour and Wargear





1 Basecoat the areas of black cloth, armour and wargear with multiple thinned coats of Abaddon Black. 2 Neatly apply an edge highlight of Mechanicus Standard Grey to all black areas on the model, remembering only to highlight the raised edges.

Grey Wargear





1 Basecoat the grey armour panels, wargear and boots of the Pathfinders and Breachers with multiple thin coats of Mechanicus Standard Grey. 2 Carefully shade the recesses using Nuln Oil. Tidy up with Mechanicus Standard Grey after your shade has dried.

Gyrostabilisers





1 Apply a basecoat of Runelord Brass. Take your time and try to do this as neatly as you can. 2 Shade the recesses and around the edges of these areas using Agrax Earthshade. Tidy up any mistakes with the appropriate colours.

Red Armour and Wargear







1 Apply a basecoat of Mephiston Red using multiple thinned coats. 2 Carefully shade the recessed areas using Agrax Earthshade. 3 Highlight the raised edges with Evil Sunz Scarlet, taking care to be as neat as possible. You can tidy up any mistakes from shading or highlighting using Mephiston Red if you need to.

Skin



1 Apply multiple thinned layers of Space Wolves Grey to the skin and base the hooves with Abaddon Black.

Lenses





1 Carefully paint both the lenses and the interior edges of their settings using Sotek Green. 2 Apply a Baharroth Blue highlight to the lenses, using Sotek Green to tidy up any mistakes once your Baharroth Blue has dried.

Transfers





Cut the transfer that you wish to apply out of the transfer sheet. Soak the selected transfer in clean water then, using a clean brush, slide it onto the surface of the model where you wish to apply it. Allow this to dry fully before touching.

Bases







1 Apply a neat layer of Astrogranite Debris, being careful near the edges. 2 Once the layer of Astrogranite Debris is completely dry, apply a shade of Nuln Oil. 3 Drybrush the base gently with White Scar then apply multiple thin coats of Mechanicus Standard Grey to the base edge to finish.

COMBAT PATROL
SUDDEN DAWN CADRE

ABILITIES

The datasheets required to use the Sudden Dawn Cadre can be found on the following pages, and are designed exclusively for Combat Patrol games. This will include a Faction ability – For the Greater Good – that is referenced on each unit's datasheet, and is described below.

FOR THE GREATER GOOD

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 enfilade the vulnerable enemies with murderous accuracy.

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 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 that attack by 1 and, if their Observer unit has the **MARKERLIGHT** keyword, that 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 that attack by 1.

***Note:** See the diagram on page 76.*

ENHANCEMENTS

Your **COMMANDER IN ENFORCER BATTLESUIT** model has the Electro-static Flares Enhancement. You can replace this with Prototype Systems.

DEFAULT ENHANCEMENT

ELECTRO-STATIC FLARES (AURA)

This warrior's battlesuit has been modified to launch salvoes of obfuscation flares that douse its surrounding area in electro-static interference. While the wargear of all friendly units has been hardened against such measures, that of the enemy has no such protection.

- While a friendly **T'AU EMPIRE** unit (excluding **DEVILFISH** units) is within 6" of the bearer, enemy units cannot use the Fire Overwatch Stratagem to fire at that unit and each time a ranged attack targets that unit, subtract 1 from the Hit roll.
- The bearer has a 4+ invulnerable save.

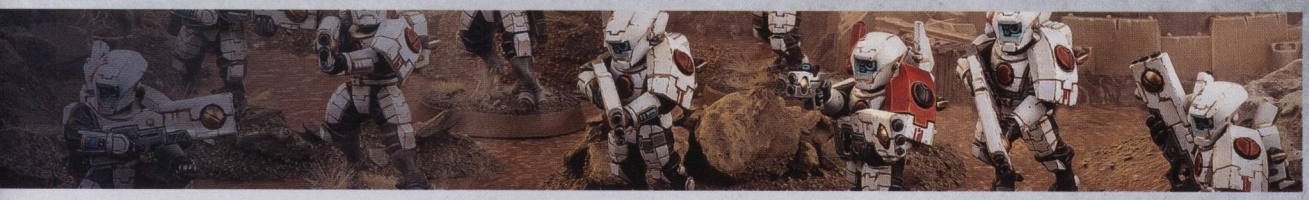
OR

OPTIONAL ENHANCEMENT

PROTOTYPE SYSTEMS

Following the tenets of the Greater Good, T'au war leaders often volunteer to field test new prototype weapons and support systems. In this way they take any risk on themselves rather than force it upon their subordinates. They also benefit from the power of these new, bleeding-edge technologies upon the battlefield.

- Each time the bearer is selected to shoot, you can re-roll one Hit roll and you can re-roll one Wound roll when resolving those attacks.
- Each time you roll to determine the number of attacks made with the bearer's airbursting fragmentation projector, you can re-roll the result.
- The bearer has a 4+ invulnerable save.



SECONDARY OBJECTIVES

You will use the Surprise Attack secondary objective. You can replace this with Ethereal Edict.

DEFAULT SECONDARY OBJECTIVE

SURPRISE ATTACK

Focusing on one facet of the Mont'ka strategic philosophy, this force seeks to swiftly claim vital locations and extract all valuable intelligence, resources or the like from them. Their ultimate goal is to deny these potentially vital assets to the foe.

In the first and second battle rounds:

At the end of you turn, you score 4VP for each objective marker in No Man's Land you control.

In the third, fourth and fifth battle rounds:

At the end of you turn, you score 2VP for each objective marker in No Man's Land you control.

OR

OPTIONAL SECONDARY OBJECTIVE

ETHEREAL EDICT

It is the explicit will of the Ethereals that a key asset amongst the enemy force must be eliminated during this Mont'ka strike. All other considerations are secondary, for the word of the Ethereals is absolute.

At the start of the first battle round, your opponent must select one unit from their army. At the end of the battle, you score 12VP if that unit is destroyed.

STRATAGEMS

You can use the following Stratagems:

FIGHT BY THE CODE

SUDDEN DAWN CADRE – STRATEGIC PLOY STRATAGEM

1CP

The Code of Fire requires warriors to maximise their firepower at all times, laying down accurate volleys even while on the move.

WHEN: Your Shooting phase.

TARGET: One **T'AU EMPIRE** unit from your army.

EFFECT: Until the end of the phase, your unit is eligible to shoot in a turn in which it Fell Back.

RAMPART OF FIRE

SUDDEN DAWN CADRE – BATTLE TACTIC STRATAGEM

1CP

When pressing forward into enemy territory, warriors of the Fire caste should always be ready to raise a veritable wall of point-blank firepower to drive back onrushing foes.

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 an attack that targets an enemy unit within 10", improve the Armour Penetration characteristic of that attack by 1.

LIVES BEFORE TERRITORY

SUDDEN DAWN CADRE – STRATEGIC PLOY STRATAGEM

1CP

Even amidst the potential risks of launching a Mont'ka into the heartlands of the foe, T'au strategic doctrine still emphasises manoeuvring so as to preserve Fire caste lives wherever possible.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

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

EFFECT: Your unit can make a Normal move of up to D6" and, until the end of the phase, each time an attack targets your unit, it has the Benefit of Cover against that attack.

COMMANDER CLOUDSPEAR

Combat Patrol Datasheet

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



Shas'o Vesh embodies all that it means to be Vior'lan. Bold, aggressive, and with a flair for Mont'ka raids, she invariably leads her warriors from the front. The heavy armour of her Enforcer battlesuit helps to keep her safe during such high-risk, high-reward operations.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Airbursting fragmentation projector [BLAST, INDIRECT FIRE]	24"	D6	3+	3	0	1
Plasma rifle	24"	1	3+	8	-3	3

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

ABILITIES

CORE: **Deep Strike**

FACTION: **For the Greater Good**

WARGEAR ABILITIES

Shield Drone: Add 1 to the bearer's Wounds characteristic.

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, Fly, Character, Battlesuit, Commander in Enforcer Battlesuit, Commander Cloudspear**

FACTION KEYWORDS: **T'au Empire**

PATHFINDER TEAM

Combat Patrol Datasheet

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



Pathfinder Teams wreak havoc behind enemy lines. Their firepower is formidable, especially when sniping with potent rail rifles, and their attendant grav-inhibitor drone can drive the enemy back with bludgeoning gravitic waves. Yet their deadliest ability is painting priority targets with massed markerlights for heavier T'au units to annihilate.

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
Rail rifle [DEVASTATING WOUNDS, HEAVY]	30"	1	5+	10	-4	3

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

PATROL SQUADS

Before the battle, at the start of the Declare Battle Formations step, this unit can be split into two units, each containing five models. If you do so, one of those units must contain the Pathfinder Shas'ui model and the other unit must contain the models equipped with rail rifles.

ABILITIES

CORE: **Scouts 7"**

FACTION: **For the Greater Good**

WARGEAR ABILITIES

Grav-inhibitor Drone: Each time an enemy unit selects the bearer's unit as the target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers to that Charge roll).

KEYWORDS: **Infantry, Markerlight, Pathfinder Team**

FACTION KEYWORDS: **T'au Empire**

BREACHER TEAM

Combat Patrol Datasheet

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



Where enemies must be driven from fortified positions or voidships 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 nigh-unstoppable at close quarters.

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

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.

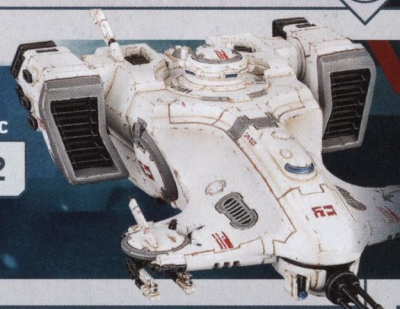
KEYWORDS: **Infantry, Battleline, Markerlight, Fire Warrior, Breacher Team**

FACTION KEYWORDS: **T'au Empire**

DEVILFISH

Combat Patrol Datasheet

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



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 provide its passengers with additional fire support.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Twin pulse carbine [ASSAULT, TWIN-LINKED]	20"	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**

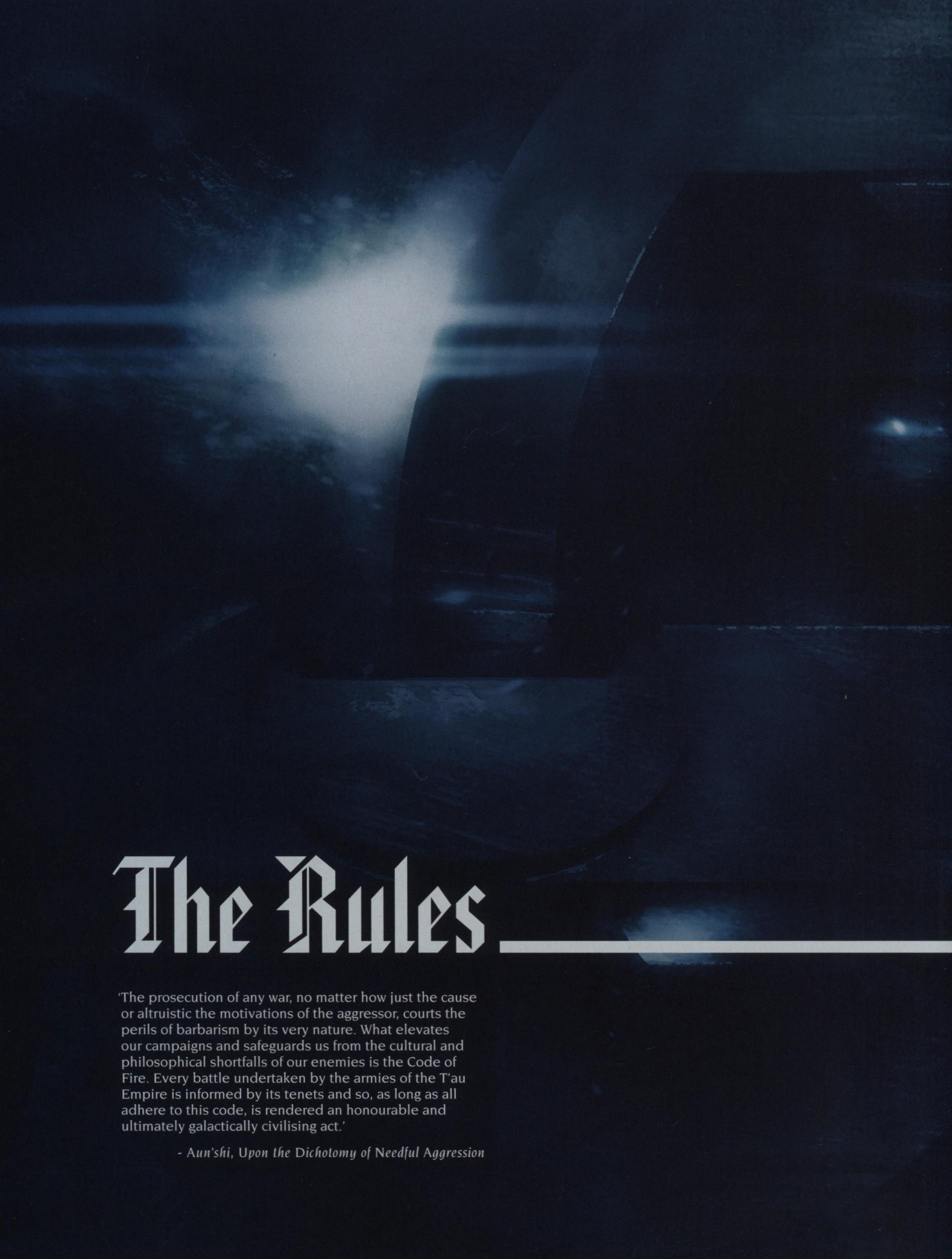
FACTION: **For the Greater Good**

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**



The Rules

'The prosecution of any war, no matter how just the cause or altruistic the motivations of the aggressor, courts the perils of barbarism by its very nature. What elevates our campaigns and safeguards us from the cultural and philosophical shortfalls of our enemies is the Code of Fire. Every battle undertaken by the armies of the T'au Empire is informed by its tenets and so, as long as all adhere to this code, is rendered an honourable and ultimately galactically civilising act.'

- Aun'shi, Upon the Dichotomy of Needful Aggression



INTRODUCTION

Welcome to the rules section of *Codex: T'au Empire*. Whether forging your own tales of glory and infamy with narrative play or pitting yourself against your opponents in nail-biting matched play contests, the following pages present all the rules you will need to bring your T'au Empire collection to life on the tabletop.

These include Detachment rules that T'au Empire armies can use, along with the T'au Empire army rule – For the Greater Good – which is common to many of your units. This section also includes datasheets for T'au Empire units; you can find out more about how to use datasheets on pages 37-38 of the Core Rules.

On the following pages you will find several T'au Empire Detachments you can select from, as described in the Core Rules (see the Select Detachment Rules step, page 56). If you are playing a Crusade battle, see the equivalent step in the Mustering a Crusade Army section of the main Crusade rules. Each Detachment is a themed fighting force that focuses on one particular combat style employed by the T'au Empire – the rules they include are as follows:

1 DETACHMENT RULE

The Detachment rule listed here will apply to either your whole army or to particular units within it. If any additional restrictions or benefits apply to a Detachment, they will be listed here. This can include units your army either must include or cannot include, as well as additional keywords some of your units may gain.

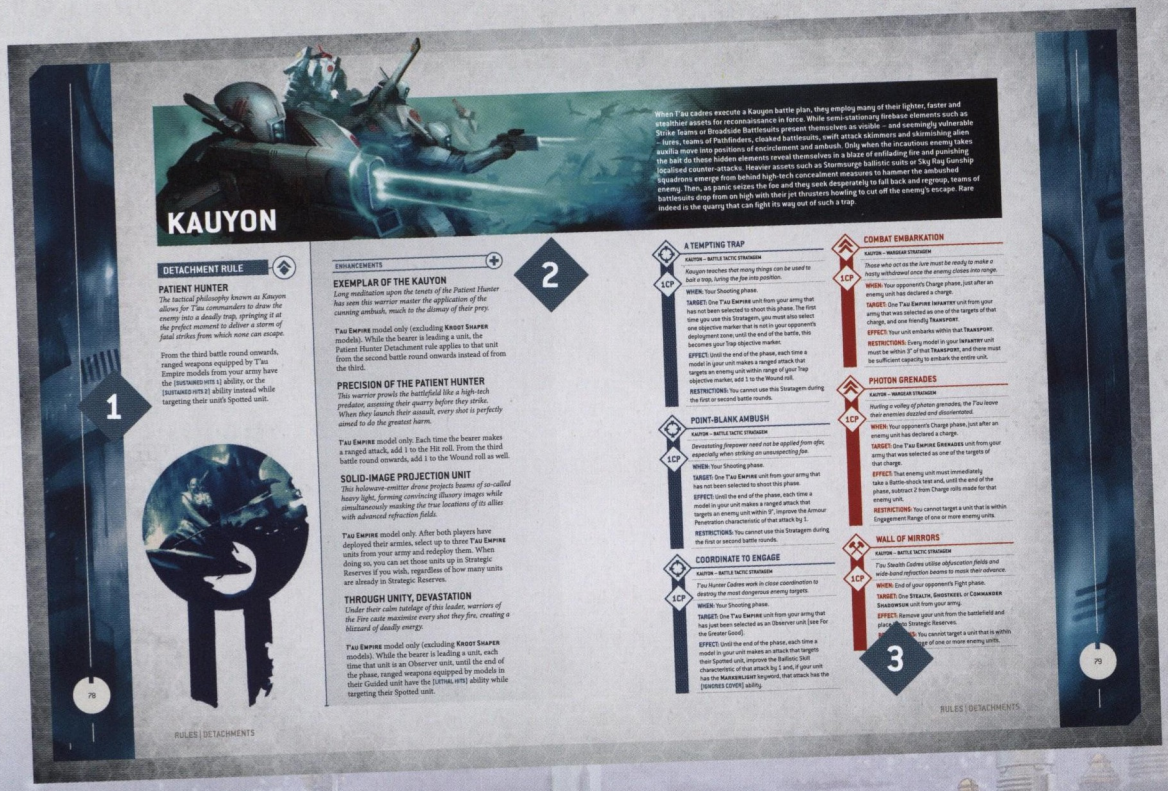
2 ENHANCEMENTS

When mustering your army, your chosen Detachment enables you to upgrade **CHARACTERS** using the Enhancements listed here, as described in the Core Rules (see the Select Units step, page 56). If you are playing a Crusade battle, you can instead use the Renowned Heroes Requisition to give your **CHARACTERS** Enhancements, as described in the main Crusade rules.

3 STRATAGEMS

Your chosen Detachment gives you access to the Stratagems listed here in addition to the Core Stratagems listed in the Core Rules. During the battle, you can spend Command points (CP) to use these Stratagems. You can find out more about how to use Stratagems on pages 41-42 of the Core Rules.





KAUYON

When T'au cadres execute a Kauyon battle plan, they employ many of their lighter, faster and stealthier assets for reconnaissance in force. While semi-stationary firebase elements such as Strike teams or Broadside Battlesuits present themselves as visible – and seemingly vulnerable – lures, teams of Pathfinders, cloaked battlesuits, swift attack skimmers and skimming alien auxilia move into positions of encirclement and ambush. Only when the incautious enemy takes the bait do these hidden elements reveal themselves in a blaze of enfilading fire and punishing localised counter-attacks. Heavier assets such as Stormsurge ballistic suits or Sky Ray Gunship squadrons emerge from behind high-tech concealment measures to hammer the ambushed enemy. Then, as panic seizes the foe and they seek desperately to fall back and regroup, teams of battlesuits drop from on high with their jet thrusters howling to cut off the enemy's escape. Rare indeed is the quarry that can fight its way out of such a trap.

