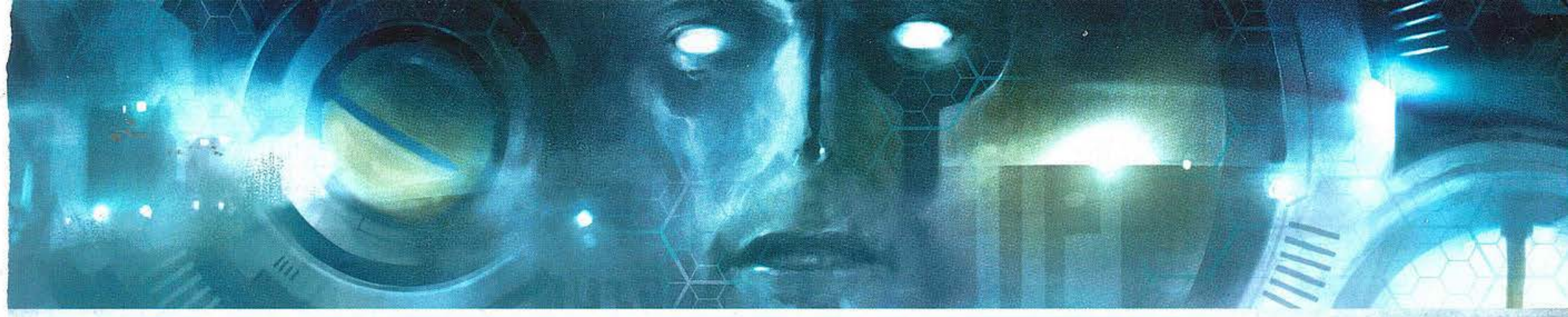
WARHAMMER
40,000

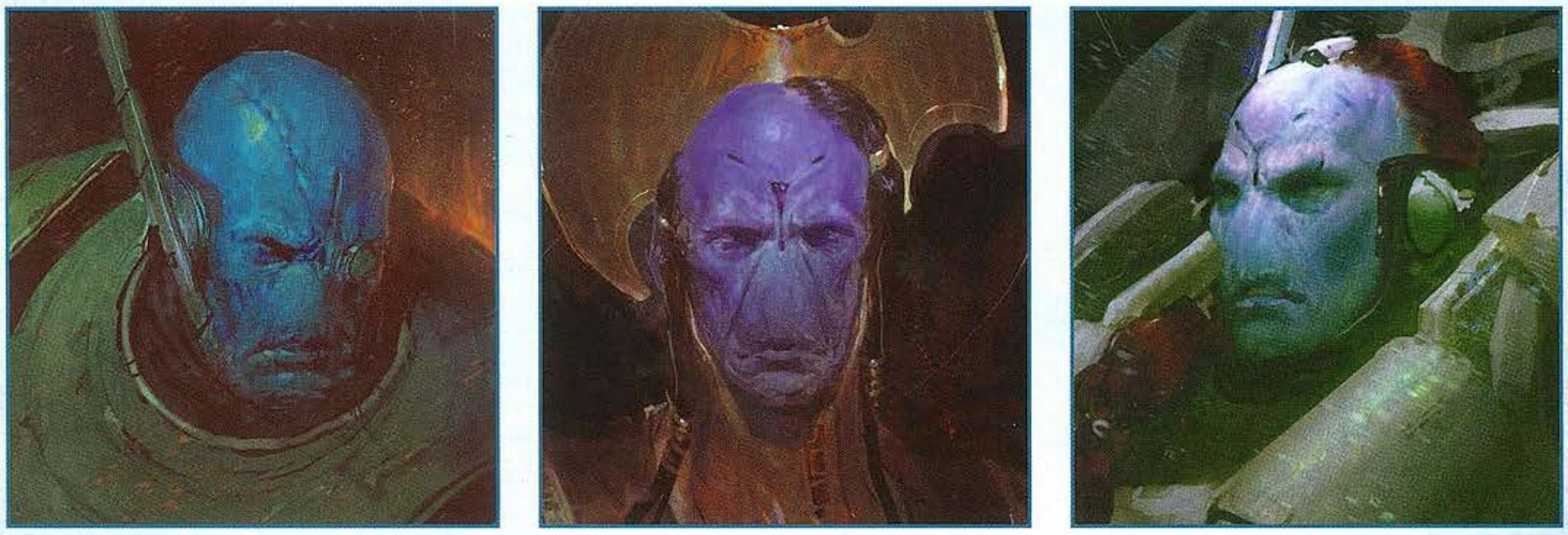


Δ INQ:REF:XEN//23986-TE6

CODEX

T'AU EMPIRE





T'AU EMPIRE

BRIGHT BURNS THE LIGHT OF THE T'AU EMPIRE. RELENTLESS IS ITS ADVANCE. THEY COME FIRST WITH WORDS OF FRIENDSHIP, PROMISING ENLIGHTENMENT AND STRENGTH THROUGH UNITY. DENIED, THEY COME AGAIN IN A SUDDEN STORM OF FIRE. SELFLESS AND SWIFT ARE THEIR WARRIORS. MIGHTY ARE THEIR WEAPONS OF WAR. YET IT IS THEIR UNWAVERING DEDICATION TO THE T'AU'VA, THE GREATER GOOD, THAT IS THEIR DEADLIEST WEAPON OF ALL.





CONTENTS

Introduction 3

The T'au Empire 4
First Contact 7
The Greater Good 8
An Ever Growing Realm 10
Caste System 12
Ethereals 14
Aun'Shi 15
Fire Caste 16
Battlesuits 20
Battlefield Support 22
O'Shaserra 24
Spheres of Expansion 28
War Zone Chalnath 30
T'au 32
Vior'la 33
Sa'cea 34
Bork'an 35
Dal'yth 35
Farsight Enclaves 36
O'Shovah 37
The Kroot 38

Showcase 40

The Rules 52
Combat Patrol 54
Battle-forged Rules 55
Detachment Abilities 55
Septs 55
T'au Sept 56
Vior'la 57
Sa'cea 58
Dal'yth 59
Bork'an 60
Farsight Enclaves 61
Expanding Empire 62
Stratagems 66
Prototype Systems 70
Army Rules 72
Warlord Traits 72
Relics 74
Invocations of the Ethereals 76
Matched Play Rules 77
Chapter Approved Rules 77
Crusade Rules 78
Expanding the Empire 79
Requisitions 84
Agendas 85
Battle Traits 86
Crusade Relics 87
T'au Empire Name Generator 88
Blank System Crusade Card 89
Crusade Army 90
Datasheets 92
Drones 94
Commander Shadowsun 98
Commander Farsight 99
Commander in Crisis Battlesuit 100
Commander in Enforcer Battlesuit 101
Commander in Coldstar Battlesuit 102
Cadre Fireblade 103
Kroot Shaper 103
Ethereal 104
Aun'Va 105
Aun'Shi 105
Darkstrider 106
Longstrike 107
Strike Team 108
Breacher Team 109
Kroot Carnivores 110
Krootox Riders 110
Crisis Battlesuits 111
Crisis Bodyguards 112
Stealth Battlesuits 113
Ghostkeel Battlesuit 114
Firesight Marksman 115
Tactical Drones 115
Pathfinder Team 116
Piranhas 117
Vespid Stingwings 118
Kroot Hounds 118
Broadside Battlesuits 119
Riptide Battlesuit 120
Hammerhead Gunship 121
Sky Ray Gunship 122
Devilfish 123
Razorshark Strike Fighter 124
Sun Shark Bomber 125
Tidewall Shieldline 126
Tidewall Droneport 127
Tidewall Gunrig 128
Stormsurge 129
Wargear 130
Weapon Profiles 130
Points 133
Points Values 133
Rules Reference 135
Glossary 135
Reference 136

PRODUCED BY THE WARHAMMER STUDIO

With thanks to the Mournival and the Infinity Circuit for their additional playtesting services

Codex: T'au Empire © Copyright Games Workshop Limited 2022. Codex: T'au Empire, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likenesses thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world. All Rights Reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publishers.

This is a work of fiction. All the characters and events portrayed in this book are fictional, and any resemblance to real people or incidents is purely coincidental. British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

Certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend them for use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging.

Games Workshop Ltd, Willow Rd, Lenton, Nottingham, NG7 2WS
warhammer.com



INTRODUCTION

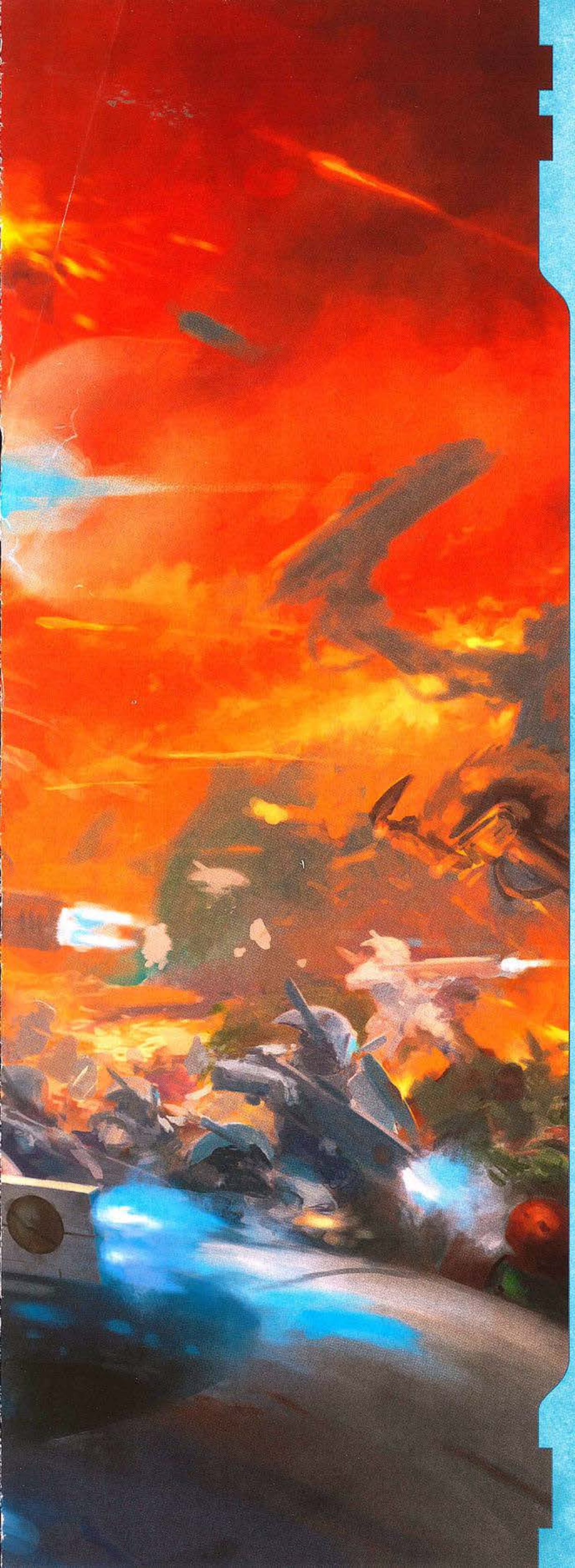
Welcome, noble Shas'o. Within the pages of this primer you will find much to aid you in spreading the enlightenment of the *T'au'va* to a divided and barbaric galaxy: the history of the T'au Empire; its spheres of expansion and ever advancing technologies; its greatest heroes and most dire foes. Read on, for the Ethereals have much to teach you.

The T'au Empire is young and dynamic compared to the elder powers of the 41st Millennium. Relative newcomers to the galactic stage, this xenos race might appear perilously naive. They are idealists, certainly, believing it is their destiny to bring enlightenment and unity to all. They are strangely compassionate conquerors, achieving peace through diplomacy where possible and showing true sorrow when forced to violent action. Yet to sneer at the earnest entreaties of the T'au is to sorely underestimate their might of both arms and will. Those who refuse the Greater Good are shown the error of their ways through swift and punishing military conquest, while those deemed unable ever to grasp its wonders are sentenced to annihilation. The T'au do not revel in such butchery. Yet they never turn from it either, and their might is so great that their foes stand little hope.

In terms of modelling, painting and background alike, collecting a T'au Empire army for Warhammer 40,000 is a unique experience. Where other factions are grim and gothic, the T'au employ armour, weapons and vehicles that look sleek and high-tech by comparison. Their armies include dynamically posed battlesuits that surge to war in jet-assisted leaps, specialist teams of expertly trained and highly mobile infantry, and alien auxiliaries valued for the skills and strengths they bring. T'au collections have a look all their own, flowing from clean lines and bright colours to camouflaged stealth-soldiery and savage alien warriors, and even to mobile battlefield fortifications linked by shimmering energy fields! Whether you are new to the Warhammer 40,000 hobby or a veteran with many collections under your belt, the T'au miniatures range offers countless hours of fun and unique modelling and painting opportunities.

Nor does any other army fight like the T'au on the tabletop. Where more barbarous races favour bludgeoning their enemies at close quarters, T'au Hunter Cadres emphasise overwhelming firepower coupled with the manoeuvrability to swiftly relocate should any given position become untenable. Even the most low-ranking T'au soldiers wear advanced protective armour and wield guns that put the specialist wargear of other factions to shame. Meanwhile, the full technological power of the T'au Empire is embodied in the ferocious resilience, exceptional mobility and ballistic wrath of their battlesuits. The following pages contain all the information, history and rules content you need to form your collection of T'au Empire miniatures into just such a deadly battlefield force; read on to learn how you may best serve the Greater Good.





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.

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 burgeoning 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.



FIRST CONTACT

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 a short-lived species 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*, 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.

According to T'au myth, the end of the Mont'au was marked by strange lights in the skies. These were first believed to portend the end of days, yet instead they seem to have announced the coming of the Ethereals. With them came destiny. The first documented sighting of this strange new breed of T'au was at Fio't'aun, a place where a mighty fortress lay besieged. 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 race's 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 their race's 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 war-like 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 their race's huntsmen to being their standing military, and it was during these early centuries that they adopted the teachings of the Code of Fire that still regulate 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 race 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.