DETACHMENT RULE

PATIENT HUNTER

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

From the third battle round onwards, ranged weapons equipped by T'au Empire models from your army have the [SUSTAINED HITS 1] ability, or the [SUSTAINED HITS 2] ability instead while targeting their unit's Spotted unit.

1

ENHANCEMENTS

2

EXEMPLAR OF THE KAUYON

Long meditation upon the tenets of the Patient Hunter has seen this warrior master the application of the cunning ambush, much to the dismay of their prey.

T'au Empire model only (excluding Kroot Shaper models). While the bearer is leading a unit, the Patient Hunter Detachment rule applies to that unit from the second battle round onwards instead of from the third.

PRECISION OF THE PATIENT HUNTER

This warrior prowls the battlefield like a high-tech predator, assessing their quarry before they strike. When they launch their assault, every shot is perfectly aimed to 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.

SOLID-IMAGE PROJECTION UNIT

This holowave-emitter drone projects beams of so-called heavy light, forming convincing illusory images while simultaneously masking the true locations of its allies with advanced refraction fields.

T'au Empire model only. After both players have deployed their armies, select up to three T'au Empire units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

THROUGH UNITY, DEVASTATION

Under their calm tutelage of this leader, warriors of the Fire caste maximise every shot they fire, creating a blizzard of deadly energy.

T'au Empire model only (excluding Kroot Shaper models). While the bearer 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.

A TEMPTING TRAP

1CP

KAUYON – BATTLE TACTIC STRATAGEM

Kauyon teaches that many things can be used to bait a trap, luring the foe into position.

WHEN: Your Shooting phase.

TARGET: One T'au Empire unit from your army that has not been selected to shoot this phase. The first time you use this Stratagem, you must also select one objective marker that is not in your opponent's deployment zone; until the end of the battle, this becomes your Trap objective marker.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit within range of your Trap objective marker, add 1 to the Wound roll.

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

POINT-BLANK AMBUSH

1CP

KAUYON – BATTLE TACTIC STRATAGEM

Devastating firepower need not be applied from afar, especially when striking an unsuspecting foe.

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.

COORDINATE TO ENGAGE

1CP

KAUYON – BATTLE TACTIC STRATAGEM

T'au Hunter Cadres work in close coordination to destroy the most dangerous enemy targets.

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.

COMBAT EMBARKATION

1CP

KAUYON – WARGEAR STRATAGEM

Those who act as the lure must be ready to make a hasty withdrawal once the enemy closes into range.

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 embarks within that Transport.

RESTRICTIONS: Every model in your Infantry unit must be within 3" of that Transport, and there must be sufficient capacity to embark the entire unit.

PHOTON GRENADES

1CP

KAUYON – WARGEAR STRATAGEM

Hurling a volley of photon grenades, the T'au leave their enemies dazzled and disorientated.

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.

RESTRICTIONS: You cannot target a unit that is within Engagement Range of one or more enemy units.

WALL OF MIRRORS

1CP

KAUYON – BATTLE TACTIC STRATAGEM

T'au Stealth Cadres utilise obfuscation fields and wide-band refraction beams to mask their advance.

WHEN: End of your opponent's Fight phase.

TARGET: One Stealth, Ghostkeel or Commander Shadowsun unit from your army.

EFFECT: Remove your unit from the battlefield and place them into Strategic Reserves.

RESTRICTIONS: You cannot target a unit that is within [illegible] of one or more enemy units.

3

ARMY RULE

FOR THE GREATER GOOD

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 enfilade the vulnerable enemies with murderous accuracy.

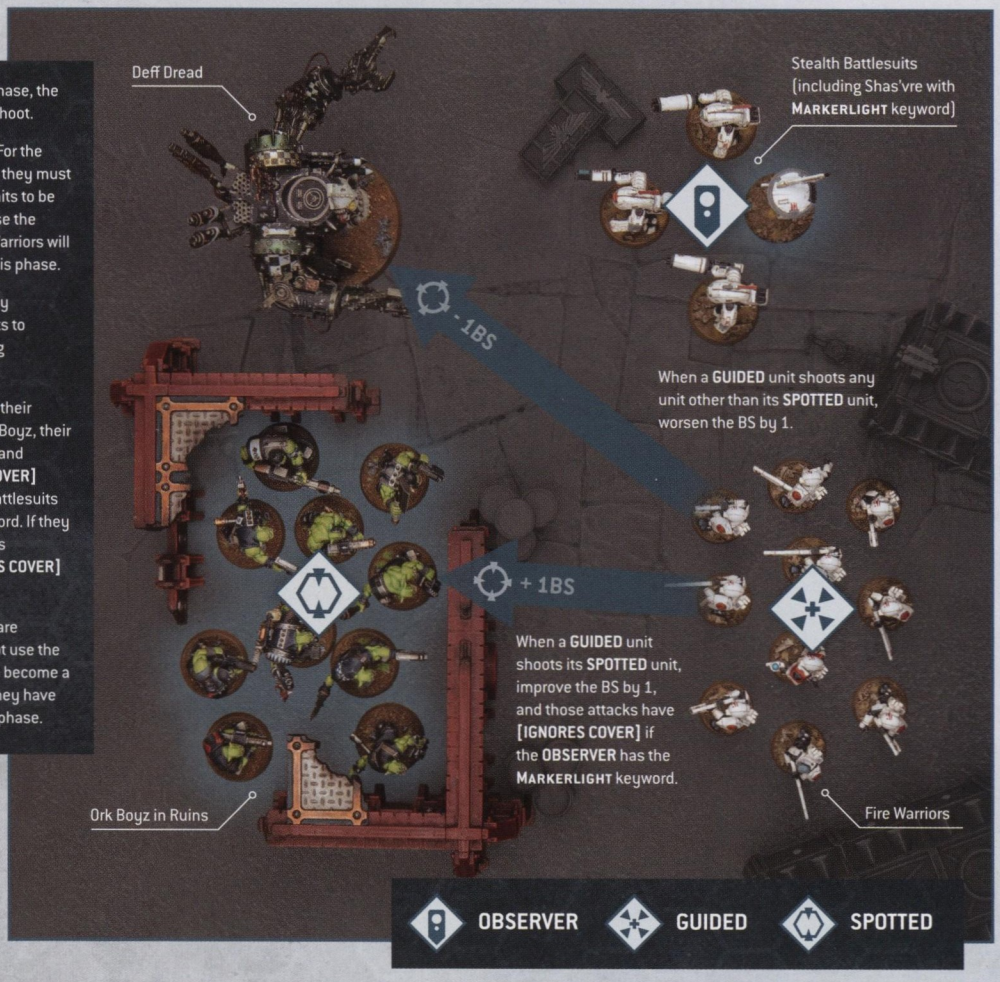
If your Army Faction is **T'AU EMPIRE**, then in your Shooting phase units from your army can work in pairs to help each other target specific enemy units. When they do this, one unit is the Observer unit and the other is their Guided unit. The enemy unit they are targeting is called their Spotted unit.

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 of your units to be their Spotted unit.

Until the end of the phase:

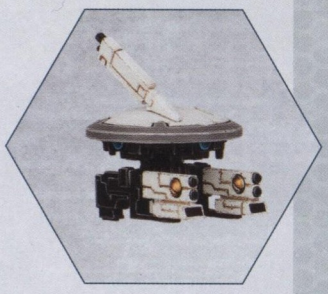
- Each time a model in a Guided unit makes an attack that targets their Spotted unit, improve the Ballistic Skill characteristic of that attack by 1 and, if their Observer unit has the **MARKERLIGHT** keyword, that attack has the **[IGNORES COVER]** ability.
- Each time a model in a Guided unit makes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

1. In the T'au Empire Shooting phase, the Fire Warriors are selected to shoot.
2. The player wishes to use the For the Greater Good ability. To do so, they must now select another of their units to be the **Observer** unit; they choose the Stealth Battlesuits. The Fire Warriors will be **Guided** in their shooting this phase.
3. Finally, they select one enemy unit that is visible to both units to be **Spotted** by them, choosing the Ork Boyz.
4. The Fire Warriors now resolve their attacks. If they target the Ork Boyz, their attacks' BS is improved by 1, and benefit from the **[IGNORES COVER]** ability because the Stealth Battlesuits have the **MARKERLIGHT** keyword. If they target the Deff Dread, the BS is worsened by 1, and **[IGNORES COVER]** does not apply.
5. When the Stealth Battlesuits are selected to shoot, they cannot use the For the Greater Good ability to become a **Guided** unit themselves, as they have already been **Observers** this phase.

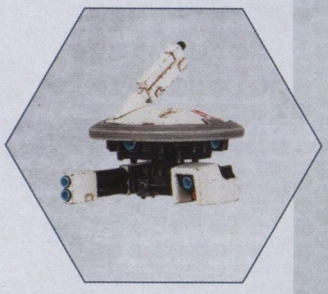




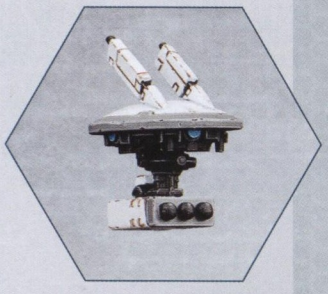
Guardian Drone



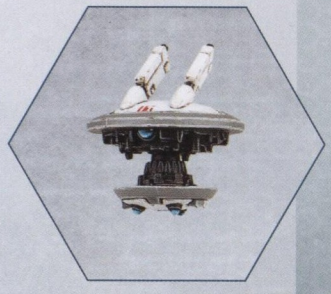
Gun Drone



Marker Drone



Missile Drone



Shield Drone

DRONES

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

Projecting a defensive energy shield over both itself and the squad of warriors that it accompanies, a guardian drone provides vital protection amidst the fury of battle.

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

GUN DRONE

The ubiquitous gun drone provides additional mid- to close-range fire support to warriors in the field, laying down withering hails of pulse rounds from a grav-stabilised ballistic platform.

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

These faithful drones mount markerlights which they employ to triangulate optimised targeting solutions against priority enemy battlefield assets.

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

Whether knocking out mid-weight enemy fighting vehicles or punching through the heavy battle armour of elite foes, the streaking warheads fired by missile drones are ideally suited.

The bearer is equipped with the following ranged weapon:

RANGED WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	5+	7	-1	2

SHIELD DRONE

Most commonly assigned to close escort of T'au battlesuits, the enduringly popular shield drone provides additional layers of personalised force field protection.

Add 1 to the bearer's Wounds characteristic.



KAUYON

DETACHMENT RULE

PATIENT HUNTER

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

From the third battle round onwards, ranged weapons equipped by T'au Empire models from your army have the **[SUSTAINED HITS 1]** ability, or the **[SUSTAINED HITS 2]** ability instead while targeting their unit's Spotted unit.



ENHANCEMENTS

EXEMPLAR OF THE KAUYON

Long meditation upon the tenets of the Patient Hunter has seen this warrior master the application of the cunning ambush, much to the dismay of their prey.

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

PRECISION OF THE PATIENT HUNTER

This warrior prowls the battlefield like a high-tech predator, assessing their quarry before they strike. When they launch their assault, every shot is perfectly aimed to 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.

SOLID-IMAGE PROJECTION UNIT

This holowave-emitter drone projects beams of so-called heavy light, forming convincing illusory images while simultaneously masking the true locations of its allies with advanced refraction fields.

T'AU EMPIRE model only. After both players have deployed their armies, select up to three **T'AU EMPIRE** units from your army and redeploy them. When doing so, you can set those units up in Strategic Reserves if you wish, regardless of how many units are already in Strategic Reserves.

THROUGH UNITY, DEVASTATION

Under their calm tutelage of this leader, warriors of the Fire caste maximise every shot they fire, creating a blizzard of deadly energy.

T'AU EMPIRE model only (excluding **KROOT SHAPER** models). While the bearer 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.

When T'au cadres execute a Kauyon battle plan, they employ many of their lighter, faster and stealthier assets for reconnaissance in force. While semi-stationary firebase elements such as Strike Teams or Broadside Battlesuits present themselves as visible – and seemingly vulnerable – lures, teams of Pathfinders, cloaked battlesuits, swift attack skimmers and skirmishing alien auxilia move into positions of encirclement and ambush. Only when the incautious enemy takes the bait do these hidden elements reveal themselves in a blaze of enfilading fire and punishing localised counter-attacks. Heavier assets such as Stormsurge ballistic suits or Sky Ray Gunship squadrons emerge from behind high-tech concealment measures to hammer the ambushed enemy. Then, as panic seizes the foe and they seek desperately to fall back and regroup, teams of battlesuits drop from on high with their jet thrusters howling to cut off the enemy's escape. Rare indeed is the quarry that can fight its way out of such a trap.

A TEMPTING TRAP

KAUYON – BATTLE TACTIC STRATAGEM

1CP

Kauyon teaches that many things can be used to bait a trap, luring the foe into position.

WHEN: Your Shooting phase.

TARGET: One **T'AU EMPIRE** unit from your army that has not been selected to shoot this phase. The first time you use this Stratagem, you must also select one objective marker that is not in your opponent's deployment zone; until the end of the battle, this becomes your Trap objective marker.

EFFECT: Until the end of the phase, each time a model in your unit makes a ranged attack that targets an enemy unit within range of your Trap objective marker, add 1 to the Wound roll.

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

POINT-BLANK AMBUSH

KAUYON – BATTLE TACTIC STRATAGEM

1CP

Devastating firepower need not be applied from afar, especially when striking an unsuspecting foe.

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.

COORDINATE TO ENGAGE

KAUYON – BATTLE TACTIC STRATAGEM

1CP

T'au Hunter Cadres work in close coordination to destroy the most dangerous enemy targets.

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.

COMBAT EMBARKATION

KAUYON – WARGEAR STRATAGEM

1CP

Those who act as the lure must be ready to make a hasty withdrawal once the enemy closes into range.

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 embarks within that **TRANSPORT**.

RESTRICTIONS: Every model in your **INFANTRY** unit must be within 3" of that **TRANSPORT**, and there must be sufficient capacity to embark the entire unit.

PHOTON GRENADES

KAUYON – WARGEAR STRATAGEM

1CP

Hurling a volley of photon grenades, the T'au leave their enemies dazzled and disorientated.

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.

RESTRICTIONS: You cannot target a unit that is within Engagement Range of one or more enemy units.

WALL OF MIRRORS

KAUYON – BATTLE TACTIC STRATAGEM

1CP

T'au Stealth Cadres utilise obfuscation fields and wide-band refraction beams to mask their advance.

WHEN: End of your opponent's Fight phase.

TARGET: One **STEALTH, GHOSTKEEL** or **COMMANDER SHADOWSUN** unit from your army.

EFFECT: Remove your unit from the battlefield and place it into Strategic Reserves.

RESTRICTIONS: You cannot target a unit that is within Engagement Range of one or more enemy units.



MONT'KA

DETACHMENT RULE

KILLING BLOW

Mont'ka is the most aggressive style of T'au warfare. Its singular focus is the art of identifying a target of opportunity and attacking it swiftly with an overwhelming application of force.

During the first, second and third battle rounds, ranged weapons equipped by **T'AU EMPIRE** models from your army have the **[LETHAL HITS]** ability. While a unit is a Guided unit (see For the Greater Good), its ranged weapons have the **[ASSAULT]** ability as well.



ENHANCEMENTS

EXEMPLAR OF THE MONT'KA

This warrior has perfected the art of the Killing Blow, formulating swift and decisive battle plans and leading their cadres from the front in aggressive strikes.

T'AU EMPIRE model only (excluding **KROOT SHAPER** models). While the bearer is leading a unit, the Killing Blow Detachment rule applies to that unit during the fourth battle round as well.

STRIKE SWIFTLY

This commander knows victory is best assured by taking the fight to the enemy as soon as battle is joined.

T'AU EMPIRE model only. At the start of the battle, before any moves are made using the Scouts ability, you can select up to two friendly **T'AU EMPIRE** units within 6" of the bearer that do not have the Scouts ability. Until the end of the battle, all models in the selected units have the Scouts 6" ability.

STRATEGIC CONQUEROR

A wise commander appreciates the strategic value of seizing a vital battlefield asset swiftly to establish a foothold, employing it as a jumping off point for further assaults or a rallying post for a swift retreat.

T'AU EMPIRE model only. At the start of the first battle round, before the first turn begins, select one objective marker on the battlefield. While a friendly **T'AU EMPIRE** model is within range of that objective marker and the bearer is on the battlefield, add 1 to that friendly model's Objective Control characteristic.

COORDINATED EXPLOITATION

This leader eschews their own martial glory in favour of seeking out an advanced vantage point then exploiting it to guide in the firepower of their fellows.

T'AU EMPIRE model only (excluding **KROOT SHAPER** models). While the bearer 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 **[SUSTAINED HITS 1]** ability while targeting their Spotted unit.

A T'au Commander launching a Mont'ka seeks to bring every fast-moving, hard-hitting asset they can to bear. Their hammerblow may come from anywhere: soaring battlesuits: armoured gunships; a horde of alien auxiliaries; a formation of Breacher Teams operating as armoured cavalry aboard a fleet of grav-skimming transports. Whatever the case, their goal is the same. They identify priority targets – be they enemy materiel to eliminate or strategic assets that must be secured, strike at those points with overwhelming force and surprise, then fall back before enemy reprisals can be brought to bear. Many Mont'ka forces include screening formations of Fire caste infantry and heavier fire support units, or even wings of Air caste fighters and bombers, whose task is to cover the retreat of those delivering the initial blow. Even then such assets are typically kept mobile, the better to exfiltrate swiftly if the blow lands awry or to capitalise on a chance for a swift and overwhelming advance should the foe be shattered by the fury of Mont'ka.

PINPOINT COUNTER-OFFENSIVE

1CP

MONT'KA – BATTLE TACTIC STRATAGEM

Mont'ka emphasises rapid evolving threat-analysis and the application of overwhelming firepower to eliminate emergent high-priority targets.

WHEN: Any phase.

TARGET: One **T'AU EMPIRE** unit (excluding **KROOT** units) from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: Until the end of the battle, each time a **T'AU EMPIRE** unit (excluding **KROOT** units) from your army makes an attack that targets the enemy unit that just destroyed your unit, you can re-roll the Hit roll.

AGGRESSIVE MOBILITY

1CP

MONT'KA – BATTLE TACTIC STRATAGEM

By advancing swiftly into commanding positions, Mont'ka forces maximise the benefits of their enemies' shock and disorientation.

WHEN: Your Movement phase.

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

EFFECT: Until the end of the phase, if your 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 your unit.

FOCUSED FIRE

1CP

MONT'KA – BATTLE TACTIC STRATAGEM

Mont'ka doctrine heavily emphasises the massed concentration of fire upon a single target at a time, obliterating each component of the enemy force in succession with a series of unrelenting barrages.

WHEN: Start of your Shooting phase.

TARGET: Two **T'AU EMPIRE** units from your army that have not been selected to shoot this phase, and one enemy unit.

EFFECT: Until the end of the phase, each time a model in either of your units makes an attack, it can only target that enemy unit (and only if it is an eligible target for that attack), and when resolving that attack, improve the Armour Penetration characteristic by 1.

RESTRICTIONS: You cannot use this Stratagem during the fourth or fifth battle rounds.

COMBAT DEBARKATION

1CP

MONT'KA – BATTLE TACTIC STRATAGEM

The most aggressive Fire caste warriors sometimes spring from moving transports, roll with the impact of landing, and come up with weapons already blazing.

WHEN: Your Shooting phase.

TARGET: One **T'AU EMPIRE INFANTRY** unit from your army that disembarked from a **TRANSPORT** this turn.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack that targets the closest enemy unit, you can re-roll the Wound roll.

PULSE ONSLAUGHT

2CP

MONT'KA – STRATEGIC PLOY STRATAGEM

Rather than charge into hand-to-hand combat, T'au soldiery instead intensify their fire patterns, pinning their advancing foes and staving off their onslaught.

WHEN: Your Shooting phase.

TARGET: One **T'AU EMPIRE INFANTRY** unit (excluding **KROOT** units) from your army that has just shot, and one enemy unit (excluding **MONSTERS** and **VEHICLES**) hit by one or more of those attacks.

EFFECT: Until the end of your opponent's next turn, that enemy unit is shaken. While a unit is shaken, subtract 2 from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

COUNTERFIRE DEFENCE SYSTEMS

2CP

MONT'KA – WARGEAR STRATAGEM

Point-defence systems trigger as incoming fire is detected, blasting projectiles from the air and lessening the power of the enemy fusillade.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **T'AU EMPIRE** 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, each time an attack is allocated to your unit, subtract 1 from the Damage characteristic of that attack.



RETALIATION CADRE

DETACHMENT RULE

BONDED HEROES

Cadres of T'au Battlesuit pilots fight in a manner inspired by the dynamism and determination of famous and beloved war leaders. Indeed, some of the specialist piloting manoeuvres they employ are named after such icons, in a few rare – and sometimes unofficial – cases even after those who have since fallen far from favour with the Ethereal Council. Either way, these bonded veterans are experts in the deadly art of engaging the enemy in close confines. They plunge into the heart of the enemy army where the fighting is fiercest, and prevail in the name of the Greater Good.

Each time a **T'AU EMPIRE BATTLESUIT** model from your army makes a ranged attack that targets a unit within 12", improve the Strength characteristic of that attack by 1. If that attack targets a unit within 6", improve the Armour Penetration characteristic of that attack by 1 as well.

ENHANCEMENTS

PURETIDE ENGRAM NEUROCHIP

Commander Puretide was the most gifted T'au war leader of all time. Upon his death, his memories were stored in a neurochip. When implanted into the brain, the bearer can access much of this wisdom.

T'AU EMPIRE BATTLESUIT model only. Once per turn, you can target the bearer's unit with a Stratagem even if you have already targeted a different unit with that Stratagem this phase.

STARFLARE IGNITION SYSTEM

The ignition thrusters on selected battlesuits are augmented with optional feed-selectors, allowing the pilot to release a jet of enriched accelerant upon take-off and sending the pilots streaking skywards.

T'AU EMPIRE BATTLESUIT model only. At the end of your opponent's turn, if the bearer's unit is not within Engagement Range of one or more enemy units, you can remove that unit from the battlefield and place it into Strategic Reserves.

INTERNAL GRENADE RACKS

These thigh plates house deployment rails of high-explosive bomblets. As the pilot jets over the foe, the racks can be triggered to dispense a rain of death.

T'AU EMPIRE BATTLESUIT model only. The bearer has the **GRENADES** keyword, and each time the bearer ends a Normal move, you can select one enemy unit that it moved over during that move. If you do, roll six D6: for each 4+, that enemy unit suffers 1 mortal wound.

PROTOTYPE WEAPON SYSTEM

Famed battlesuit pilots are often more than willing to assist Earth caste scientists in field-testing the latest in experimental weapons technology.

T'AU EMPIRE BATTLESUIT model only. Each time the bearer is selected to shoot, select either the **[LETHAL HITS]** or **[SUSTAINED HITS 1]** ability. Until those attacks are resolved, ranged weapons equipped by the bearer have the selected ability.

Retaliation Cadres traditionally employ numerous battlesuits to launch mobile and devastating counter-offensives once the foe have committed their strength. This may be as the closing jaws of Kauyon or as the speartip of Mont'ka strikes. Yet in truth there is no mission such a cadre cannot complete with dynamic efficiency. While teams of Broadside Battlesuits lay down withering covering fire, Crisis Sunforge and Fireknife teams jet forward to blast the foe apart at point-blank range. With stealth-capable battlesuits stalking and ambushing outlying enemy positions and Riptide pilots striking like thunderbolts against priority targets, the Retaliation Cadre tears the heart from the enemy's staunchest defence or most ferocious offensive. There is perhaps no more famed – nor infamous – example of a Retaliation Cadre than the Eight led by the renegade Commander Farsight. Yet many others have earned plaudits over the centuries, from the mercilessly efficient Blades of Bork'an to Commander Stormwing's celebrated Liberators.

FAIL-SAFE DETONATOR

RETALIATION CADRE – EPIC DEED STRATAGEM

2CP

Devices are incorporated into some battlesuits either to prevent high-ranking pilots being taken alive for interrogation or to prevent just such fatal explosions.

WHEN: Any phase, just after a **T'AU EMPIRE BATTLESUIT** model from your army is destroyed.

TARGET: That destroyed model's unit. You can use this Stratagem on that unit even if that unit was just destroyed.

EFFECT: Before removing your model from play, if it has the Deadly Demise ability, do not roll for that ability; instead, you can choose whether the result of that roll is a 1 or a 6. If your model does not have the Deadly Demise ability, roll one D6 for each unit within 6" of it: on a 4+, that unit suffers D3 mortal wounds.

STIMM INJECTORS

RETALIATION CADRE – WARGEAR STRATAGEM

1CP

On-board hypodermics shunt pain-blockers and chemical stimulants into the pilot's system.

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

TARGET: One **T'AU EMPIRE BATTLESUIT** 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.

THE SHORTENED BLADE

RETALIATION CADRE – STRATEGIC PLOY STRATAGEM

2CP

Made famous by Commander Farsight and his protégé Brightsword, this philosophy encourages pilots to drop into the very teeth of the enemy army and apply their firepower at point-blank range.

WHEN: Your Movement phase.

TARGET: One **T'AU EMPIRE BATTLESUIT** unit from your army that is arriving using the Deep Strike ability this phase.

EFFECT: Your unit can be set up anywhere on the battlefield that is more than 3" horizontally away from all enemy models.

RESTRICTIONS: A unit targeted with this Stratagem is not eligible to declare a charge in the same turn.

THE ARRO'KON PROTOCOL

RETALIATION CADRE – BATTLE TACTIC STRATAGEM

1CP

Commander Arro'kon's teachings are considered pre-eminent in the art of engaging and eliminating numerically overwhelming enemy formations.

WHEN: Your Shooting phase.

TARGET: One **T'AU EMPIRE BATTLESUIT** 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 an attack that targets an enemy unit that contains 6 or more models, that attack has the **[SUSTAINED HITS 1]** ability. If that attack targets an enemy unit that contains 11 or more models, it has the **[SUSTAINED HITS 2]** ability instead.

THE TORCHSTAR GAMBIT

RETALIATION CADRE – STRATEGIC PLOY STRATAGEM

1CP

Though now disgraced by association with O'Shovah, Sub-Commander Torchstar's strike-and-fade tactics are still taught – albeit officially under other names – in many Fire caste academies.

WHEN: Your Shooting phase.

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

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

GRAV-INHIBITOR FIELD

RETALIATION CADRE – STRATEGIC PLOY STRATAGEM

1CP

First used by O'Jir during the battle for Laguna Shard, these battlesuit-mounted emitters batter advancing foes backwards with gravitic pulse waves.

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

TARGET: One **T'AU EMPIRE BATTLESUIT** unit from your army that was selected as a target of that charge.

EFFECT: That enemy unit must immediately take a Battle-shock test and you must roll one D6 for each model in that enemy unit: for each 6, that enemy unit suffers 1 mortal wound.



KROOT HUNTING PACK

DETACHMENT RULES

HUNTER'S INSTINCTS

The Kroot naturally predate upon weakened foes, drawn by the scent of spilled blood and viscera.

Each time a **KROOT** model from your army makes an attack, add 1 to the Hit roll if the target of that attack is below its Starting Strength, and add 1 to the Wound roll as well if the target of that attack is Below Half-strength.

SKIRMISH FIGHTERS

Though ill-suited to protracted warfare, the Kroot are experts at light, swift skirmishing. Here their fieldcraft and wiry natural agility help them to evade the hostile attentions of their foes.

KROOT models from your army have a 6+ invulnerable save against melee attacks and a 5+ invulnerable save against ranged attacks.

KEYWORDS

If you select this Detachment, **KROOT CARNIVORE** units from your army have the **BATTLELINE** keyword.

ENHANCEMENTS

KROOTHAWK FLOCK

This leader has painstakingly established a deep-seated bond with a small flock of Kroothawks. The avian creatures circle on high, spying out and revealing the hiding places of the prey or warning of ambushing enemies with wing-dips, diving stoops and harsh shrieks.

KROOT model only. Ranged weapons equipped by models in the bearer's unit have the **[IGNORES COVER]** ability, and enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" horizontally of the bearer.

NOMADIC HUNTER

This Shaper's followers have become adept at the loping pursuit, snapping off harassing fire as they tirelessly and mercilessly run their victims to ground.

KROOT TRAIL SHAPER model only. While the bearer is leading a unit, add 3" to the Move characteristic of models in that unit and ranged weapons equipped by models in that unit have the **[ASSAULT]** ability.

ROOT-CARVED WEAPONS

Just as the Kroot venerate the so-called Roots from which their culture derives, so they prize the traditional forms of Root-carved weapons and must perform exceptional deeds to be permitted to wield them in war.

KROOT WAR SHAPER model only. All weapons equipped by the bearer have the **[PRECISION]** and **[DEVASTATING WOUNDS]** abilities.

BORTHROD GLAND

The Kroot found the flesh of the Borthrod so irresistible they hunted them to extinction. This preserved gland still exudes pheromones that drive nearby Kroot into a ravenous frenzy.

KROOT FLESH SHAPER only. While the bearer is leading a unit, each time a model in that unit makes a melee attack, an unmodified Hit roll of 5+ scores a Critical Hit.

Often Kroot Hunting Packs form the mainstay of T'au auxiliary cadres, supported in the field by other aliens such as Vespid or Gue'vesa and overseen by a Cadre Fireblade or Ethereal accompanied by Fire caste bodyguards. At other times, Kroot Hunting Packs go to war on their own account either to defend their territories from invasion or while serving mercenary contracts for extraplanetary paymasters. Whatever the case, such forces rely on speed, fieldcraft and cunning to negate the advantages of more heavily armoured foes before employing the natural ferocity of the Kroot to carry the day. With skirmishing battle lines of Kroot Carnivores and Farstalkers bolstered by the presence of varied Shapers, Hunting Packs are well able to draw the foe into fluid guerrilla skirmishes. Meanwhile their Krootox pour on firepower and their Rampagers outflank and predate on the foe. Many an enemy army has been dismembered by such tactics, its defences torn open and its innards spilled for the voracious feasting of the Kroot.

JOIN THE HUNT

KROOT HUNTING PACK – BATTLE TACTIC STRATAGEM

2CP

When a Kroot Hunting Pack closes in on its prey, there are often other hunters waiting to join in the fray and take their share of any spoils.

WHEN: Any phase.

TARGET: One **KROOT INFANTRY** or **KROOT HOUNDS** unit from your army that was just destroyed. You can use this Stratagem on that unit even though it was just destroyed.

EFFECT: Add a new unit to your army identical to your destroyed unit, in Strategic Reserves, at its Starting Strength.

RESTRICTIONS: This Stratagem cannot be used to return destroyed **CHARACTER** units to Attached units.

A TRAP WELL LAID

KROOT HUNTING PACK – BATTLE TACTIC STRATAGEM

1CP

The Kroot have long perfected the art of ambush hunting, their packs working in deadly concert.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **KROOT** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: After your unit has resolved its attacks this phase, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, each time a **KROOT** model from your army makes an attack that targets that enemy unit, unless the attacking unit is Battle-shocked, improve the Armour Penetration characteristic of that attack by 1.

EMP GRENADES

KROOT HUNTING PACK – WARGEAR STRATAGEM

1CP

Furnished by T'au allies or returning Farstalkers, these electromagnetic grenades wreak havoc with the animuses of armoured fighting vehicles.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy **VEHICLE** unit is selected to shoot or fight.

TARGET: One **KROOT GRENADES** unit from your army within 8" of that enemy **VEHICLE** unit.

EFFECT: Until the end of the phase, worsen the Weapon Skill and Ballistic Skill characteristics of that enemy **VEHICLE** unit's weapons by 1.

THE GRISLY FEAST

KROOT HUNTING PACK – STRATEGIC PLOY STRATAGEM

1CP

The psychological impact of witnessing one's comrades being dismembered and devoured by gore-splattered Kroot cannot be overstated.

WHEN: Fight phase.

TARGET: One **KROOT** unit from your army that destroyed one or more enemy units this phase.

EFFECT: In your opponent's next Command phase, each enemy unit within 6" of your unit must take a Battle-shock test. If the unit taking that test is Below Half-strength, subtract 1 from that test. Enemy units affected by this Stratagem do not need to take any other Battle-shock tests in the same phase.

GUERRILLA WARRIORS

KROOT HUNTING PACK – STRATEGIC PLOY STRATAGEM

1CP

Kroot see no value in stand-up fights, caring little for honour or glory. They hit and fade, frustrating their foes and bleeding them by degrees until – weakened and out of position – they are rendered vulnerable.

WHEN: Your Movement phase, just after a **KROOT** unit from your army Falls Back.

TARGET: That **KROOT** unit.

EFFECT: Until the end of the turn, your unit is eligible to shoot and declare a charge.

HIDDEN HUNTERS

KROOT HUNTING PACK – STRATEGIC PLOY STRATAGEM

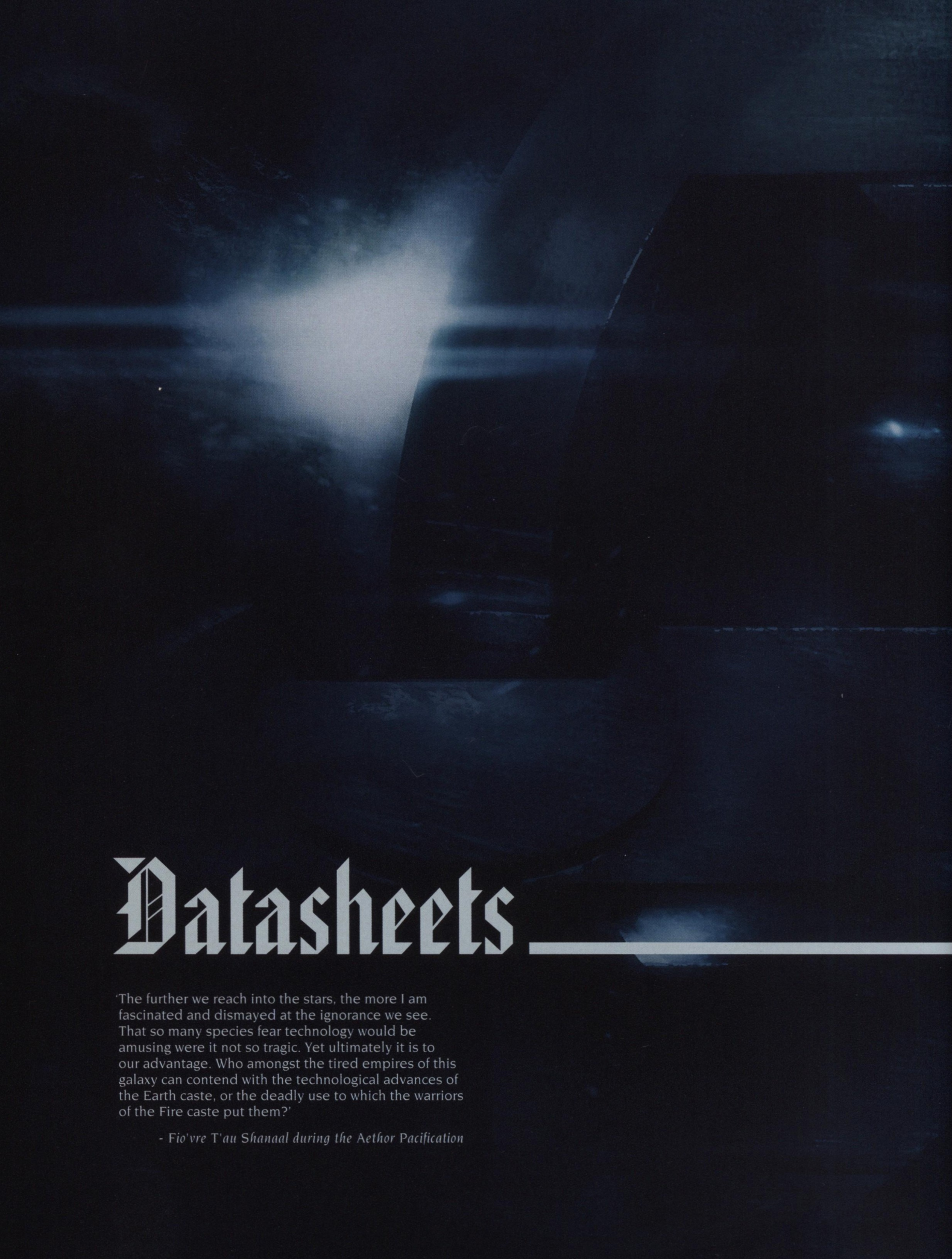
1CP

The Kroot are experts in camouflage and concealment, able to utilise cover in ways most foes would never consider and – to their great misfortune – do not anticipate.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One **KROOT** 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, your unit can only be selected as the target of a ranged attack if the attacking model is within 12".



Datasheets

'The further we reach into the stars, the more I am fascinated and dismayed at the ignorance we see. That so many species fear technology would be amusing were it not so tragic. Yet ultimately it is to our advantage. Who amongst the tired empires of this galaxy can contend with the technological advances of the Earth caste, or the deadly use to which the warriors of the Fire caste put them?'

- *Fio'vre T'au Shanaal during the Aethor Pacification*



COMMANDER SHADOWSUN

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

5+ INVULNERABLE SAVE



Accompanied by advanced shield and command drones, Commander Shadowsun surges dynamically into battle. She is the master of 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.

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

SUPREME COMMANDER

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

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.