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 furtherance 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 and trade hubs, 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, alien races of many sorts rub shoulders in peace, with the T'au moving through them as first amongst equals. There is little of what other races 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 races. Of course, all who dwell in these cities have their places within T'au society pre-determined by caste and by the orders of the Ethereals. They toil for the Greater Good while surrounded by carefully nuanced propaganda that extolls 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 races 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

ALIEN AUXILIARIES

Much as the T'au believe their own part upon the galactic stage is only just beginning, so too is the ongoing war to spread the light of the Greater Good. This conflict becomes ever more sprawling. The demands for soldiers and war engines to fight in it grow ever greater. The warriors of the Fire Caste are many but even still their numbers are stretched thin about the borders of the empire. Moreover, the T'au know their own strengths and weaknesses well, accepting 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, each of which bring their own talents to support the Fire Caste. 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, wormlike 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, abandoning their oppressive Imperial masters in favour of a new life in the light of the Greater Good. Known as *Gue'vesa* to the T'au, such Human auxiliaries grow in number with every passing *kai'rotaa* and are as useful to their new allies as they are hated by those they have abandoned.



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 standpoint, anyway – many races 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 firmanent with overwhelming speed and firepower, seeking to prove to their enemies the hopelessness of standing against an empire unified by the Greater Good. So is the lesson of acquiescence taught through force. Yet even in victory the T'au are not 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 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 and culture.

So have the T'au pushed back the darkness beyond their boundaries for many centuries. So now do they continue. In the tumult and darkness 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, and will bring them into the glorious light of their burgeoning empire.

FARSIGHT ENCLAVES

FI'RIOS

MU'GULATH BAY

KSI'MYEN

DAMOCLES GULF

Arthas Moloch

Gri-lok Asteroid Field

DAL'YTH

Pech

VIOR'LA

SA'CEA

Sha'galudd

WESTERN VEIL NEBULA

T'AU'N

KE'LSHAN

T'AU

THE ZONE OF SILENCE

AU'TAAL

Gas Clouds

N'DRAS

Startide Nexus

Q-15

Ironrok

Gurgit's Mekworld

VASH'YA

T'OLKU

ELSY'EIR

TASH'VAR

D'YANOI

BORK'AN

FAL'SHIA

Vespid

Isla'su

Relay Beacons & Communication Routes

1st Phase Septs

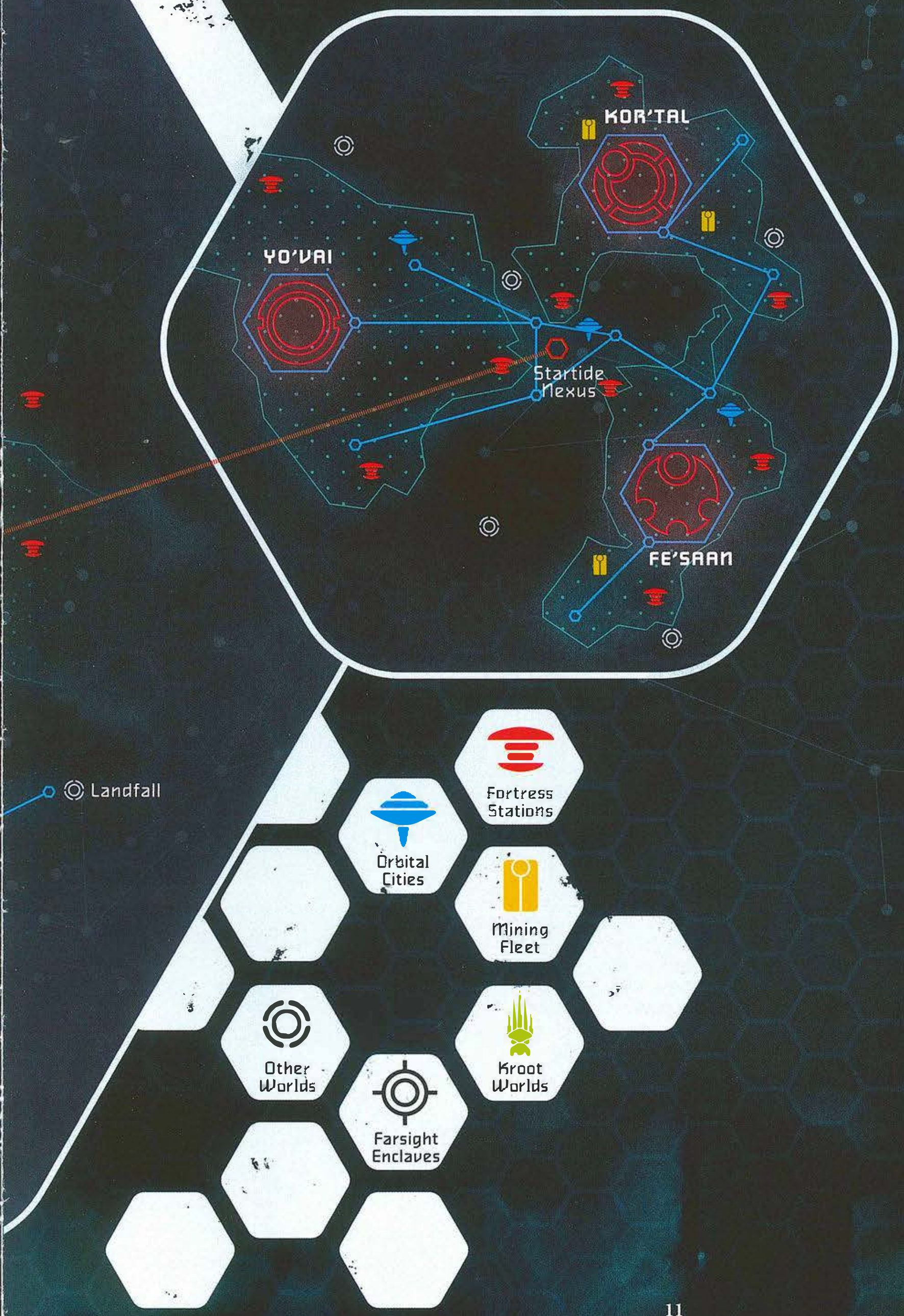
2nd Phase Septs

3rd Phase Septs

5th Phase Septs

AN EVER GROWING REALM

As each new Sphere of Expansion has pressed outwards into the darkness, so the boundaries of the T'au Empire have stretched wider and that which was once veiled in shadow has been illuminated by the radiance of the T'au'va. Yet always the unknown and the unenlightened call out to the T'au, drawing them ever further into the shadows beyond.



Though it is little more than a pinprick in the darkness compared to ancient realms like the Imperium of Man, still the T'au Empire is a star-spanning expanse of enormous size. From its oldest and most central septs such as Vior'la, Bork'an and revered T'au itself, to newer districts such as Ke'lshan near the Perdus Rift, Ork-haunted Fi'rios, and even Kor'tal, Yo'vai and Fe'saan in the Chalnath Expanse, every part of the T'au Empire strives to better the whole. Sept worlds and their satellites are constantly being settled. Military, scientific and civilian installations exist in a perpetual cycle of assessment and improvement as defences are fortified and centres of production and learning upgraded.

The lights of countless void-craft stream through the darkness between the worlds, moons and space stations of the empire. Some are civlian transports, diplomatic missions or vessels built for science and trade. Some are the craft of alien allies, who have joined the T'au Empire and pledged themselves to the Greater Good. Many more are military craft of various patterns, the warships of the *kor'vattra* fleets designed for both void warfare and dynamic colonisation as need dictates.