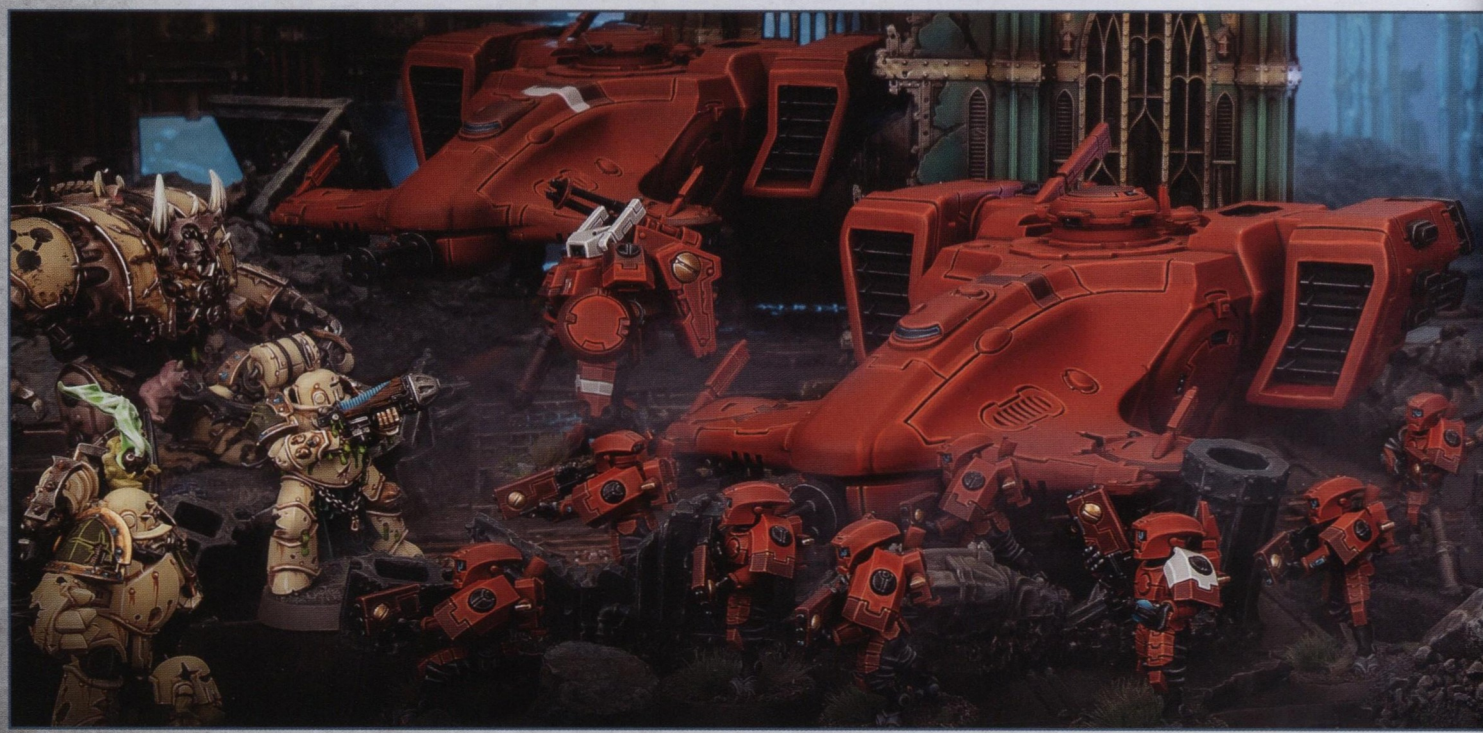
UNIT COMPOSITION

- **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.

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

FACTION KEYWORDS: **T'AU EMPIRE**



COMMANDER FARSIGHT

M	T	SV	W	LD	OC
10"	5	2+	8	6+	2

4+ INVULNERABLE SAVE



Aggressive and rebellious, Commander Farsight is the master of Mont'ka, the Killing Blow. Piloting his crimson battlesuit, O'Shovah 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.

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Dawn Blade – strike	Melee	4	2+	10	-2	3
Dawn Blade – sweep	Melee	8	2+	6	-1	1

LEADER

This model can be attached to the following units: **Crisis Sunforge Battlesuits, Crisis Fireknife Battlesuits, Crisis Starscythe Battlesuits**

INDEPENDENT POWER

If your army includes **Commander Farsight**, it cannot include any **Ethereal** units. If your army includes any **Ethereal** units, it cannot include **Commander Farsight**.

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.

Puretide's Teachings: Once per battle round, you can target this model's unit with a Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

UNIT COMPOSITION

- **1 Commander Farsight – Epic Hero**

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

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

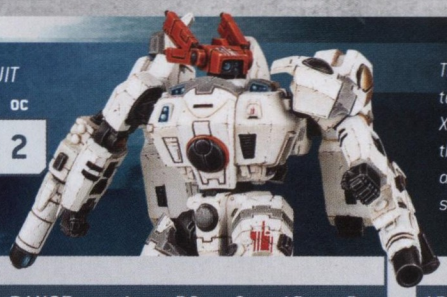
KEYWORDS: **Vehicle, Walker, Fly, Character, Epic Hero, Battlesuit, Commander Farsight**

FACTION KEYWORDS: **T'au Empire**



COMMANDER *IN ENFORCER BATTLESUIT*

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



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.

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	18"	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

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 page 77.*

LEADER

This model can be attached to the following units: **CRISIS SUNFORGE BATTLESUITS, CRISIS FIREKNIFE BATTLESUITS, CRISIS STARSCYTHE BATTLESUITS**

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

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.

UNIT COMPOSITION

- **1 Commander in Enforcer Battlesuit**

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

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

FACTION KEYWORDS: **T'AU EMPIRE**

COMMANDER *IN COLDSTAR BATTLESUIT*

M	T	SV	W	LD	OC
12"	5	3+	6	7+	2



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.

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	18"	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

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 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 page 77.*

LEADER

This model can be attached to the following units: **Crisis Sunforge Battlesuits, Crisis Fireknife Battlesuits, Crisis Starscythe Battlesuits**

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

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.

UNIT COMPOSITION

- **1 Commander in Coldstar Battlesuit**

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

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



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.

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

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 page 77.*

LEADER

This model can be attached to the following units: **Breacher Team, Strike Team**

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.

UNIT COMPOSITION

- **1 Cadre Fireblade**

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

KEYWORDS: **Infantry, Character, Grenades, Cadre Fireblade**

FACTION KEYWORDS: **T'au Empire**

ETHEREAL

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

5+ INVULNERABLE SAVE



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.

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

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 page 77.*

LEADER

This model can be attached to the following units: **Breacher Team, Strike Team**

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: At the end of 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".

UNIT COMPOSITION

- **1 Ethereal**

This model is equipped with: honour stave.

KEYWORDS: **Infantry, Character, Ethereal**

FACTION KEYWORDS: **T'au Empire**

DARKSTRIDER

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



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.

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

LEADER

This model can be attached to the following unit: **PATHFINDER TEAM**

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.

UNIT COMPOSITION

- **1 Darkstrider – EPIC HERO**

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

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

FACTION KEYWORDS: **T'AU EMPIRE**

'Understand this, Commander. I do not contest that El'Myamoto achieves results, nor even that he has been instrumental in the triumph of the T'au'va on multiple worlds. My concern is with his methodology. We must all resist certain urges towards unconventional – dare I say impulsive – action in the name of the Greater Good. The tenets of the Fire caste academies have been laid down over countless t'au'cyr, their wisdom hard earned, yet I warn you once again that Darkstrider has ignored these lessons in the past and on a whim he will do so again!'

- Intercept, sender and recipient identities withheld



STRIKE TEAM

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



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.

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 [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

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 page 77.*

ABILITIES

FACTION: **For the Greater Good**

Suppression Volley: In your Shooting phase, after this unit has shot, select one enemy **INFANTRY** unit hit by one or more of those attacks. Until the start of your next turn, while this unit is on the battlefield, that enemy unit is suppressed. While a unit is suppressed, each time a model in that unit makes an attack, subtract 1 from the Hit roll.

DS8 Support Turret: In your Movement phase, if this unit Remains Stationary, until the start of your next turn, its Shas'ui model is equipped with the support turret weapon.

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

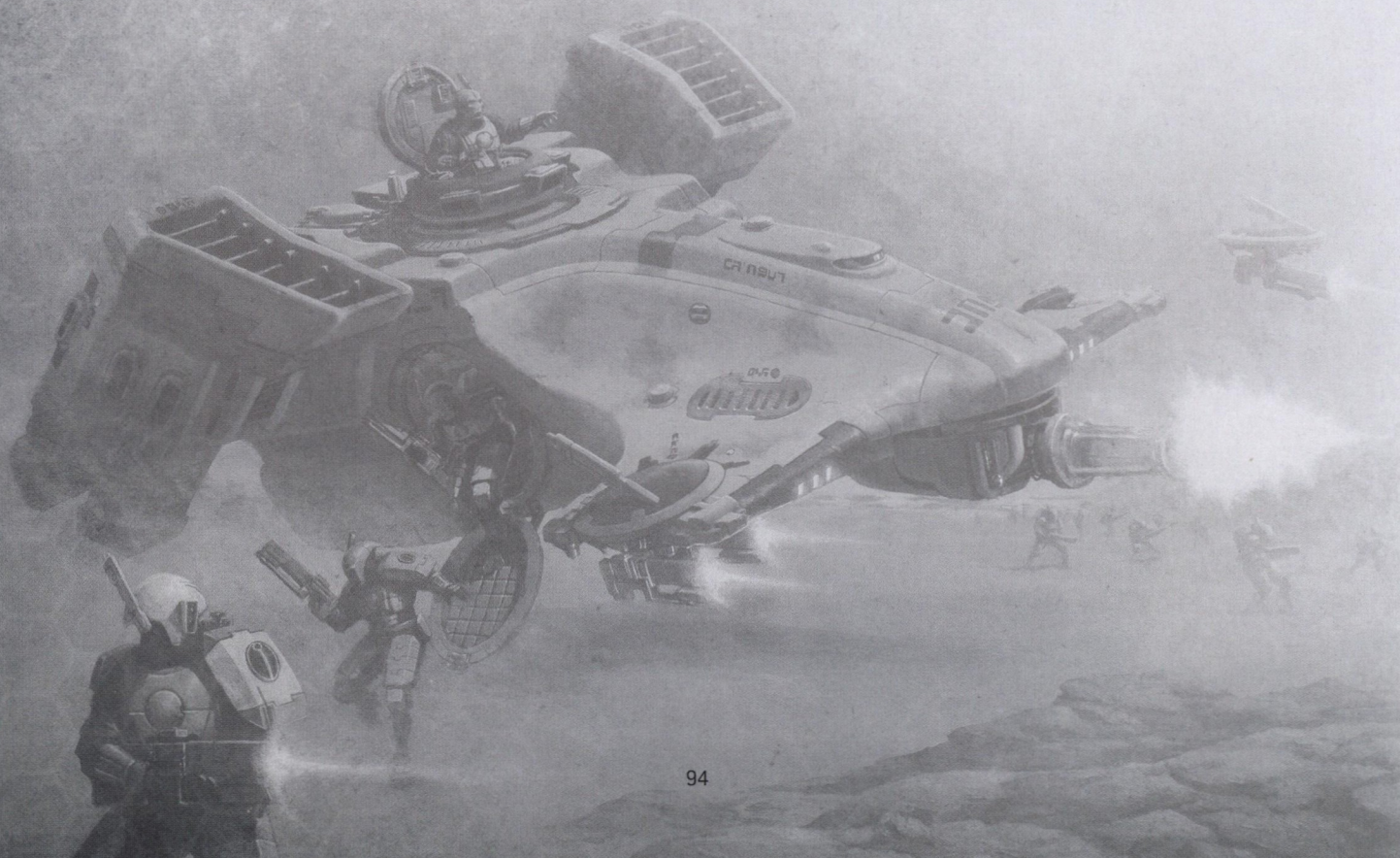
UNIT COMPOSITION

- **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



Where enemies must be driven from fortified positions or voidships 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 nigh-unstoppable at close quarters.

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 [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

WARGEAR OPTIONS

- The Breacher 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*

** This drone's rules can be found on page 77.*

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 turn, its Shas'ui model is equipped with the support turret weapon.

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

UNIT COMPOSITION

- **1 Breacher Fire Warrior Shas'ui**
- **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**



Fire Warrior Shas'ui with pulse carbine



Fire Warrior with pulse rifle



Fire Warrior with pulse carbine



Support turret



Breacher Fire Warrior Shas'ui with pulse pistol and pulse blaster







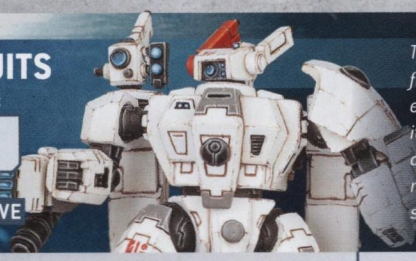


Breacher Fire Warriors with pulse blasters

CRISIS SUNFORGE BATTLESUITS

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

4+ INVULNERABLE SAVE



The XV8 Crisis Battlesuit is the most iconic and versatile fighting platform available to the Fire caste. When equipped with paired fusion blasters and shield generator it is said to be in the Sunforge configuration and becomes a devastating asset for hunting armoured vehicles or monstrous war beasts, slaying them with blasts of superthermic energy.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fusion blaster [MELTA 2]	12"	1	4+	9	-4	D6

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

WARGEAR OPTIONS

- Any number of models can each be equipped with up to two of the following, but cannot take duplicates:
  - 1 gun drone*
  - 1 marker drone*
  - 1 shield drone*

** This drone's rules can be found on page 77.*

ABILITIES

CORE: **Deep Strike**

FACTION: **For the Greater Good**

Sunforge: Each time a ranged attack made by a model in this unit is allocated to a **MONSTER** or **VEHICLE** unit, you can re-roll the Wound roll and you can re-roll the Damage roll.

UNIT COMPOSITION

- **1 Crisis Sunforge Shas'vre**
- **2 Crisis Sunforge Shas'ui**

Every model is equipped with: 2 fusion blasters; battlesuit fists.

KEYWORDS: **VEHICLE, WALKER, FLY, BATTLESUIT, CRISIS, SUNFORGE**

FACTION KEYWORDS: **T'AU EMPIRE**

CRISIS FIREKNIFE BATTLESUITS

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



The Fireknife configuration equips Crisis Battlesuit pilots with a suite of mid-ranged, hard-hitting firepower. Whether dropping from Manta Missile Destroyers to spearhead a Mont'ka strike or staging a mobile fighting retreat as part of a Kauyon strategy, Crisis Fireknife Battlesuits can be relied upon to eliminate key enemy targets and respond swiftly to changing battlefield conditions.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Missile pod	30"	2	4+	7	-1	2
Plasma rifle	18"	1	4+	8	-3	3

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

WARGEAR OPTIONS

- Any number of models can each have their plasma rifle replaced with 1 missile pod.
- Any number of models can each have their missile pod replaced with 1 plasma rifle.
- Any number of models can be equipped with up to two of the following, but cannot take duplicates:
  - 1 gun drone*
  - 1 marker drone*
  - 1 shield drone*

** This drone's rules can be found on page 77.*

ABILITIES

CORE: **Deep Strike**

FACTION: **For the Greater Good**

Fireknife: Each time a model in this unit makes a ranged attack, re-roll a Hit roll of 1. If that attack targets a unit that is at its Starting Strength, you can re-roll the Hit roll instead.

Weapon Support Systems: Each time a model in this unit makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

UNIT COMPOSITION

- **1 Crisis Fireknife Shas'vre**
- **2 Crisis Fireknife Shas'ui**

Every model is equipped with: plasma rifle; missile pod; battlesuit fists.

KEYWORDS: **VEHICLE, WALKER, FLY, BATTLESUIT, CRISIS, FIREKNIFE**

FACTION KEYWORDS: **T'AU EMPIRE**

CRISIS STARSCYTHE BATTLESUITS

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



When the foe puts their faith in sheer weight of numbers or seeks to bog the T'au cadres down with infantry waves, Crisis Starscythe Battlesuits provide a swift and devastating response. Leaping in close, their courageous pilots unleash the fury of blitzing burst cannons and roaring T'au flamers, reaping a macabre tally amongst their swarming foes before jetting back out of harm's way.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
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

WARGEAR OPTIONS

- Any number of models can each have their burst cannon replaced with 1 T'au flamer.
- Any number of models can each have their T'au flamer replaced with 1 burst cannon.
- Any number of models can be equipped with up to two of the following, but cannot take duplicates:
  - 1 gun drone*
  - 1 marker drone*
  - 1 shield drone*

** This drone's rules can be found on page 77.*

ABILITIES

CORE: **Deep Strike**

FACTION: **For the Greater Good**

Starscythe: Each time a model in this unit makes a ranged attack (excluding attacks that target **MONSTERS** and **VEHICLES**), improve the Armour Penetration characteristic of that attack by 1.

Battlesuit Support Systems: This unit is eligible to shoot in a turn in which it Fell Back.

UNIT COMPOSITION

- **1 Crisis Starscythe Shas'vre**
- **2 Crisis Starscythe Shas'ui**

Every model is equipped with: burst cannon; T'au flamer; battlesuit fists.

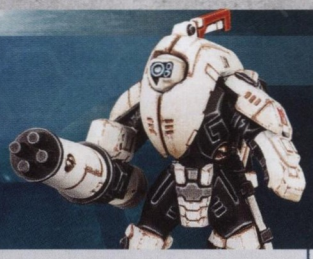
KEYWORDS: **VEHICLE, WALKER, FLY, BATTLESUIT, CRISIS, STARSCYTHE**

FACTION KEYWORDS: **T'AU EMPIRE**



STEALTH BATTLESUITS

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



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.

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

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 page 77.*

UNIT COMPOSITION

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

The Stealth Shas'vre is equipped with: burst cannon, battlesuit fists, homing beacon.

Every Stealth Shas'ui model is equipped with: burst cannon; battlesuit fists.

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 Hit roll of 1 and 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 0CP. 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**



GHOSTKEEL BATTLESUIT

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



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.

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

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.

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

ABILITIES

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

FACTION: **For the Greater Good**

Stealth Drones: Twice per battle, after an attack is 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 this model, removing one each time this ability is 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.

UNIT COMPOSITION

- **1 Ghostkeel Battlesuit**

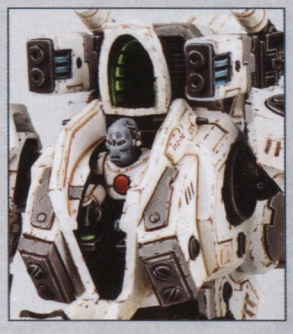
This model is equipped with: fusion collider; twin T'au flamer; Ghostkeel fists.

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

FACTION KEYWORDS: **T'AU EMPIRE**







Ghostkeel Battlesuit with fusion collider

PATHFINDER TEAM

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



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 T'au units to annihilate.

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

WARGEAR OPTIONS

- The Pathfinder Shas'ui can be equipped with one of the following:
  - 1 grav-inhibitor drone
  - 1 pulse accelerator drone
  - 1 recon drone
- The Pathfinder Shas'ui can be equipped with up to two of the following, and can take duplicates:
  - 1 gun drone*
  - 1 marker drone*
  - 1 shield 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.

** This drone's rules can be found on page 77.*

ABILITIES

CORE: **Scouts 7"**

FACTION: **For the Greater Good**

Target Uploaded: Once per turn, when using the For 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: Each time an enemy unit selects the bearer's unit as the target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other negative modifiers 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.

UNIT COMPOSITION

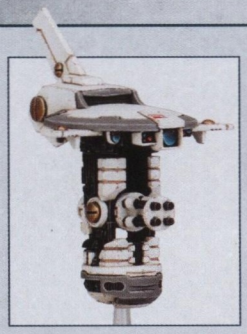
- **1 Pathfinder Shas'ui**
- **9 Pathfinders**

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

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

KEYWORDS: **INFANTRY, GRENADES, MARKERLIGHT, PATHFINDER TEAM**

FACTION KEYWORDS: **T'AU EMPIRE**



Recon drone



Pathfinder with pulse carbine and semi-automatic grenade launcher



Pathfinder Shas'ui with pulse carbine



Pathfinder with ion rifle



Pathfinder with rail rifle

FIRESIGHT TEAM



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

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.

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.

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 Firesight Marksman model. The Sniper Drone models do not count as models for any rules purposes.*

KEYWORDS: **Infantry, Character, Markerlight, Firesight Team**

FACTION KEYWORDS: **T'au Empire**

VESPID STINGWINGS



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

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 salvoes from their neutron blasters that soon reduce their targets to little more than glowing craters.

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Stingwing claws	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.

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: **T'au Empire**

KROOT TRAIL SHAPER

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



Trail Shapers are more than simply masters of fieldcraft. As their title implies, they work with instinctive skill to shape the very battlefield upon which the Kroot will meet their prey, the guiding routes along which the hunt will progress and the nature of the engagements in which their kindreds fight. A single Trail Shaper can alter the entire character of a war in the favour of the T'au Empire.

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

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Shaper's blade	Melee	4	2+	5	0	1

LEADER

This model can be attached to the following units: **KROOT CARNIVORES, KROOT FARSTALKERS**

ABILITIES

CORE: **Infiltrators, Leader, Scouts 7", Stealth**

Trail Finding: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this model's unit, if this model's unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to D6".

Kroot Ambush: After both players have deployed their armies and determined who has the first turn, you can redeploy this model's unit and one other friendly **KROOT** unit. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

UNIT COMPOSITION

- **1 Kroot Trail Shaper**

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

KEYWORDS: **INFANTRY, CHARACTER, KROOT, SHAPER, TRAIL SHAPER**

FACTION KEYWORDS: **T'AU EMPIRE**

KROOT WAR SHAPER

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



To the War Shapers falls responsibility for both composition and disposition of all Kroot forces in the field. Beyond this, they are typically exemplary warriors in their own right, striding into battle armed with symbolically traditional weapons that are no less deadly for their antiquated natures. Under a War Shaper's merciless gaze, enemies quail and allies find new strength.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Dart-bow and tri-blade [ANTI-INFANTRY 3+, ASSAULT, HEAVY]	24"	D3+1	4+	4	0	2
Kroot pistol [PISTOL]	12"	1	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Bladestave and prey-hook [LETHAL HITS]	Melee	4	2+	5	-1	2
Shaper's blade	Melee	4	2+	5	0	1

WARGEAR OPTIONS

- This model's dart-bow and tri-bade can be replaced with 1 bladestave and prey-hook.

LEADER

This model can be attached to the following units: **KROOT CARNIVORES, KROOT FARSTALKERS**

ABILITIES

CORE: **Infiltrators, Leader, Scouts 7", Stealth**

War Leader: Once per battle round, one unit from your army with this ability can be targeted with a Stratagem for OCP, even if another unit from your army has already been targeted with that Stratagem this phase.

Root of Honour: Once per battle, at the start of any phase, you can select one friendly **KROOT** unit that is Battle-shocked and within 12" of this model. That unit is no longer Battle-shocked.

UNIT COMPOSITION

- **1 Kroot War Shaper**

This model is equipped with: dart-bow and tri-blade; Kroot pistol; Shaper's blade.

KEYWORDS: **INFANTRY, CHARACTER, KROOT, SHAPER, WAR SHAPER**

FACTION KEYWORDS: **T'AU EMPIRE**

KROOT FLESH SHAPER

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



All Shapers bear some responsibility for the gradual guidance of their fellows' genetic makeup through ingestion of selected prey. The Flesh Shapers take this art to a more immediate and visceral extreme through the use of gruesome flesh-fetishes and ritualised butchery whose psychosomatic impact upon the Kroot is remarkable.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kroot scattergun [ASSAULT]	12"	2	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Twin ritualistic blades [TWIN-LINKED]	Melee	4	2+	5	-1	1

LEADER

This model can be attached to the following units: **KROOT CARNIVORES, KROOT FARSTALKERS**

ABILITIES

CORE: **Infiltrators, Leader, Scouts 7", Stealth**

Ritual Butchery: While this model is leading a unit, melee weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability.

Rites of Feasting: While this model is leading a unit, models in that unit have the Feel No Pain 6+ ability. If that unit destroys one or more enemy units in the Fight phase, until the end of the battle, models in that unit have the Feel No Pain 5+ ability instead.

UNIT COMPOSITION

- **1 Kroot Flesh Shaper**

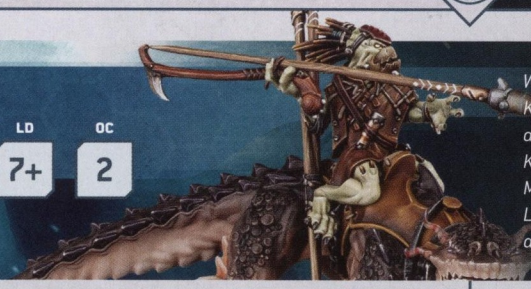
This model is equipped with: Kroot scattergun; twin ritualistic blades.

KEYWORDS: **INFANTRY, CHARACTER, KROOT, SHAPER, FLESH SHAPER**

FACTION KEYWORDS: **T'AU EMPIRE**

KROOT LONE-SPEAR

M	T	SV	W	LD	OC
12"	5	5+	6	7+	2



Whether loners or grizzled mercenaries unable to fit within Kroot society, Lone-spears prefer the company of beasts and the surrounds of the wild. Mounted upon chameleonic Kalamandras, they make for talented long-range scouts. Moreover, armed with suitably potent firearms the Lone-spears excel in picking off valuable enemy targets and even eliminating armoured fighting vehicles.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Blast javelin [ASSAULT, BLAST]	18"	D6	4+	10	-2	2
Kroot long gun [HEAVY, PRECISION]	36"	1	3+	6	-2	3

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Hunting javelin [LANCE]	Melee	3	3+	4	-1	1
Kalamandra's bite [EXTRA ATTACKS]	Melee	4	4+	5	-1	1

WARGEAR OPTIONS

- This model's Kroot long gun can be replaced with 1 blast javelin and 1 hunting javelin.

ABILITIES

CORE: **Lone Operative, Scouts 7", Stealth**

Advanced Scouting: Each time this model makes a ranged attack that hits an enemy unit, until the end of the turn, each time another **KROOT** model from your army makes an attack that targets that enemy unit, you can re-roll the Hit roll.

Fire and Fade: In your Shooting phase, after this model has shot, if it is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". If it does, until the end of the turn, this model is not eligible to declare a charge.

UNIT COMPOSITION

- **1 Kroot Lone-spear**

This model is equipped with: Kroot long gun; close combat weapon; Kalamandra's bite.

KEYWORDS: **MOUNTED, CHARACTER, KROOT, LONE-SPEAR**

FACTION KEYWORDS: **T'AU EMPIRE**

KROOT CARNIVORES

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



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 Kroot rifles before charging in to rip and tear their victims to gory ribbons.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Tanglebomb launcher [BLAST]	24"	D3	4+	5	0	1
Kroot pistol [PISTOL]	12"	1	4+	4	0	1
Kroot rifle [RAPID FIRE 1]	24"	1	4+	4	0	1
Kroot carbine	18"	1	4+	4	0	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1

WARGEAR OPTIONS

- The Long-quill's Kroot rifle can be replaced with 1 Kroot carbine.
- For every 10 models in this unit, one Kroot Carnivore's Kroot rifle can be replaced with 1 Tanglebomb launcher.

BODYGUARD

If this unit has a Starting Strength of 20, you can attach up to two Leader units to it instead of one, provided those Leaders are not duplicates (e.g. you cannot attach two **War Shapers** to this unit). If you do, and this unit is destroyed, the Leader units attached to it become separate units with their original Starting Strengths.

ABILITIES

CORE: **Scouts 7", Stealth**

Fieldcraft: At the end of your Command phase, if this unit is within range of an objective marker you control, that objective marker remains under your control, even if you have no models within range of it, until your opponent controls it at the start or end of any turn.

UNIT COMPOSITION

- **1 Long-quill**
- **9-19 Kroot Carnivores**

The Long-quill is equipped with: Kroot pistol; Kroot rifle; close combat weapon.

Every Kroot Carnivore is equipped with: Kroot rifle; close combat weapon.

KEYWORDS: **Infantry, Grenades, Kroot, Carnivores**

FACTION KEYWORDS: **T'au Empire**

KROOTOX RIDERS

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



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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Repeater cannon [RAPID FIRE 2]	36"	2	4+	7	-1	2
Tanglecannon [BLAST, HEAVY]	36"	D6+1	4+	6	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	4	0	1
Krootox fists [EXTRA ATTACKS]	Melee	4	3+	6	-1	2

WARGEAR OPTIONS

- Any number of models can each have their repeater cannon replaced with 1 tanglecannon.

ABILITIES

CORE: **Scouts 7"**

Kroot Packmates: Once per turn, in your opponent's Shooting phase, when a friendly **Kroot Infantry** unit within 6" of this unit is selected as the target of an attack, one unit from your army with this ability can use it. If it does, after that enemy unit has finished making its attacks, that unit with this ability can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

UNIT COMPOSITION

- **1-3 Krootox Riders**

Every model is equipped with: repeater cannon; close combat weapon; Krootox fists.

KEYWORDS: **Mounted, Grenades, Kroot, Krootox Riders**

FACTION KEYWORDS: **T'au Empire**

KROOTOX RAMPAGERS

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



Juvenile Krootox exhibit greater aggression and agility than their elders. Bands of Kroot make use of these facets by riding the Krootox into battle in Rampager packs. They act as ambushers, terror troops and skirmish cavalry, striking fast at their foes from unexpected quarters and seeking to break their battle lines to leave them vulnerable to the rest of the Hunting Pack.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Kroot pistol and hunting javelins [ASSAULT, PISTOL]	12"	2	4+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Hunting blades [LANCE]	Melee	3	3+	4	-1	1
Rampager fists [EXTRA ATTACKS, SUSTAINED HITS 1]	Melee	4	3+	6	-1	2

ABILITIES

CORE: **Scouts 7"**

Kroot Linebreakers: Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit: for each 4+, that enemy unit suffers D3 mortal wounds. If one or more enemy models are destroyed as a result of these mortal wounds, that enemy unit must take a Battle-shock test.

UNIT COMPOSITION

- **3-6 Krootox Rampagers**

Every model is equipped with: Kroot pistol and hunting javelins; hunting blades; Rampager fists.

KEYWORDS: **Mounted, Grenades, Kroot, Krootox Rampagers**

FACTION KEYWORDS: **T'au Empire**

KROOT HOUNDS

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



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.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Ripping fangs	Melee	3	3+	3	0	1

ABILITIES

CORE: **Scouts 7", Stealth**

Loping Pounce: At the start of your Command phase, if this unit is within 6" of one or more friendly **Kroot Infantry** units, then until the end of the turn, this unit is eligible to declare a charge in a turn in which it Advanced.

Hunting Hounds: While this unit is within 12" of one or more friendly **Kroot Character** models, the Objective Control characteristic of models in this unit is 1.

UNIT COMPOSITION

- **5-10 Kroot Hounds**

Every model is equipped with: ripping fangs.

KEYWORDS: **Beasts, Kroot, Hounds**

FACTION KEYWORDS: **T'au Empire**

KROOT FARSTALKERS

	M	T	SV	W	LD	OC
FARSTALKERS & KILL-BROKER	7"	3	6+	1	7+	1
KROOT HOUNDS	12"	3	6+	1	7+	0



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.

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
T'au-tech 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

WARGEAR OPTIONS

- The Kroot Kill-broker's Farstalker firearm can be replaced with 1 T'au-tech 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.

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

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, KROOT, GRENADES, FARSTALKERS**

FACTION KEYWORDS: **T'AU EMPIRE**



PIRANHAS

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



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.

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
One Shot: 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

WARGEAR OPTIONS

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

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.

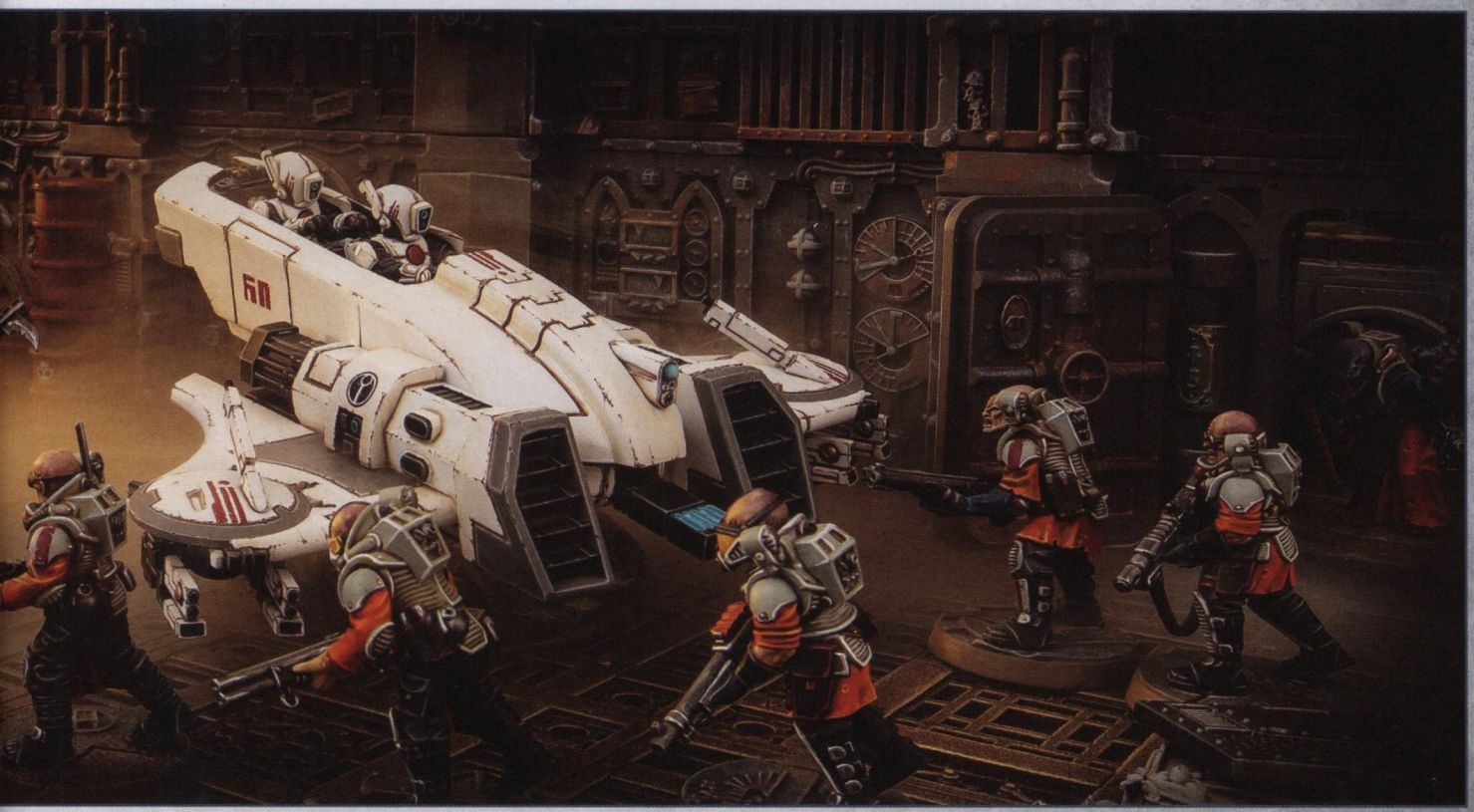
UNIT COMPOSITION

- **1-3 Piranhas**

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

KEYWORDS: **VEHICLE, FLY, PIRANHAS**

FACTION KEYWORDS: **T'AU EMPIRE**



BROADSIDE BATTLESUITS

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



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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy rail rifle [DEVASTATING WOUNDS, HEAVY]	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]	18"	1	4+	8	-3	3
Twin smart missile system [INDIRECT FIRE, TWIN-LINKED]	30"	4	4+	5	0	1

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

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 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.*

*** This drone's rules can be found on page 77.*

ABILITIES

FACTION: **For the Greater Good**

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

WARGEAR ABILITIES

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

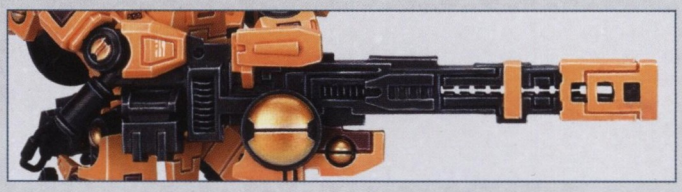
UNIT COMPOSITION

- **1 Broadside Shas'vre**
- **0-2 Broadside Shas'ui**

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

KEYWORDS: **VEHICLE, WALKER, BATTLESUIT, BROADSIDE**

FACTION KEYWORDS: **T'AU EMPIRE**



Heavy rail rifle



Twin plasma rifle



Twin smart missile system



High-yield missile pod



Seeker missile

RIPTIDE BATTLESUIT

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

4+ INVULNERABLE SAVE



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.

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]	18"	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

WARGEAR OPTIONS

- This model's heavy burst cannon can be replaced with 1 ion accelerator.
- This model's twin plasma rifle 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 page 77.*

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **For the Greater Good**

Battlesuit Support System: This model 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 this model 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.

UNIT COMPOSITION

- **1 Riptide Battlesuit**

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

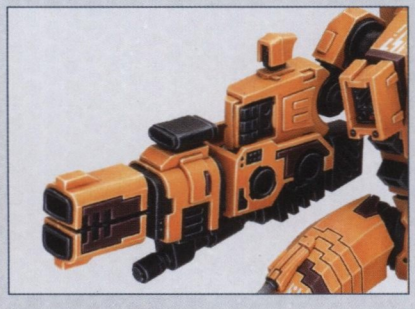
Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **VEHICLE, WALKER, FLY, BATTLESUIT, RIPTIDE**

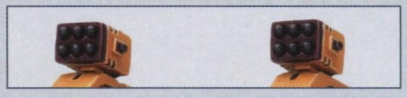
FACTION KEYWORDS: **T'AU EMPIRE**



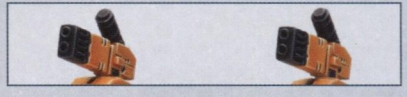
Heavy burst cannon



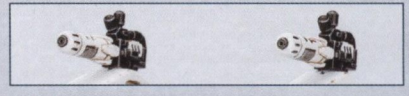
Ion accelerator



Twin smart missile system



Twin fusion blaster



Twin plasma rifles

HAMMERHEAD GUNSHIP

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



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.

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
Smart missile system [INDIRECT FIRE]	30"	3	4+	5	0	1

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

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 smart missile systems
- This model can be equipped with up to 2 seeker missiles.

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

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.

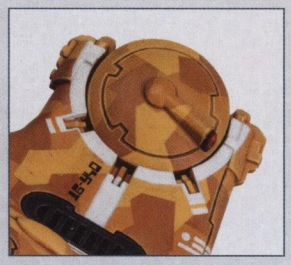
UNIT COMPOSITION

- **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**



Hammerhead Gunship with railgun and 2 accelerator burst cannons

SKY RAY GUNSHIP

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



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 salvoes 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.

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

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

WARGEAR OPTIONS

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **For the Greater Good**

Velocity Tracker: Each time this model makes a ranged attack that targets a unit that can **FLY**, you can re-roll 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.

UNIT COMPOSITION

- **1 Sky Ray Gunship**

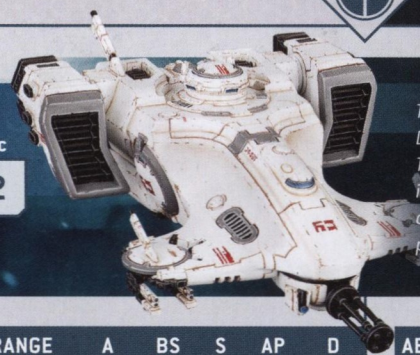
This model is equipped with: 1 seeker missile rack; 2 twin pulse carbines; armoured hull.

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



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.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
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 [ASSAULT, TWIN-LINKED]	20"	2	4+	5	0	1
Smart missile system [INDIRECT FIRE]	30"	3	4+	5	0	1

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

WARGEAR OPTIONS

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

TRANSPORT

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

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.

UNIT COMPOSITION

- **1 Devilfish**

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

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



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 air with hails of searing ion blasts and streaking seeker missiles.

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

WARGEAR OPTIONS

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

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

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **For the Greater Good**

Ground Strike Fighter: Each time this model makes a ranged attack that targets a 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.

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



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. Boasting sufficient support weaponry to fight off enemy attempts at aerial interdiction, formations of these aircraft form mobile airborne fortresses in the heat of battle.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Missile pod	30"	2	4+	7	-1	2
Twin missile pod [TWIN-LINKED]	30"	2	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 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

WARGEAR OPTIONS

- This model's missile pod can be replaced with 1 twin missile pod.