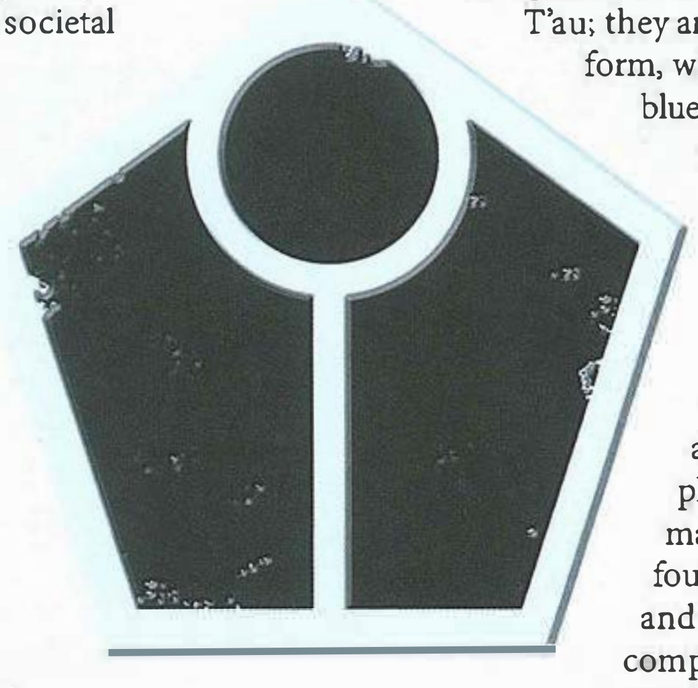
Then there are the spaceborne installations themselves: the T'au Empire boasts a tremendous number of void platforms built for a wide array of purposes. Some are fortified naval docks and watch-stations, their sensors ever alert for peril and their garrisons ready to respond. Others are centres for industrial manufacture in zero gravity, for scientific endeavour, or for deep-space mining of everything from captured asteroids to anomalous energy sources.

Every day, all across this bustling realm, the T'au and their allies work tirelessly to further the cause of the Greater Good. Armies are trained and equipped, crops are grown, new technologies are researched – ever the dynamic and concerted effort continues, for the T'au have a destiny and they mean to see it fulfilled.

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.

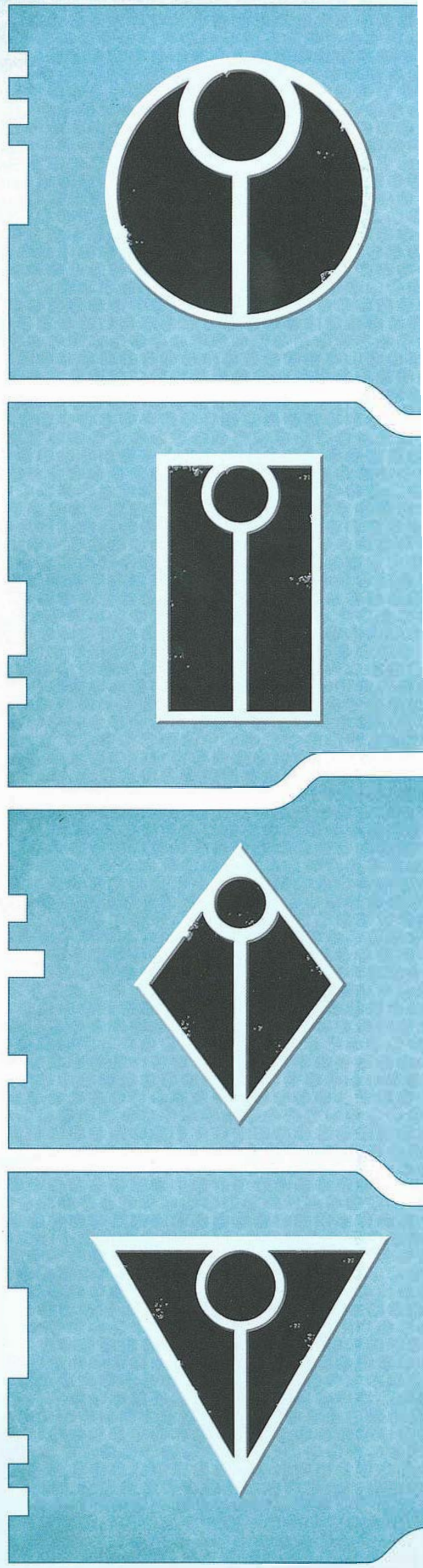
The T'au caste system transforms their society from countless individuals to a coherent whole, comprising four hard-working component elements directed in all things by a fifth. T'au are born into their castes, live their lives by the tenets of that caste, and all hope to eventually pass away having 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, pairing 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 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 racial 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 race 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.



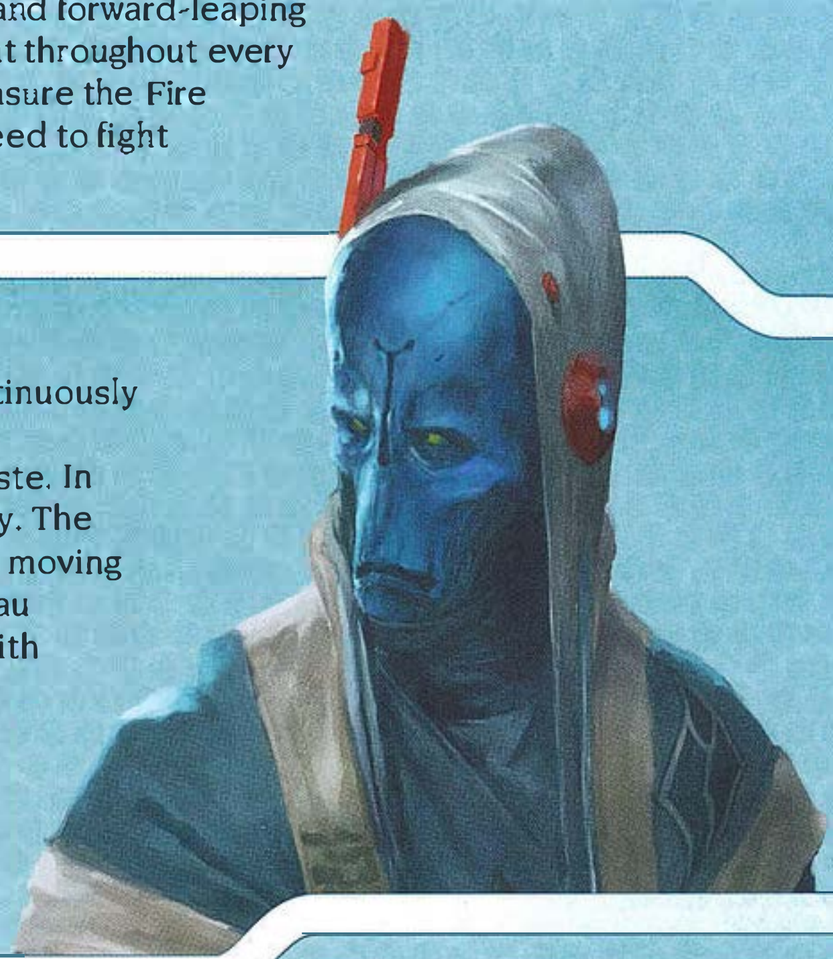


EARTH CASTE

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 ever 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 a 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; priesthood; grand galactic strategists: the Ethereals are all these things to their race, 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 races 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 racial 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-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'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 *kai-rotaa* of 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 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.