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

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 4+, 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.

UNIT COMPOSITION

- **1 Sun Shark Bomber**

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

KEYWORDS: **VEHICLE, AIRCRAFT, FLY, SUN SHARK BOMBER**

FACTION KEYWORDS: **T'AU EMPIRE**

STORMSURGE

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

4+ INVULNERABLE SAVE



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.

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"	3	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

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

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

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.

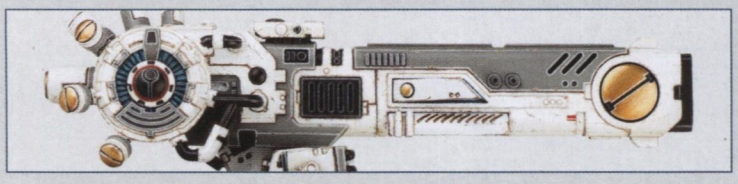
UNIT COMPOSITION

- **1 Stormsurge**

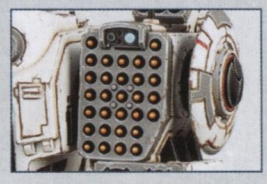
This model is equipped with: cluster rocket system; destroyer missiles; pulse driver cannon; 2 twin smart missile systems; twin T'au flamer; thunderous footfalls.

KEYWORDS: **VEHICLE, WALKER, TITANIC, TOWERING, STORMSURGE**

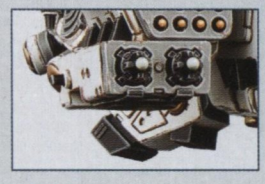
FACTION KEYWORDS: **T'AU EMPIRE**



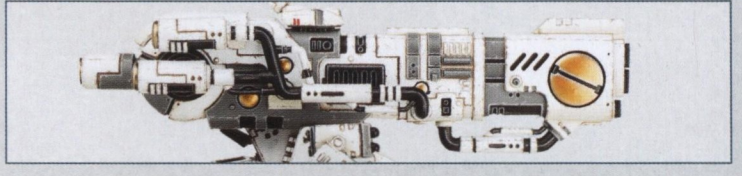
Pulse driver cannon



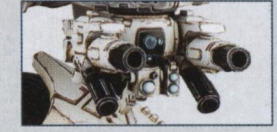
Cluster rocket system



Destroyer missiles



Pulse blast cannon



Twin airbursting fragmentation projector



Twin smart missile system

TIDEWALL SHIELDLINE

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

5+ INVULNERABLE SAVE

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.

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.

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**

'To fight in service of the Greater Good is our duty, but it is our privilege also. Let the unenlightened species make war in the name of personal reward and fleeting glory if they will; such needs only reveal in them the lack of a greater purpose. It is we who shall enlighten them.'

- Extract, Sa'cean Martial Meditations



TIDEWALL DRONEPORT

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



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.

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

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.

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 GUNRIG

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



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.

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

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.

ABILITIES

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

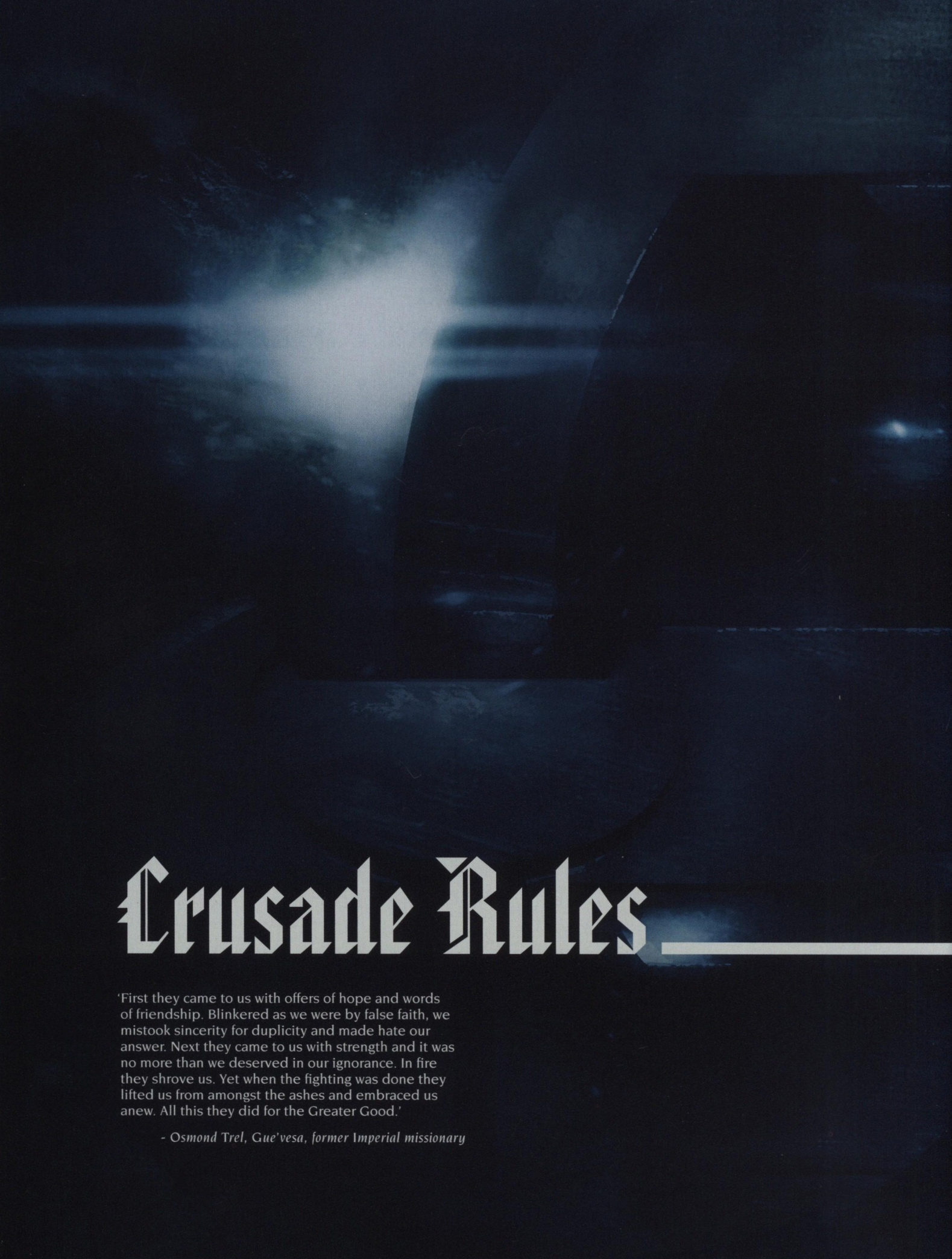
Fortification: While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- 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**



Crusade Rules

'First they came to us with offers of hope and words of friendship. Blinkered as we were by false faith, we mistook sincerity for duplicity and made hate our answer. Next they came to us with strength and it was no more than we deserved in our ignorance. In fire they shrove us. Yet when the fighting was done they lifted us from amongst the ashes and embraced us anew. All this they did for the Greater Good.'

- Osmond Trel, Gue'vesa, former Imperial missionary


A.Smith

INTRODUCTION

In this section you'll find additional rules for playing Crusade battles that are bespoke to T'AU EMPIRE units.

'Starved of air, the brightest flame will die. Without water, the most fertile soil must become arid and barren. As it is with our castes, so too is it with our entire Empire. New worlds; new peoples; new septs, and wonders, and resources; the T'au'va requires them all in order to flourish, always. We alone can bring true enlightenment to this galaxy and drive back the darkness that threatens to smother all. That we cannot do while cowering from our responsibilities behind the ramparts of our own fear.'

- *Aun'Raeth, Inspirational Truths*

This section contains the following rules:

EXPANDING THE EMPIRE

The rules presented on the following pages enable you to take over different types of planet by diplomatic or military means in order to assimilate entire star systems into the burgeoning T'au Empire.

AGENDAS

T'AU EMPIRE armies can attempt to achieve unique Agendas in addition to those found in other publications. These represent the faction's unique goals and their particular methods of waging war.

REQUISITIONS

T'AU EMPIRE armies have access to a number of bespoke Requisitions in addition to those found in other publications.

BATTLE TRAITS

As they gain experience and prowess, **T'AU EMPIRE** units in your Crusade force can be given one of the Battle Traits in this section instead of one presented elsewhere.

CRUSADE RELICS

In addition to the Crusade Relics presented in other publications, **T'AU EMPIRE CHARACTER** models can claim one of the Crusade Relics found here.

CRUSADE BADGES

Here you will find three Crusade Badges representing goals you can set yourself when campaigning with your Crusade force. Once one is achieved, you could set yourself a new goal, or take the opportunity to start a new Crusade force.



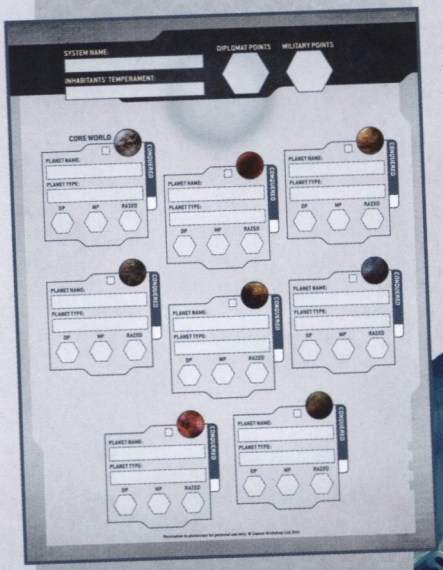
EXPANDING THE EMPIRE

If your Crusade force includes any **T'AU EMPIRE** units, it can embark upon the task of expanding the burgeoning T'au Empire, bringing new star systems into the fold for the betterment of all concerned. Your Crusade force can only work on assimilating one star system at a time. If at any point your Crusade force finds itself without an active star system to assimilate, you can generate one as described below.

GENERATING A NEW STAR SYSTEM

To generate a new star system, follow the three steps below. More detail on each of these steps can be found on the pages ahead.

1. **DETERMINE THE TEMPERAMENT OF THE SYSTEM'S INHABITANTS**
2. **DETERMINE THE NUMBER OF PLANETS**
3. **DETERMINE EACH PLANET'S TYPE**



You can photocopy the blank Crusade tracker card on page 133 to record the details of the star system you are assimilating.

PLANETS

Each planet has the following characteristics:

Diplomat Power and Military Power: Over the course of your Crusade games you will bring each of these planets into the fold, either through the efforts of the Water caste's diplomats or the force of will of the Fire caste's warriors as you see fit. The difficulty of achieving these tasks will be determined by a planet's Diplomat Power and Military Power respectively. Your Crusade force will use Agendas to build up Diplomat points and Military points through your games, which can be used to assimilate planets into your growing empire. Each time you generate a new star system, both your Diplomat and Military points are reset to 0.

MILITARY SUCCESS

Each time you win a battle, your Crusade force gains 1 Military point.

Assimilation Abilities: You will encounter many different types of planet over the course of your journey, so vast and diverse is the galaxy, and each will have Assimilation Abilities that trigger when you take over that planet. These can either help or hinder your progress in that star system, so plan your strategy carefully.

Supply Line Effect: Once a star system has been fully brought in line with the teachings of the Ethereals, it is possible to incorporate it into your force's supply lines in order to aid you in future conquests. To do so, you can select one planet from the assimilated star system and use the Set Up Supply Lines Requisition (pg 124) to gain the benefits of its Supply Line Effect.

In addition to the above, each system has one Core World. This will be the first planet that you generate, and you cannot attempt to take it over by any means, until all other planets within the system have been brought into the fold first.



1

DETERMINE THE TEMPERAMENT OF THE SYSTEM'S INHABITANTS

The T'au have encountered many different species and cultures in their journey across the stars, and incorporating each of them into the unifying power of the Greater Good always poses unique challenges to both the diplomats of the Water caste and the warriors of the Fire caste. When generating a new star system you must first determine the temperament of its inhabitants by rolling one D6 and consulting the table below.

INHABITANTS' TEMPERAMENT	D6

WARLIKE

The inhabitants of this system possess an aggressive temperament.

Add 1 to the Military Power of each planet in this star system.

PRIDEFUL

The denizens of this system will not be easily cowed.

You cannot use the Show of Force Requisition while assimilating this star system.

IDEOLOGUES

The inhabitants of this system must be reconciled with the T'au'va to secure their allegiance.

Add 1 to the Diplomat Power of each planet in this star system.

TRADE CONTACTS

The Empire already has a foothold in this system thanks to reciprocal trade contracts with local merchants.

Select one planet and halve its Diplomat Power (rounding up).

CORRUPT AND DECADENT

It will be hard to convince such hedonistic beings of the benefits of the Greater Good.

Add 2 to the Diplomat Power of this star system's Core World.

DICTATORSHIP

This system lies firmly in the grip of a tyrannical regime.

Add 2 to the Military Power of this star system's Core World.

2

DETERMINE THE NUMBER OF PLANETS

Select the number of planets for the system: 4, 6, or 8.

3

DETERMINE EACH PLANET'S TYPE

For each of the planets in your current star system, you must determine which type of planet it is. To do so, first roll one D6: on a 1-4, you will use the Common Planets table; on a 5-6, you will use the High-value Planets table. Then roll a second D6 and consult the table you are using: that second result determines the planet's type.

COMMON PLANETS	D6
MINING WORLD	
CIVILIAN WORLD	
MILITARY BASE	
AGRI WORLD	
TRADERS' HUB	
SHRINE WORLD	

HIGH-VALUE PLANETS	D6
RESEARCH WORLD	
FLEET INSTALLATION	
POLITICAL CENTRE	

SHRINE WORLD

This world is pivotal to the faith of the local populace, be it a site of pilgrimage or of religious governance. Its conquest may shake the faith of some foes but will likely stoke the fervour and fury of others.

Diplomat Power: 5
Military Power: 2

ASSIMILATION ABILITIES

Shaken Faith: Select up to three planets; subtract 1 from the Diplomat Power of each of those planets (to a minimum of 1).

Stir the Flames: Add 1 to the Military Power of all planets.

SUPPLY LINE EFFECT

Collapse of Faith: While assimilating your Crusade force's next star system, each time you perform a diplomatic takeover of a planet, your Crusade force gains 1 Requisition point.

CIVILIAN WORLD

Worlds such as this boast large population centres, but are typically less well-defended than more strategically valuable worlds. Conquering this planet will cut off a stream of recruits for local military forces but will also spur neighbouring planets to accelerate their own martial preparations, fearing they may be invaded next.

Diplomat Power: 3
Military Power: 2

ASSIMILATION ABILITIES

Threat of Invasion: Add 1 to the Military Power of other Civilian World planets.

Recruitment Down: Subtract 1 from the Military Power of Fleet Installation and Military Base planets (to a minimum of 1).

SUPPLY LINE EFFECT

A Mingling of Cultures: Select up to three units from your Order of Battle with the Battle-ready or Blooded ranks. Each of those units gains 5XP.

MINING WORLD

Made rich by its mineral deposits and the labour of countless unlucky souls, this world – and the military forces who guard and oversee excavations – have become lazy and easily corrupted. Conquering this planet will effectively starve the enemy war machine across the wider system.

Diplomat Power: 3
Military Power: 4

ASSIMILATION ABILITIES

Harvest Resources: Your Crusade force gains D3 Requisition points.

Starve the War Machines: Select up to two planets; subtract 1 from the Military Power of each of those planets (to a minimum of 1).

SUPPLY LINE EFFECT

Spoils of War: Your Crusade force gains D3+1 Requisition points.

MILITARY BASE

The fall of such a pivotal military strongpoint would weaken local defences enormously. Of course, overcoming this world's conventional fortifications may prove extremely challenging. Other, subtler methods of conquest may prove more efficacious.

Diplomat Power: 4
Military Power: 6

ASSIMILATION ABILITIES

Force to the Table: Subtract 1 from the Diplomat Power of each other planet (to a minimum of 1).

Military Supplies: You can use the Fresh Recruits Requisition once without spending any Requisition points.

SUPPLY LINE EFFECT

Repurposed Infrastructure: Increase your Crusade force's Supply Limit by 400 points.

FLEET INSTALLATION

A powerful and valuable voidborne stronghold, this location acts as not only a centre for military might in the system but also a nexus for intelligence gathering and contingency planning. Its conquest would hurt the enemy both strategically and tactically, and likely produce a rich bounty of valuable information.

Diplomat Power: 4
Military Power: 6

ASSIMILATION ABILITIES

Invasion Plans: Select one planet; halve the Military Power of that planet (rounding up).

Orbital Dominance: You can use the Rearm and Resupply Requisition once without spending any Requisition points.

SUPPLY LINE EFFECT

Fleet Intel: After you generate your Crusade force's next star system, subtract 1 from the Military Power of all planets in that system (to a minimum of 1).

AGRI WORLD

It is a truism that lines of supply win or lose wars. Capturing this breadbasket world will threaten enemy planets throughout the system with potential starvation, while also ensuring the invaders' supplies are replenished and their warriors fed.

Diplomat Power: 2
Military Power: 2

ASSIMILATION ABILITIES

Empty Bellies: Select up to one Civilian World and up to one Military Base or Fleet Installation; subtract 1 from the Diplomat Power of each of those planets (to a minimum of 1).

Full Stomachs: You can use the Repair and Recuperate Requisition once for a cost of up to 2RP less than usual (to a minimum of 0).

SUPPLY LINE EFFECT

Rest and Recuperation: Select up to two units from your Order of Battle; remove one Battle Scar from each of those units.



POLITICAL CENTRE

From this well-defended world do the local rulers govern their system-wide empire. The conquest of such a planet will have huge ramifications, undermining the positions of local rulers on neighbouring worlds while bolstering the morale of the invaders as they see the heart of the enemy power structure laid low.

Diplomat Power: 6
Military Power: 3

ASSIMILATION ABILITIES

Sell-outs: Select one planet; halve the Diplomat Power of that planet (rounding up).

Belief in the Cause: You can use the Renowned Heroes Requisition once without spending any Requisition points.

SUPPLY LINE EFFECT

Diplomatic Contacts: After you generate your Crusade force's next star system, subtract 1 from the Diplomat Power of all planets in that system (to a minimum of 1).

TRADERS' HUB

Worlds such as this are no easy prize. Success in trade requires finely honed negotiating skill, while the combination of private contractors and heavy military investment ensures impressive defensive forces are always on station. Should such a well-protected world fall, however, the shock waves will ripple through the rest of the system to great effect.

Diplomat Power: 4
Military Power: 4

ASSIMILATION ABILITIES

Indirect Influence: Select one planet; switch the Diplomat Power and Military Power of that planet.

SUPPLY LINE EFFECT

Trade Networks: After you generate your Crusade force's next star system, your Crusade force gains 2D3 Diplomat points and D3 Military points.

RESEARCH WORLD

Whether it is an industrial manufacturing centre or an enclave of high-minded scientific experimentation, the technological advancements this world will yield to its conquerors are more than worth the military expenditure required to seize them.

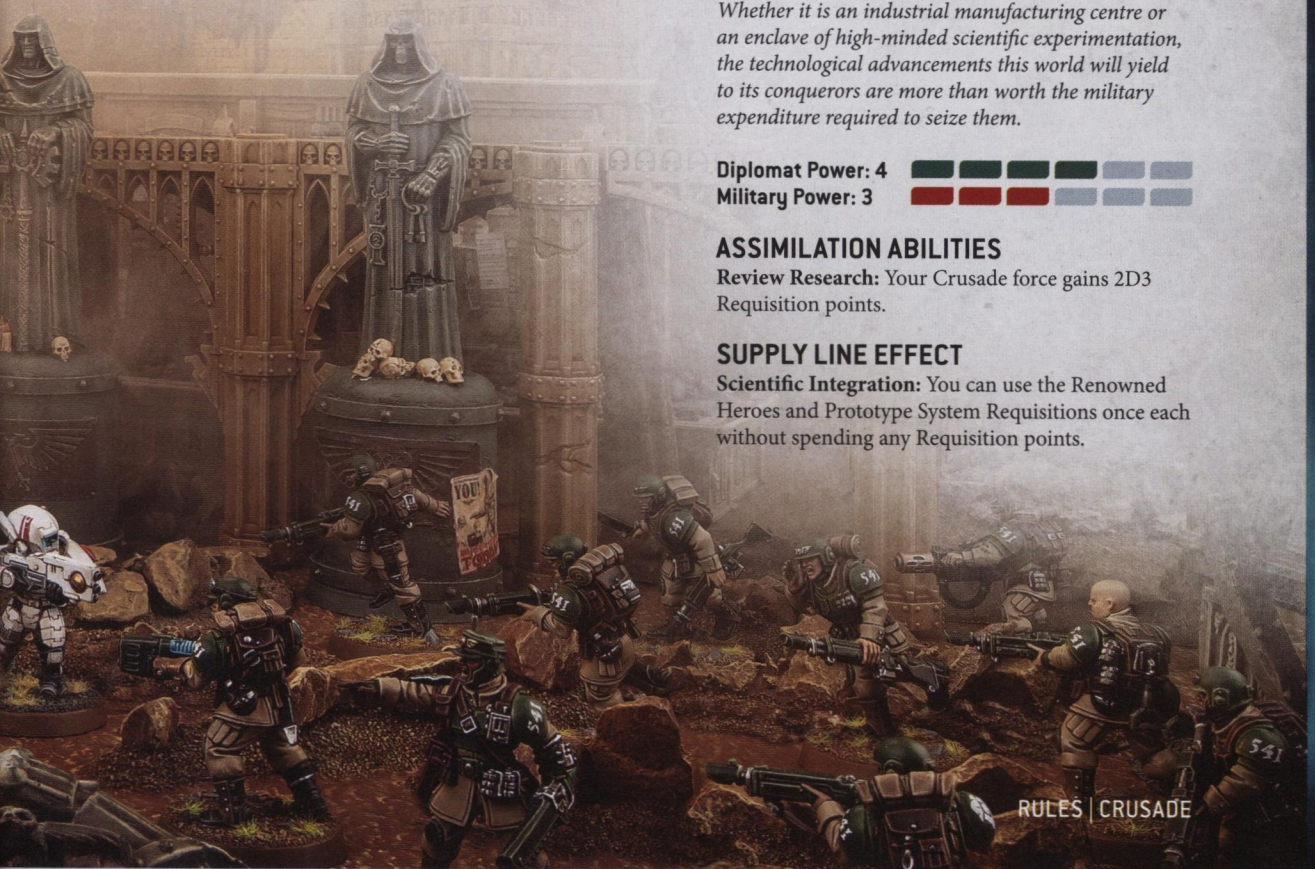
Diplomat Power: 4
Military Power: 3

ASSIMILATION ABILITIES

Review Research: Your Crusade force gains 2D3 Requisition points.

SUPPLY LINE EFFECT

Scientific Integration: You can use the Renowned Heroes and Prototype System Requisitions once each without spending any Requisition points.



TAKING OVER A PLANET

Each time you win a battle, you can choose for your Crusade force to take over one of the unconquered planets in the star system you are assimilating. If you do, select one of those planets and decide whether you want to perform a diplomatic takeover or a military takeover.

DIPLOMATIC TAKEOVER

There are times when words may prove a greater weapon than any quantity of bombs or bullets. A world overthrown through diplomatic means enters the fold willingly and unmarred by the devastation of war, sending the message to all that meek compliance may spare the defenders many horrors.

If your Crusade force has a number of Diplomat points equal to or higher than that planet's Diplomat Power, subtract that planet's Diplomat Power from your Crusade force's Diplomat points total and your Crusade force takes over that planet. Remember to apply that planet's Assimilation Abilities when it is taken over.

MILITARY TAKEOVER

Those who will not accept the message of the T'au'va, and who cannot see the benefits of willing assimilation into the T'au Empire, must be rendered compliant through military force. They will still fall, of course, as battlesuit teams drop from the heavens with guns blazing and Hunter Cadres sweep unstoppably from one battlefront to the next. Regrettably, however, such conflicts may reduce the world's infrastructure to ruins before they are done.

If your Crusade force has a number of Military points equal to or higher than that planet's Military Power, subtract that planet's Military Power from your Crusade force's Military points total and your Crusade force takes over that planet. Remember to apply that planet's Assimilation Abilities when it is taken over.

Each time you perform a military takeover, roll one D6: on a 1-3, that planet has been razed by the conflict and cannot be selected for the Set Up Supply Lines Requisition. Make a note of this on your Crusade tracker card.

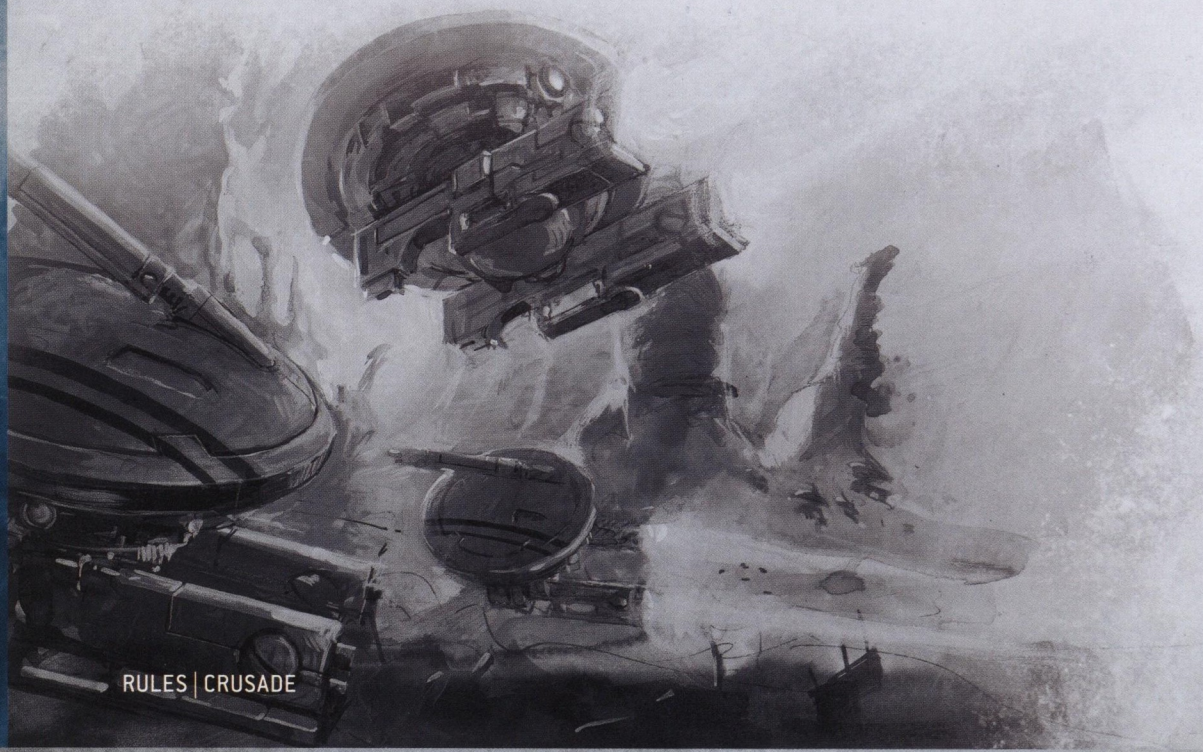
SET UP SUPPLY LINES 1RP/2RP

The T'au make little distinction between void fleets intended for military conquest and those set up for rapid colonisation. When an enemy world is brought to heel, therefore, all the necessary Earth, Air and Water caste assets are already on hand to establish new supply lines.

Purchase this Requisition after your Crusade force takes over the Core World in your active star system. Select one of the planets in your active star system to incorporate into your supply lines. The Supply Line Effect of that planet takes effect.

If you selected a Core World for this Requisition, this Requisition costs 1RP; otherwise, it costs 2RP.

After purchasing this Requisition, generate a new active star system for your Crusade force.



AGENDAS

If your Crusade army includes any T'AU EMPIRE units, you can select Agendas from those presented here.

SECRET MEETING

Some amongst the enemy's command structure are more open to the message of the Ethereals than others. Such contacts must be encouraged and exploited.

After both players have finished deploying, select one **ETHEREAL** model from your Crusade army. That model gains the following ability:

Secret Meeting: At the end of your Movement phase, if this model is not Battle-shocked, is eligible to shoot and is within 3" of the centre of the battlefield, it can use this ability. If it does, until the start of your next Command phase, this model cannot shoot or declare a charge. At the start of your next Command phase, this model gains 3XP and your Crusade force gains D3 Diplomat points. Each time this ability is used during the first three battle rounds, your Crusade force gains 3 Diplomat points instead of D3.

PROTECT THE LEADERSHIP

Whether they be defecting enemy officers or T'au diplomats or scientists who have been caught woefully out of position, these individuals must be secured swiftly.

After both players have finished deploying, you must place two Dignitary markers anywhere on the battlefield but not within 9" of each other, not within 9" of any models from your army, and not within 9" of your deployment zone. These represent high-ranking political figures, and can be controlled by either player as if they were objective markers, but do not count as objective markers for any other rules purposes.

Each Dignitary marker begins the battle with 3 Life points. At the end of your turn, each of your Dignitary markers that is not controlled by you loses 1 Life point. If a Dignitary marker's Life points reach 0, it is destroyed and removed from the battlefield.

At the end of the battle, for each of your Dignitary markers still on the battlefield, your Crusade force gains 2 Diplomat points. If both of your Dignitary markers remain on the battlefield, you can also select one additional unit to be Marked for Greatness.

HIT THEIR SUPPLY LINES

An enemy without the food, munitions or fuel to keep fighting is one more swiftly brought to heel.

At the start of your Shooting phase, you can select one or more **T'AU EMPIRE INFANTRY** units from your Crusade army that are not Battle-shocked and are eligible to shoot. Until the end of the turn, each unit you selected is tasked with damaging supply lines and is not eligible to shoot or declare a charge.

At the end of the turn, if that unit is within range of an objective marker you control that has not been damaged by your army, that objective marker is said to be damaged by your army and that unit gains 1XP.

At the end of the battle, if at least half of the objective markers on the battlefield have been damaged by your army, your Crusade force gains D3 Military points. If all of the objective markers on the battlefield have been damaged by your army, your Crusade force gains 3 Military points instead.

OUTFLANK AND ENCIRCLE

T'au strategic doctrine places little emphasis on stolid territorial conquest, instead emphasising the outmanouevring and neutralisation of the foe.

At the end of the battle, if there are more units from your Crusade army wholly within your opponent's deployment zone than there are units from their army wholly within it, select up to three of those units from your army; each of those units gains 2XP, or 3XP instead if that unit is a **KROOT** unit.

TEACHINGS OF WAR

It is incumbent upon T'au Commanders to embody at all times the teachings of the Code of Fire.

At the start of the battle, select one of the following to apply during the battle:

- **Aggressive Tactical Philosophy:** Each time a unit from your Crusade army destroys an enemy unit in the first battle round, that unit from your Crusade army gains 1XP.
- **Patient Tactical Philosophy:** Each time a unit from your Crusade army destroys an enemy unit in the fifth battle round, that unit from your Crusade army gains 1XP.

REQUISITIONS

If your Crusade army includes any T'AU EMPIRE units, you can spend Requisition points (RP) on any of the following Requisitions.

SHOW OF FORCE — 1RP

Should local defenders begin to waver, and an opportunity be spotted to shatter their morale without further bloodshed, then the Air and Fire castes will gladly engage in the necessary theatrics. Sometimes all it takes is a little posturing and implied threat to see the hostile forces stand down and peace talks begin in earnest.

Purchase this Requisition after a battle you won. If your Crusade force has 2 or more Military points, your Crusade force loses 2 Military points and gains 2 Diplomat points.

TOTEMIC INFUSIONS — 1RP

Shapers understand the ways in which their followers view their abilities and gladly employ a little psychosomatic pantomime if it bolsters the might and courage of the Kroot. Ritual infusions made from the choice sweetmeats, trophy-organs and harvested glands of powerful foes serve as a wonderful tonic.

Purchase this Requisition after a battle you won, if your Crusade army included one or more **KROOT TRAIL SHAPER**, **FLESH SHAPER** or **WAR SHAPER** models. If one of those **SHAPER** models destroyed your opponent's **WARLORD** with a melee attack during the battle, that **SHAPER** model gains the Battle Honour from the list below that corresponds with a keyword that enemy **WARLORD** had (if no keyword applies, that unit gains the 'Other' effect). A model may only have one of these Battle Honours at a time; using this Requisition on a model that already has one will replace that Battle Honour.

- **IMPERIUM:** While that **SHAPER** model is leading a unit, re-roll Battle-shock tests taken for that unit.
- **AELDARI:** While that **SHAPER** model is leading a unit, add 2" to that unit's Move characteristic.
- **ORKS:** While that **SHAPER** model is leading a unit, add 1 to the Strength characteristic of melee weapons equipped by that unit.
- **LEAGUES OF VOTANN:** While that **SHAPER** model is leading a unit, add 1 to the Toughness characteristic of models in that unit.
- **Other:** While that **SHAPER** model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

THE HERO'S MANTLE — 2RP

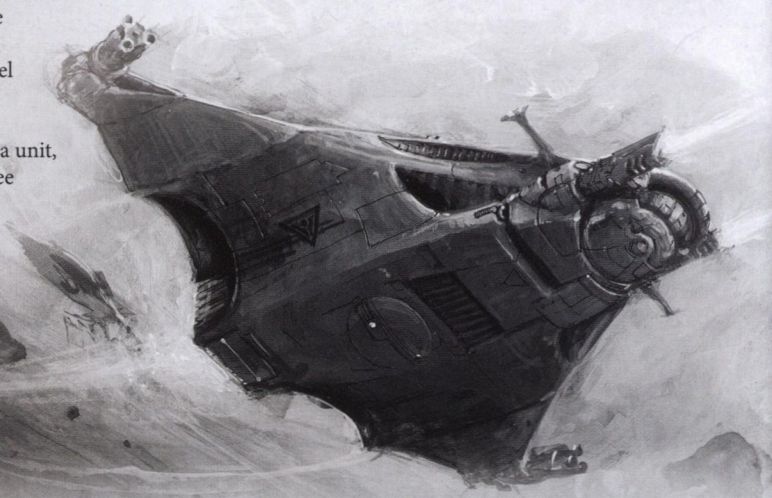
Although each mark and pattern of battlesuit is different, there are many similarities in their standardised design. Certainly it is not uncommon for battlesuit pilots to switch from one type of battlesuit to another between – or even during – conflicts.

Purchase this Requisition at any time. Select one **CRISIS** or **BROADSIDE** unit from your Order of Battle. Remove that unit from your Order of Battle and replace it with one **CRISIS**, **GHOSTKEEL** or **RIPTIDE** unit. You cannot purchase this Requisition if doing so would cause you to exceed your Crusade force's Supply Limit. The new unit starts with the same XP, Battle Honours, Battle Scars and Crusade points as the unit it replaced.

PROTOTYPE SYSTEM — 1RP

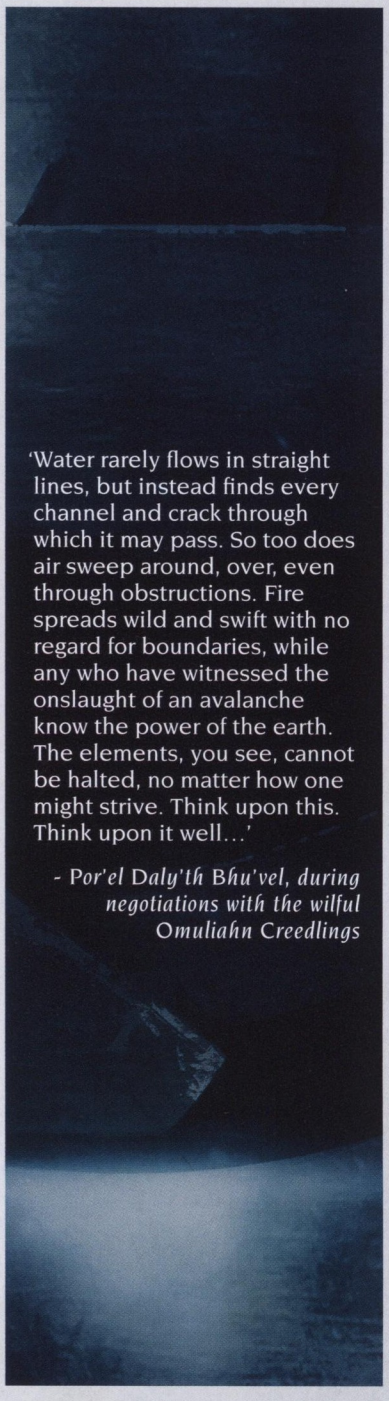
It is considered no small privilege to field test one of the Earth caste's many powerful experimental weapon systems or other pieces of military hardware. Some T'au Commanders will selflessly request the honour through a desire to further the Greater Good. Others humbly accept such a vital responsibility when they are chosen for it as a reward for their military achievements.

Purchase this Requisition when you add a **BATTLESUIT** unit to your Order of Battle. That unit gains 6XP (and therefore gains the Blooded rank). Select one Battle Trait for that unit from the **BATTLESUIT** Units table (see opposite).



BATTLE TRAITS

When a T'AU EMPIRE unit gains a Battle Trait, you can use one of the tables presented here to determine which Battle Trait that unit has gained.



'Water rarely flows in straight lines, but instead finds every channel and crack through which it may pass. So too does air sweep around, over, even through obstructions. Fire spreads wild and swift with no regard for boundaries, while any who have witnessed the onslaught of an avalanche know the power of the earth. The elements, you see, cannot be halted, no matter how one might strive. Think upon this. Think upon it well...'

- Por'el Daly'th Bhu'vel, during negotiations with the wilful Omuliahn Creedlings

BATTLESUIT UNITS — D6

SENTRY AI

Onboard AI sweep the battlesuit's peripheral threat zones, allowing pilots more warning of hostile attackers while securing tactical assets.

While this unit is Battle-shocked, change the Objective Control characteristic of models in this unit to 1, instead of 0.

WARDEN DRONES

A strong bond of loyalty has developed between the simple drone AIs and their pilot masters, such that they seek to protect the T'au at all costs.

Once per battle, when an attack is allocated to this model, you can change the Damage characteristic of that attack to 0.

REACTIVE THRUST SYSTEM

Angled micro-thrusts integrated into battlesuits plating allows their pilots to trigger a sudden burst of speed for interdiction assaults.

Once per battle, you can target this unit with the Heroic Intervention Stratagem for 0CP.

INTEGRATED TARGETING AI

Advanced AI subroutines assist in rapidly selecting priority incoming targets and calculating responsive fire-solutions to eliminate them.

Each time you target this unit with the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ while resolving that Stratagem.

ELECTROCHAFF BACKUPS

These miniature spread-launchers dispense clouds of electromagnetic interference and interdiction micro-munitions that foul long range enemy targeting and fire patterns.

Each time a ranged attack targets this unit, unless the attacking model is within 18", subtract 1 from the Hit roll.