AUN'SHI

MASTER OF THE BLADE, HERO OF FIO'VASH

Hailing from the proud martial sept of Vior'la, Aun'Shi is the epitome of a warrior Ethereal. Privately he longs for peace. Yet, understanding the necessity of war, he joins the Fire Caste in their rituals, their training and their hardships. Aun'Shi believes absolutely in the T'au'va, and in 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 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. He 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.

At the time of the battle that made Aun'Shi a legend, he was already nearing the age when an Ethereal can choose to retire to a life of contemplation. His last assignment was to the frontier world of Kel'tyr. Infested with Orks, this world's colonisation had been slow. Now Aun'Shi brought the wisdom of his many campaigns against the greenskins to bear, while the Fire Caste reinforcements that came with him set about cleansing the alien threat for good. All proceeded well until, on his last inspection tour, Aun'Shi became trapped in the dome-city of Fio'vash by an Ork horde. When the greenskins' Warboss beheaded the Shas'vre leading the T'au troops, the Fire Warriors came close to panic. In that moment Aun'Shi cut down the Ork war leader in turn and rallied the wavering T'au. He went on to repulse one fresh wave of attackers after another, fighting tirelessly and employing stirring oratory to keep his followers hanging on until at last reinforcements arrived. In recognition of his incredible victory Aun'Shi became known as the 'Aged Wonder', and far from retiring has fought on ever since in the name of the Greater Good.



FIRE CASTE

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 such races as 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 other race 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 alien races 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 shorter-ranged fire. Such weaponry ensures Fire Warriors are well equipped to win firefights against most other line 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 array 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 Skyray; mobile artillery assets like the mighty Stormsurge; a wealth of Air Caste air support ranging from smaller fighter craft to huge tank-hunters like the A-X-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 wonder-weapons, and wherever they strike they dominate the combat 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 the *Mont'ka* and the *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.

The 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.

The 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. The 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 T'au Commanders ever to lead or to teach, the famed Commander Puretide was perhaps the greatest master of the Mont'ka, the 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 – each emerged as a savant of their chosen martial philosophy.

SOCIETAL RANKS

T'au names are multipart 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 Earth, *Kor* for Air and *Por* for Water. Next comes the portion that ascribes rank, and that 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 whatever other predominant traits, and so the sept name brings with it certain connotations regarding temperament and abilities.

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, 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 (*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 (*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 (*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 (*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 (*shan'al*). Each coalition is ruled over by an Ethereal council. It is further made up of commands (*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.



BATTLESUITS

The battlesuit – or 'hero's mantle' – 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 who 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.

The most enduringly popular battlesuit is the XV8 Crisis. Standing twice the height of a Fire Warrior, it boasts nanocrystalline armour and multiple hard points for weaponry and support systems, along with a powerful jet pack. Often deployed in teams via low-atmospheric insertion from the holds of Manta drop ships, these suits offer a balance of speed, resilience and firepower. The XV8 has further provided the prototype chassis for several more advanced battlesuits now available to T'au Commanders. These include the XV86 Coldstar, with its trans-atmospheric flight capabilities, and the formidable XV85 Enforcer.

For sabotage and intelligence gathering, the Fire Caste deploy teams of XV25 Stealth Battlesuits. The pilots of these suits are viewed askance for their unconventional tendencies and preference for operating independently of the wider T'au military. Their peculiarities, however, are more than excused by their combat record. XV25s mount integral stealth-field generators that project a visual distortion effect – coupled with cloaking fields and sensor-deadening technologies, this renders Stealth Battlesuits all but invisible until they strike. More recently the XV25 has been joined by the XV95 Ghostkeel, which is walking tank and stealth-capable terror weapon in one. The pilots of these battlesuits are veterans of XV25 operations, augmenting their hard-won abilities in ambush hunting and covert warfare with onboard support AI and a bewildering array of counter-sensory systems. It is a potent combination that has sealed the doom of many foes.

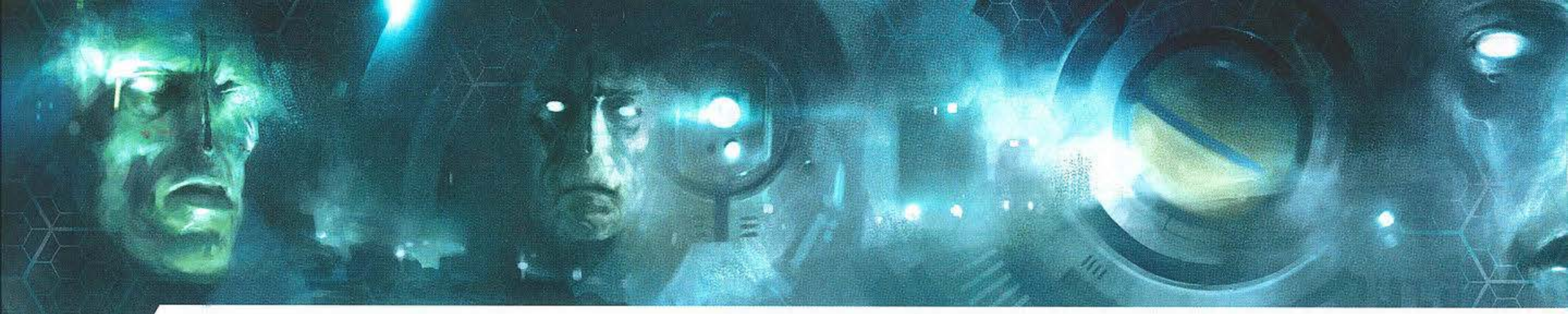
Then there are those battlesuits that eschew any notion of subtlety. The XV88 Broadside, for example, is a hulking beast that trades jet-assisted flight for armoured resilience and enormous firepower. Toting heavy rail rifles, high-yield missile pods and smart missile systems, Broadside teams unleash salvoes capable of shredding squadrons of tanks or swathes of massed infantry. Then there is the XV104 Riptide, the terror of Damocles, the ultimate heavy battlesuit. A single shas'vre, assisted by an integrated AI, pilots this towering war engine and can move with a jet-assisted mobility that belies the Riptide's intimidating size. The battlesuit's experimental nova reactor fuses dark matter to provide phenomenal power output that not only facilitates this frightening turn of pace, but also powers the suit's potent energy shield and a veritable arsenal of heavy weaponry.



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 I'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.





BATTLEFIELD SUPPORT

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

Certain support systems are known as staples of the T'au war machine. The operation and manufacture of some of these perennial technologies is so sound that it has not been improved upon in generations. Others are relatively new-found, yet have swiftly proliferated throughout the Fire Caste forces and become indispensible to the cause.

Multi-tracker

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



Target Lock

This specialised target-acquisition system independently prioritises enemy threat parameters and provides its user with target auto-acquisition. It is especially useful for maintaining sustained fire against enemies while on the move.



Early Warning Override

Boasting a multi-spectral sensor package – including several classified energistic wavelengths – this device signals the impending approach or manifestation of enemies, allowing its user to direct punitive fire into them accordingly.



Velocity Tracker

It is the job of the velocity tracker to predict and interdict the flight paths of the enemy's supersonic aerial assets, thus allowing its user to blast them unceremoniously out of the sky.



Counterfire Defence System

The counter-fire defence system triangulates incoming enemy targets and deploys AI algorithms to correct the user's fire patterns against them. Some Fire Warriors call this system 'the Manifest Will'.



Shield Generator

Powered by an internal micro-generator, this disc-shaped device projects a cohesive energy field of substantial scope and resilience. It is able to turn aside even the heaviest incoming fire and leave the user unharmed.





Positional Relay

This device records detailed battlefield data and relays it in a tight-band, encrypted burst to T'au teams awaiting front-line deployment. This allows for informed and precise combat insertion to maximum effect.

Drone Controller

A drone controller acts as a relay for communications and commands between the operator and the artificial intelligences of any networked drones they have operating alongside them in direct support.





Gun Drone



Marker Drone



Shield Drone



Guardian Drone



Grav-inhibitor Drone



Pulse Accelerator Drone



Missile Drone





Shielded Missile Drone



Stealth Drone

Recon Drone



Tactical Support Turret

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, which 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.



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 within the Fire Caste, and amongst the empire's most iconic war heroes. Clad in her highly advanced XV22 Stalker Battlesuit, Commander Shadowsun employs her strategic genius to orchestrate vast and elaborate battle-plans, all while engaging and destroying the enemy's most valuable target 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 Aun'Va and given command of increasingly sizeable T'au forces, Shadowsun demonstrated her genius at Kauyon warfare time and again. Yet it was her audacious strike to end the Kresh Expansions that sealed her reputation as the 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 drop ships to deploy her entire cadre by jump-jet direct into the enemy lines. Under cover of the unnatural darkness, Shadowsun and her warriors picked off the Ork leaders one by one. O'Shaserra herself hunted the Ork Warlord, cutting him down with precision fire before ordering the rest of her cadres to launch their own attack. Shorn of their leaders, the Orks collapsed into panicked anarchy. By the time the sunlight burned through the artificial veil, the battle was over, and 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 Farsight had famously trained. Arriving resplendent in her new prototype XV22 battlesuit, 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 Korvin 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 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 vast swathes of the Chalnath Expanse. The greenskins poured from the Ful'na Nebulae in ragtag invasion fleets. With the Thaxaril, Riatov and Barolyr Systems barely pacified, and 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 military campaign with the Kauyon philosophy at its heart on an inter-system scale. In this way she plans to bleed dry the Orks' momentum and utterly crush the threat they pose to the Fifth Sphere Expansion.



THE HUNTRESS' TOOLS

It is the privilege of Fire Caste heroes to trial the first examples of new Earth Caste battlesuit technologies. O'Shaserra has rendered the advanced XV22 Stalker Battlesuit iconic, piloting it throughout multiple campaigns and to countless victories. She has become so adroit at operating the XV22 that it is to her now like an armoured second skin. So equipped; Shadowsun is a master of ambush hunting, the personification of the Kauyon way of war. She is a deadly shot with the suit's fusion blasters, which are modulated to fire either in dispersed or focused blasts, and which mount lightweight attached missile pods to augment the Commander's firepower even further. With such weapons, O'Shaserra has laid low mighty battle tanks, rampaging beasts and the greatest heroes that lead her foes to war. If this were not enough, she also has personal support from a pair of cutting-edge drones that detach from housings upon her Stalker suit. Her MV37 Advanced Guardian Drone is a mobile shield generator programmed to screen Shadowsun from incoming fire. Her MV62 Command-link Drone, meanwhile, allows the Commander to coordinate targeting data with nearby friendly forces, ensuring priority targets are eliminated with merciless efficiency.



Shas'el Sa'cea Umeh flanked her Commander as he strode into the Chamber of Serene Audience. She was one of four honour guards assigned to venerable O'Shasan, and was the longest serving of them all, blooded on dozens of battlefields. Still, even she struggled with feelings of overwhelming awe in this moment. For her Commander to be invited into the presence of the Ethereal Supreme conferred honour enough. To lead his bodyguard in that moment was almost more than she could take in.

The dome they entered was not especially large or grandiose by the standards of T'au Prime. Formed from opaque crystal, it reached its apex barely a hundred feet above El'Umeh's head. A Hunter Cadre might have drawn up their ranks upon the roseblush stone of its floor, but just barely. Water fell through spiralling air currents from halfway up either side of the dome, chuckling into a deep stone channel that cut across the middle of the dome's floor and divided it in two. Small flames danced along the channel's edges, held in beautifully carved ceramic bowls. Four low daises lined one edge of the channel, one for each of the Fire Caste, Water Caste, Air Caste and Earth Caste, designated by the respective caste's symbol. As O'Shasan took up his position upon the Fire Caste dais, he nodded respectfully to his counterparts occupying the Earth and Water daises. From amidst their own small gatherings of scientists and diplomats, they returned the gesture.

On the other side of the channel rose a higher dais, behind which stood the room's only concession to grandeur. It was a statue, tall enough to loom over all there assembled. It depicted the great Ethereal Aun'Wei, his arms outstretched as though in welcome or benediction, his face tilted towards the stars. For all its magnificence, the statue could not eclipse the being who occupied the dais before it, flanked by his own stern-faced honour guards.

I am in the presence of Aun'Va. She had to repeat the thought to herself in an attempt to make it real. I, *El'Umeh, am in the presence of the* Ethereal Supreme.

He looked upon them with absolute serenity, managing somehow to appear both humble and effortlessly superior. El'Umeh strove to meet that unblinking gaze, but she could not do so for long. Instead, her eyes skipped away to the shadowed alcoves and balconies around the dome's edge. She started as she realised these were occupied by other Ethereals, a dozen or more. Under normal circumstances one such serene being would have captured all of El'Umeh's attention. Here, Aun'Va eclipsed them as a moon gliding before distant stars.

A gentle hum intruded on El'Umeh's awareness. Hard-wired combat instincts saw her set aside her wonder and search, discreetly, for the source of the sound. It came from the Air Caste dais. Concealed hololathes had thrummed to life, their beams flickering through one another as they constructed a heavy-light hologram of the Air Caste representative. From her posture, she appeared to be stood firmly to attention upon her dais with her willowy arms folded respectfully behind her back. Only the lazy drift of her topknot betrayed that she was actually aboard an orbiting Kor'vattra colony ship, in gravity more comfortable to her bones.

Aun'Va greeted his guests with raised hands, emulating the posture of the statue at his back.

'You come to me on this day in service to the T'au'va. Many of you have travelled far. All are worthy and all are welcome. You honour me.'

His words ran through El'Umeh like an electrical current. She had never in her wildest dreams imagined being addressed so by the Ethereal Supreme of the entire T'au Empire! She felt in that moment as though she could step out into the stars with just a pulse rifle and Aun'Va's words, and she would conquer them all for him. Nor was she alone; El'Umeh felt the frisson that passed through the delegations of the Fire, Earth, Water and Air Castes. T'au stood straighter. Their eyes gleamed.