LEAPING FLAME

It is no easy task to master the most advanced tenets of the Code of Fire, but those battlesuit pilots who do so can assail their enemies like a raging wildfire.

Each time this unit Advances, until the start of your next Movement phase, this unit has the Stealth ability.

THE RISE OF VOIDSTORM

Shas'la Ke'lshan I'os entered the academy at a challenging time. Her sept, Ke'lshan, has a history of enduring alien invasions and its cadres had recently pushed back a tendril of Hive Fleet Gorgon. I'os was one of many recruits destined to replenish Ke'lshan's depleted ranks. The Shas'la's given name - I'os - meant Sternheart, and spoke to her dominant presence and steely will. Deployed first into clearance operations against Tyranids on the sept's fringe worlds, La'I'os' Strike Team proved themselves quickly. She was key to their achievement and none were surprised when a successful Trial by Fire saw her elevated to the rank of Shas'ui. Campaigns on Aethos and in the Traav Reach followed, battling Orks alongside Demiurg of the Greater Thurian League. Ui'I'os distinguished herself at the battles of the Screaming Hills and Phordos Star Port and, swifter than the usual allotted T'au'cyr, rose to pilot an XV8 battlesuit. The campaign that truly made Vre'I'os' name came while fighting amongst the Third Sphere Expansion, when she saved the life of honoured Aun'Vesh during a frantic night-raid on the Imperial shrine world of Vulk. Witnesses described how the night came alive with fire as though the void had unleashed its fury as Vre'I'os gunned down Aun'Vesh's attackers. It was this vivid scene that earned her a new name - Keshtar, the Voidstorm - and a promotional leap to the rank of Shas'o. So it was that, as the expansion fleets began the final battles to establish Fi'rios Sept, Shas'O Ke'lshan I'os Keshtar led an entire cadre to war. Specialising in night attacks and renowned for their tenacity and spirit, this force soon became known as O'Keshtar's Shadows.

ETHEREAL MODELS — D6

ESTEEMED LEADER

The renown of this Ethereal is such that their mere presence upon the battlefield inspires the T'au to even greater efforts.

When rolling for this model's Coordinated Leadership ability, add 1 to the result.

THE HEALER'S HANDS

Not merely through words do the Ethereal caste soothe and sustain their people. Some are also learned in almost supernatural healing arts.

At the end of the battle, if this model was part of your Crusade army and was not destroyed during the battle, you can ignore one failed Out of Action test taken for a **T'AU EMPIRE** unit; that test is treated as having been passed instead.

HERALDS OF THE T'AU'VA

In the wake of conquest, this Ethereal is practised in providing the inspirational addresses needed to heal societal breaches.

At the end of the battle, if this model was part of your Crusade army and was not destroyed during the battle, roll one D6: on a 5+, your Crusade force gains 1 Diplomat point.

PATHFINDERS, STRIKE TEAM AND **BREACHER TEAM** UNITS — D6

MERCILESS MARKSMEN

These warriors have fought the enemies of the Empire long enough for their idealism to be tainted with genuine hatred.

Ranged weapons equipped by models in this unit (excluding support turrets) have the **[LETHAL HITS]** ability.

QUICK SHOTS

Excellent reactions, icy calm and a steady aim ensure that charging down the gunsights of this team is no easy proposition.

Once per battle round, you can target this unit with the Fire Overwatch Stratagem for OCP.

PRACTISED AIM

It has become second nature for this team to single out and exploit the weak spots on even the toughest targets.

Add 1 to the Ballistic Skill characteristic of ranged weapons equipped by models in this unit.

KROOT UNITS

D6

TAKERS OF HEADS

Kroot understand on an instinctive level that to eliminate those who lead their prey in war renders those who followed them more vulnerable. Some – be they master predators or veteran bounty hunters – make a study of this skill.

Each time this unit makes an attack that targets a **CHARACTER** unit, add 1 to the Hit roll.

PREY SLAYERS

These Kroot specialise in singling out particular quarry and stalking them to the exclusion of all else. Whether at the behest of their Shapers or in service to a mercenary contract, they strive to ensure their victims do not escape the battlefield alive.

At the start of the battle, select one unit from your opponent's army. Until the end of the battle, each time this **KROOT** unit makes an attack that targets that enemy unit, you can re-roll the Hit roll.

TECHNOLOGICAL TROPHIES

Accumulated through mercenary contracts and as rewards from grateful T'au, these Kroot bear sufficient examples of high-tech weaponry that they can bring down even the largest battlefield targets with surprising swiftness.

Each time this unit declares a charge, if you select a **MONSTER** or **VEHICLE** unit as a target of that charge, until the end of the turn, melee weapons equipped by models in this unit have the **[LANCE]** ability.

'It saddens me greatly that we must take arms against the peoples of the galaxy. By their deaths, they deny themselves the liberation that is only to be found in total surrender to the Greater Good.'

- Aun'Va,
Master of the Undying Spirit



CRUSADE RELICS

When a **T'AU EMPIRE CHARACTER** model gains a Crusade Relic, you can select one of the Crusade Relics presented here.



ARTIFICER RELICS

SEISMIC DESTABILISER

Designed to undermine fortified positions and drive enemy soldiers from cover, the seismic destabiliser emits an ultra-low resonating frequency that causes localised earth tremors. The targeted structure is riven by a spider's web of fractures, and any garrisoned troops must evacuate or risk being buried.

At the start of your Shooting phase, select one enemy unit within 12" of the bearer that is not fully visible to the bearer due to intervening terrain or because it is within a terrain feature. Roll one D6, adding 2 to the result if the unit is on or within a **RUINS** terrain feature: on a 3-5, that unit suffers D3 mortal wounds; on a 6+, that unit suffers 3 mortal wounds.

SERENITY

This staff of office is said to have been carved through the erosion of flowing water over a thousand years. The touch of an Ethereal seems to awaken something within the stave, sending ripples of enlightened calm rolling outward to bring peace to all nearby T'au.

ETHEREAL model only. The bearer gains the following ability:

Serenity (Aura): While a friendly **T'AU EMPIRE** unit is within 6" of this model, add 1 to that unit's Leadership characteristic.

KREP'CHAK

Loosely translated, this ancient root carved weapon is known as the Hungering One. None on Pech has ever been able to identify the strange material from which the weapon is formed, nor explain how it seems able at times to shift between the shape of one traditional Kroot weapon and another as the needs of the hunt dictate. What is certain, is that once Krep'chak has tasted the blood of fallen foes its wrath becomes greater than ever.

Once per battle, when the bearer's unit destroys an enemy unit, select one melee weapon equipped by the bearer (excluding Extra Attacks weapons). Until the end of the battle, add 1 to the Attacks, Strength, and Armour Penetration characteristics of that weapon.

ANTIQUITY RELICS

ONAGER GAUNTLET

Onager gauntlets were developed during the Damocles Crusade to counter the tanks of the Imperium. Armed with such a weapon, a warrior could punch through inches-thick armour. Though the technology proved successful, the casualty rate amongst bearers was high, and of the twelve prototypes, only one remains.

BATTLESUIT model only. The bearer is equipped with the following melee weapon in addition to its other weapons:

MELEE WEAPON	RANGE	A	WS	S	AP	D
Onager gauntlet [DEVASTATING WOUNDS]	Melee	4	3+	14	-3	3

THE BE'GEL HUNTER'S PLATE

Rumour has it this armour-cladding incorporates plates salvaged from one of Commander Puretide's own battlesuits, piloted by the martial savant during his wars against the Orks during the Second Sphere Expansion. It emphasises protective fortitude, rerouting gravitic micro-buffering and ionised counter-surges in response to incoming impacts. The result is personal protective plating that adapts and reacts to the enemy's attacks with impressive speed.

BATTLESUIT model only. The bearer has a Save characteristic of 2+ and the Feel No Pain 5+ ability.

LEGENDARY RELICS

THE TIDECRYSTAL

Held in an armoured pendant, this crystal engram chip contains override codes for the T'au tactical net. These are coupled with priority strategic protocols mapped from Commander Puretide's own mental engram and can change the face of a battle.

Once per battle, at the start of your Command phase, if the bearer is on the battlefield, you can do one of the following:

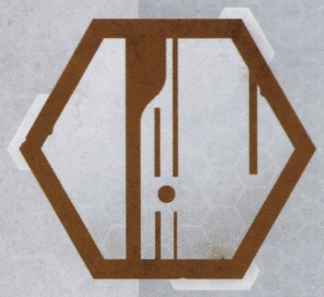
- Select one objective marker you do not control. Until the start of your next Command phase, each time a **T'AU EMPIRE** unit from your Crusade army makes a ranged attack that targets a unit within range of that objective marker, that **T'AU EMPIRE** unit is considered to be a Guided unit and that target unit is considered to be that **T'AU EMPIRE** unit's Spotted unit.
- Select one objective marker you control. Until the start of your next Command phase, each time an enemy unit makes an attack that targets a **T'AU EMPIRE** unit from your Crusade army that is within range of that objective marker, subtract 1 from the Wound roll.

GIFTS OF THE ETHEREALS

The T'au Empire has always been driven onward by technology. Even its most rudimentary outposts and parochial enclaves enjoy a level of AI support and mechanised automation undreamed of in the hearts of many other species' empires. Though their cultural ethos keeps the T'au toiling for the Greater Good, their lifestyle is typically one of comparative comfort amidst a wider galaxy of horror and suffering. This is as true within the ranks of the Fire caste as anywhere else in T'au society with soldiers well armed, armoured and equipped at every level. Yet the very ubiquity of technology has fostered in many T'au a tendency to prize that which is simple and natural in origin. For most this is also tied to the element associated with their particular caste. It is not uncommon, for instance, for Water caste diplomats to cultivate small yet elegant water gardens within their quarters, while some Earth caste engineers prize statuettes hand-carved from the bedrock of their sept worlds. Amidst the Fire caste this tendency may see ta'lissera bonding knives boast blades fashioned from volcanic glass, or Fire Warriors wearing pendants carved from rock, bone or even wood. Without doubt, though, the most valuable such tokens are those bestowed by the Ethereals themselves in recognition of some great martial deed. Commonly graven with the sigil of T'au Sept and fashioned from the semi-precious shuramite crystals that form in the home world's undersea canyons, such pendants are considered beyond price by those who receive them. They may not possess any supernatural power, yet the inspirational effect of such a token upon its owner is so profound that they might as well blaze with the sorceries of the warp.

CRUSADE BADGES

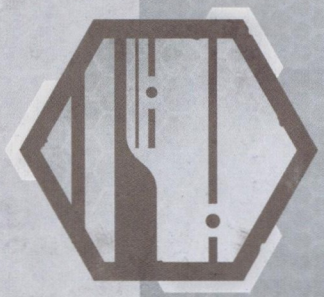
When your Crusade force accomplishes specific long-term goals, you can earn the Crusade badges shown below, representing your warriors' successes over many battles.



DEVOTEE OF THE T'AU'VA

Through the measured and determined application of means both martial and diplomatic, you have proven your dedication to the advancement of the Greater Good. Entire worlds that once languished in darkness and ignorance now bathe in the enlightenment that you bring. By your efforts a new outpost of the T'au Empire has been established, one that can be used as the jumping off point for further altruistic conquests. As for you, your star is rising. The Ethereals know your name now. They watch with interest. See that you do not disappoint them…

- You have taken over four or more planets and used the Set Up Supply Lines Requisition once.
- You have won two or more battles.



CHAMPION OF THE T'AU'VA

Your reputation grows with every fresh conquest. Your likeness is used in repeating inspirational broadcasts across swathes of the T'au Empire, while famed diplomats, engineers, pilots and military commanders petition to join your expeditionary forces. Though personal glory is of little interest to such a dedicated servant of the Greater Good, the knowledge that you have brought entire planetary systems into the light of the Empire inspires you to yet greater deeds.

- You have taken over twelve or more planets.
- You have won six or more battles.
- At least one **CHARACTER** unit from your Order of Battle has reached the Heroic rank.



HERO OF THE T'AU'VA

Humble though you remain, it is stirring to hear some whisper that you are an echo of Commander Puretide's genius. Your battle strategies have become required study in Fire caste academies across the T'au Empire, while the masterful methods of your Water caste diplomats serve as an example to all of their peers. An entire sept has been established from the worlds you have liberated, a new stronghold of the T'au'va that will stand eternal as testament to your achievements!

- You have taken over twenty or more planets.
- You have won ten or more battles.
- At least one **CHARACTER** unit from your Order of Battle has reached the Legendary rank.

SYSTEM NAME:

INHABITANTS' TEMPERAMENT:

DIPLOMAT POINTS

MILITARY POINTS

CORE WORLD



PLANET NAME:

PLANET TYPE:

DP MP RAZED

CONQUERED



PLANET NAME:

PLANET TYPE:

DP MP RAZED

CONQUERED



PLANET NAME:

PLANET TYPE:

DP MP RAZED

CONQUERED



PLANET NAME:

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PLANET NAME:

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PLANET NAME:

PLANET TYPE:

DP MP RAZED

CONQUERED



PLANET NAME:

PLANET TYPE:

DP MP RAZED

CONQUERED

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POINTS VALUES

You can use this section to determine the points (pts) value of each unit from your army. Each entry lists the unit's size (which may include a lower and upper limit) and the associated points value for that size. You can learn more about using points to muster your army on pages 55-56 of the Core Rules.

Breacher Team
10 models ..... 120 pts

Broadside Battlesuits
1 model ..... 115 pts
2 models ..... 230 pts
3 models ..... 345 pts

Cadre Fireblade
1 model ..... 50 pts

Commander Farsight
1 model ..... 140 pts

Commander in Coldstar Battlesuit
1 model ..... 125 pts

Commander in Enforcer Battlesuit
1 model ..... 135 pts

Commander Shadowsun
1 model ..... 135 pts



Crisis Fireknife Battlesuits
3 models ..... 165 pts

Crisis Starscythe Battlesuits
3 models ..... 140 pts

Crisis Sunforge Battlesuits
3 models ..... 160 pts

Darkstrider
1 model ..... 70 pts

Devilfish
1 model ..... 100 pts

Ethereal
1 model ..... 50 pts

Firesight Team
1 model ..... 70 pts

Ghostkeel Battlesuit
1 model ..... 170 pts

Hammerhead Gunship
1 model ..... 155 pts

Kroot Carnivores
10 models ..... 85 pts
20 models ..... 170 pts

Kroot Farstalkers
12 models ..... 105 pts

Kroot Hounds
5 models ..... 40 pts
10 models ..... 80 pts

Kroot Lone-spear
1 model ..... 110 pts

Kroot Flesh Shaper
1 model ..... 65 pts

Kroot Trail Shaper
1 model ..... 55 pts

Kroot War Shaper
1 model ..... 60 pts

Krootox Rampagers
3 models ..... 130 pts
6 models ..... 260 pts

Krootox Riders
1 model ..... 40 pts
2 models ..... 80 pts
3 models ..... 120 pts

Pathfinder Team
10 models ..... 120 pts

Piranhas
1 model ..... 55 pts
2 models ..... 110 pts
3 models ..... 165 pts

Razorshark Strike Fighter
1 model ..... 170 pts

Riptide Battlesuit
1 model ..... 245 pts

Sky Ray Gunship
1 model ..... 175 pts

Stealth Battlesuits
3 models ..... 75 pts
6 models ..... 150 pts

Stormsurge
1 model ..... 425 pts

Strike Team
10 models ..... 100 pts

Sun Shark Bomber
1 model ..... 160 pts

Tidewall Droneport
1 model ..... 85 pts

Tidewall Gunrig
1 model ..... 90 pts

Tidewall Shieldline
1 model ..... 85 pts
Tidewall Defence Platform ..... +20 pts

Vespid Stingwings
5 models ..... 70 pts

In addition to the points values printed here – which you can always use in agreement with your opponent – this Codex is supported with live online points values so that you can enjoy the most balanced and exciting games of Warhammer 40,000. Scan this QR code to see the latest points values for your army.

DETACHMENT ENHANCEMENTS

Kauyon	
Exemplar of the Kauyon	20 pts
Precision of the Patient Hunter	15 pts
Solid-image Projection Unit	30 pts
Through Unity, Devastation	25 pts

Kroot Hunting Pack	
Borthrod Gland	15 pts
Kroothawk Flock	10 pts
Nomadic Hunter	20 pts
Root-carved Weapons	10 pts

Mont'ka	
Coordinated Exploitation	20 pts
Exemplar of the Mont'ka	10 pts
Strategic Conqueror	15 pts
Strike Swiftly	25 pts

Retaliation Cadre	
Internal Grenade Racks	30 pts
Prototype Weapon System	15 pts
Puretide Engram Neurochip	25 pts
Starflare Ignition System	20 pts



T'AU EMPIRE NAME GENERATOR

If you wish to create a name for one of your T'au warriors, you can use the tables below, picking your preferred components or rolling a D66 to determine a name. To roll a D66, roll two D6, one after the other – the first represents tens and the second represents digits, giving you a result between 11 and 66.

T'AU NAMES

CASTE

T'au names are multipart, with the prefix that names the caste they were born into considered by far to be the most important part.

Shas – Fire (soldiers and warriors)

Fio – Earth (engineers and scientists)

Kor – Air (pilots and starfarers)

Por – Water (diplomats and merchants)

RANK

The second component in a T'au name communicates the bearer's rank, presented below in ascending order of seniority.

'la – Warrior

'ui – Veteran

'vre – Hero

'el – Noble (possibly knight)

'o – Commander

SEPT

The third component in a T'au name indicates the sept in which they were born, raised and trained.

T'au	Ke'lshan
Dal'yth	T'olku
T'au'n	Elsy'er
Fal'shia	Fi'rios
D'yanoi	Mu'gulath Bay
Vior'la	Fe'saan
Bork'an	Kor'tal
Au'taal	Yo'vai
Tash'var	Sa'cea
N'dras	Ksi'm'yen
Vash'ya	

INDIVIDUAL NAME	D66
Sul'an	11
Ho'sen	12
Atsumo	13
N'ea	14
Els'im	15
K'yen	16
Or'os	21
Pashera	22
Rais	23
Sel'tas	24
Be'tol	25
E'yaal	26
Murakan	31
Vesh	32
Kurami	33
U'so	34
Lorresa	35
Paluto	36
Ren'as	41
Lor'ma	42
Tash'lor	43
Watana	44
Nomura	45
Nishino	46
D'tano	51
Xo'yima	52
T'suka	53
Kais	54
Shamasa	55
Pu'jato	56
Ju'yem	61
Ga'mo	62
Kasashi	63
Lamano	64
Mi'daro	65
Uvash'a	66

PLANET NAMES

FIRST PART	D66
Mak	11
Tash	12
Phoi	13
Dash	14
Kam	15
Alath	16
Nor	21
Esh	22
Lok	23
Bel	24
Dran	25
Hayol	26
Uhs	31
Loth	32
Kthen	33
Vort	34
Drel	35
Motar	36
Omlay	41
Drol	42
Sa	43
Oresh	44
Drano	45
Bor	46
Hath	51
Emyin	52
Wural	53
Dras	54
Phol	55
Gau	56
Jeng	61
Kran	62
Alat	63
Yorn	64
Dar	65
Zol	66

SECOND PART	D66
'vol	11
'kal	12
'nath	13
'al	14
'las	15
'tok	16
'ram	21
'po	22
'yaras	23
'tash	24
'mai	25
'orl	26
'jora	31
–jal	32
–rak	33
–arl	34
–eng	35
–uras	36
–shorv	41
–mas	42
Larr	43
Aren	44
Noss	45
Borlan	46
Jol	51
Tesh	52
Kan	53
Resk	54
Yari	55
Seng	56
no second part	61
no second part	62
no second part	63
no second part	64
no second part	65
no second part	66