'I have summoned you here as representatives of your castes, for I require your collective wisdom,' Aun'Va continued. 'Rest assured the full council will meet in due time, and that in answering my summons today you do no dishonour to those caste representatives who attend the Ethereal Council. Yet each of you here is a renowned hero of your own caste, one who has walked the roads between the stars and seen first-hand the darkness that still churns beyond our borders. Shas'o'Shasan; Fio'o'Du'ros; Kor'o'Ley; Por'o'Mu'leth: you each possess... experience. You have encountered the strange aliens that have bedevilled our efforts since the Mont'yhe'va appeared, or else have seen with your own eyes the effects of the madness that it has spread amongst our alien allies. You can... enlighten me. This is vital, for in this hour our empire stands at a crossroads of destiny. Thanks to the heroic sacrifices of the Fourth and Fifth Sphere fleets, we





know now that our despair at the failure of the Slipstream module was misplaced. We have learned that, in truth, this device grants us a greater reach than ever before to spread the light of the T'au'va.'

This caused a traitorous flicker of doubt in El'Umeh's mind. There had been rumours of disaster, and of some shared trauma about which the Fourth Sphere survivors would not speak. Yet under Aun'Va's serene stare, such thoughts seemed cynical and unworthy. She burned with shame even to have thought such things. Her discomfort was not helped when Aun'Va's next words made her feel as though he had sensed her instant of disloyalty.

'We know that to reach beyond the confines of our realm, to step forth into the darkness of the wider galaxy, that these things are not without risk. No endeavour worth the trying ever was. As a people, had we shied away from the dangerous and the unknown then perhaps we would still languish upon but a single planet to this day. If we existed at all…'

From anyone else, such an allusion to the Mon't'au would have been a ghastly breach of social etiquette. From Aun'Va it was a stern admonition against hesitancy and cowardice. El'Umeh found the fires of determination burning within her. She would not shame the memory of her forebears through such failings.

'We all know our duty,' said Aun'Va, his gaze passing slowly across them. 'We all know our destiny. Countless brave citizens of our empire toil out there amongst the stars even now. They fight and strive to bring the T'au'va to all who are worthy and deserving of its light. That is their part to play, and it is crucial. On this day, though, ours is every bit as vital. Upon us, my guests, lies the burden of choice.'

El'Umeh stiffened at this. She felt the sudden nearness of history, the weight of it bearing down upon her, and upon all those others who waited with bated breath for Aun'Va's next words.

'With every world, every people who join us in unity, our empire becomes stronger. Still, while our courage and belief are boundless, our resources and our numbers remain finite. I must choose, soon, where to direct those resources, for they cannot fight on all fronts at once. I and the High Council must determine – do we throw the weight of our empire behind the Nem'yar Atoll and the conquest of all those star systems in the expanse beyond? Or do we exercise our new-found reach to once again push beyond what the Gue'la call the Damocles Gulf, to reclaim the septs that were lost and drive deeper than ever into western galactic reaches? Understand, my guests, this is not some mere dream. Fio'vre Ka'buto and his scientists assure me that the modifications they have made to their original designs render the Slipstream module safer and more stable than ever before when deployed en masse. With such a device at our disposal, the stars are closer than ever, and our duty to reach them clearer.'

El'Umeh couldn't believe what she was hearing.

The Sixth Sphere Expansion, she thought, light-headed with amazement. The Ethereal Supreme is considering the commencement of the Sixth Sphere Expansion, and he is asking for my Commander's thoughts on where it should occur!

Such a thing was unheard of. The battles of the Fifth Sphere Expansion still raged beyond the Zone of Silence. O'Shaserra herself led the push to colonise new worlds and raise new septs beyond the fabled wormhole. El'Umeh was hardly in possession of all the data, yet she had the impression that the empire had expended vast resources already on gathering and launching that fleet. To think that it could muster a sixth expansion even while the fifth was still underway… had the scope and scale of T'au space truly grown so vast?

Perhaps it is the Mont'yhe'va, she thought suddenly. *Perhaps the Ethereals understand what has happened, and how to stop it.*

The thought was frightening, but also exhilarating. How better to grasp the destiny of galactic unification and enlightenment than to end the terrible phenomena that seemed to be driving so many alien races to madness, and in doing so become their saviours.

Unless…?

Angry at herself, El'Umeh discarded her sudden doubts. The Ethereals were wisdom personified, and Aun'Va greatest of them all. They knew best and they feared nothing.

'I see your questions,' said Aun'Va, and at once El'Umeh felt reassured. 'I understand and I welcome them. Come, my guests – now it is your time to speak. Deliver your reports. Offer your ideas. Together let us deliberate. Together, let us forge our hopes anew.'



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 that follows.

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 races, 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 their species, 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 race to the notion of befriending and then incorporating even the strangest alien races into the empire.

For all their efforts, though, there was one race 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 ever to 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 void ships 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 expansion, the T'au pushed forces across the mysterious Damocles Gulf, and there they encountered 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 Tyranid 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 greenskins.

Near the end of the Second Sphere Expansion, several of Commander 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 years, 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 void ships 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.



WAR ZONE:
CHALNATH

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 alien races 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 alien races. 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 indigens; 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 into the wormhole. 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* 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.



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 and wisdom, not to mention a byword for 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 the planet of T'au that the eponymous race 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, Ethereal Supreme. 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 in the empire, 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 especially wise and cultured.



T'au Sept also boasts the oldest and most venerated Fire Caste academies found anywhere in the empire. 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 they embark upon their first live combat 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. A popular proverb throughout the empire can be roughly translated as follows: 'The walls of T'au Sept are fashioned not from stone, but instead are wrought of Fire!'

VIOR'LA

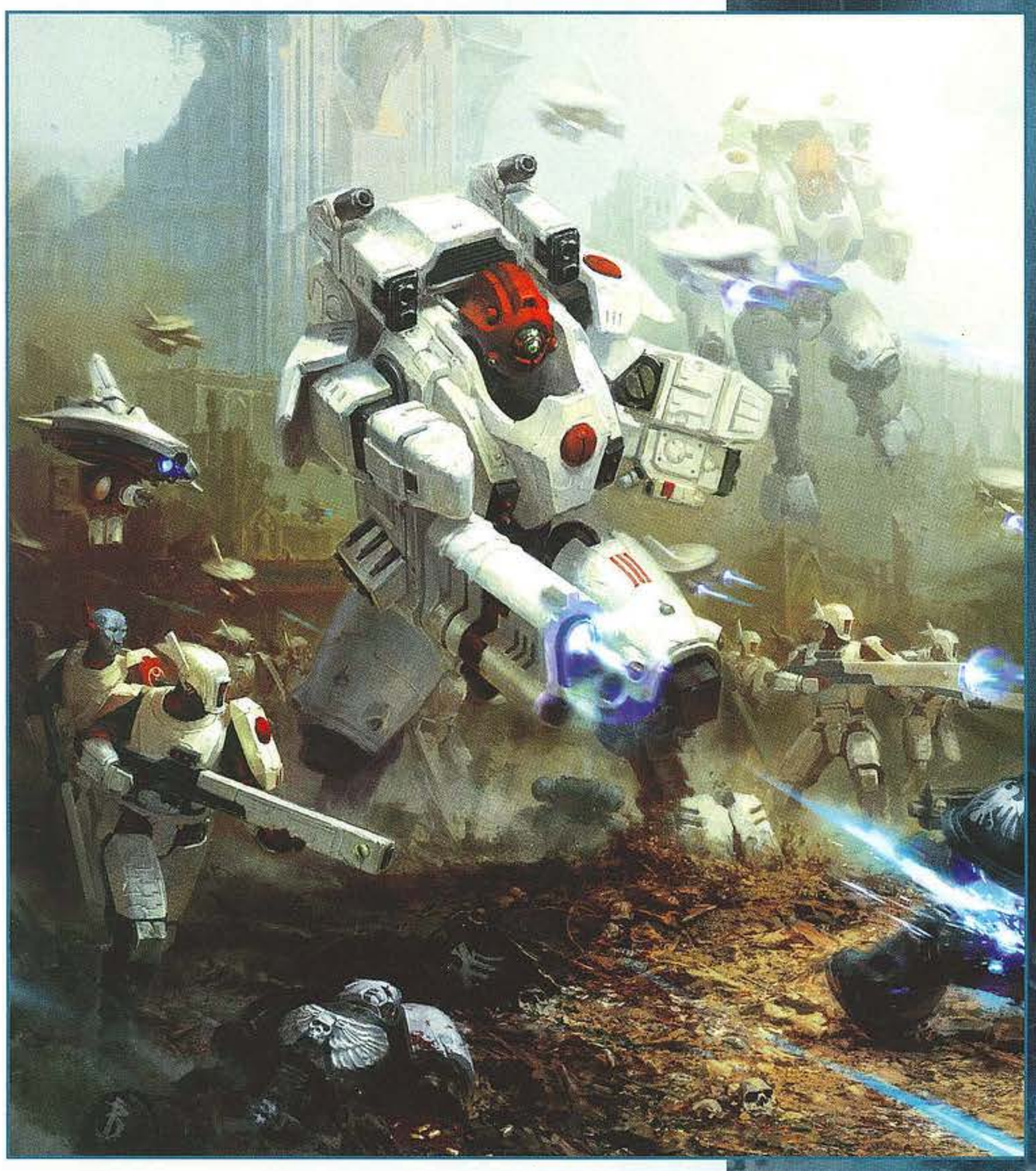
THE WARRIORS' SEPT

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. 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'ō Vior'la Tash'ōl 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. Vior'la produces such a quantity of high-quality soldiery, war engines and materiel that only the T'au Sept itself can rival it. Commanders from this sept are masters at harnessing aggression, and are renowned proponents of the Mont'ka. 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, 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 entered battle. 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.

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 agriplexes that cover almost the entire surface. Beneath their foundations, subterranean cavern networks contain sprawling complexes of Earth Caste laboratories and high-tech 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 vast populations have been shown time and time again to languish in inequality and near-anarchy; the T'au look upon the nightmarish hive cities of the Imperium with mingled pity and revulsion. Thanks to the strictures of the Greater Good, the cities of Sa'cea are nothing like this. It is true that the average citizen lives a comparatively spartan life when set against T'au of other septs, 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 no little individual discipline and selflessness. Not for nothing are the T'au of this sept renowned for their 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 the efficiency and lethality of their firing lines, standing firm against onrushing enemy forces, coolly selecting their targets before unleashing crashing volleys that stop even the most nightmarish foes in their tracks. The steady temperament of the sept's Commanders makes them natural proponents of Kauyon tactics, meticulously laying intricate overlapping plans of feint and strike that see their enemies drawn in and picked apart with merciless precision.

Another natural 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 war-torn cityscapes. To maximise these advantages, the Sa'cean training domes incorporate entire subterranean facilities, within which are simulated the urban sprawls of enemy races. 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 gothic nightmare they have left behind. Ork shanty-camps and 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, of course. They are, after all, fashioned with T'au techniques and materials. 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 concomitant 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, its 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 races.

The benefits of this creed were never more evident than in the wake of the sept's devastating conflict with Human invaders. Hundreds of alien trade partners and allied races 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.

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 AIs 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?

O'SHOVAH

COMMANDER FARSIGHT, HERO AND TRAITOR

O'Shovah is the most divisive figure in T'au history. He is 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 the Mont'ka, a fact unsurprising to any who know the Commander or have ever been led to war by him. His comrades have described 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 the terrain, gauging the foe and then launching bold, decisive strikes to cripple them in short order. Preferring to eschew long-range firepower, O'Shovah encouraged the aggressive spirit of the Fire Caste in his warriors, and they won many bitter battles at close range. Such tactics proved especially effective against the never-ending scourge of the Orks; it was for his tactical brilliance while battling the hated aliens that the young 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 himself 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 with its prosecution. 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 the T'au and alien auxiliaries he led, and who he believed had been inexcusably betrayed. His wisdom as a leader saw them establish a string of well-defended and provisioned colony worlds far beyond the bounds of the empire, and – despite ongoing conflicts against the Orks and other perilous foes – these Farsight Enclaves endure still. So does O'Shovah himself, a fact that mystifies the now venerable Commander as much as it does his foes. The Ethereal High Council believes that he has secured his longevity through some technological process, or that a series of successors have taken up the mantle of 'Farsight'.

The truth is far stranger. During the fighting on Arthas Moloch, the Commander acquired an ancient artefact, a sword older than the Imperium of Man. Fashioned aeons ago by the strange race that once inhabited that haunted world, the weapon that would come to be known as the Dawn Blade was forged from materials that the finest Earth Caste minds continue to find mystifying. Its edge is sharp enough to cut through solid rock, and since taking it up on Arthas Moloch and modifying it for his battlesuit to wield in battle, 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. Though he has his suspicions that it is the Dawn Blade that has prolonged his lifespan, if Commander Farsight ever found out the horrible truth, he would likely end his own life in ritual suicide there and then.

It is fortunate for O'Shovah's followers that this has never come to pass. They need his leadership more than ever in these dark days. Wielding the Dawn Blade, clad in his iconic crimson battlesuit, Commander Farsight leads his loyal warriors into battle after battle. A chosen band of disciples known as the Eight often fight at his side, all heroes in their own right and piloting an array of customised battlesuits that render them a deadly and varied force. O'Shovah needs every ounce of their skill and versatility, for he fights for the very survival of his courageous enclaves.



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. The origins of their compact lie in the closing days of the First Sphere Expansion, when an exploration fleet out of Dal'yth Sept came across a fierce battle between alien species. On one side were the Orks, already despised by the T'au for their brutish nature. On the other fought a species the T'au had not encountered before, but whose noble and tenacious spirit they swiftly found themselves admiring. What had begun as scientific observation escalated into full-blown conflict as the T'au were moved to deploy their fleet and come to the rescue of the hopelessly outnumbered Kroot.

So was the world of Krath relieved and many Kroot spared. Yet the T'au did not have long to enjoy their victory – where one greenskin horde is found, inevitably more are close by, and this was no exception. The T'au relief force were soon compelled to ally themselves with the Kroot as fresh Ork forces arrived from the void to join the fight. To the mutual surprise of both T'au and Kroot, their two races fought well alongside one another, each covering for gaps in the tactical capabilities of the other. In this way they formed a martial alloy tough enough to hold out against the greenskins until reinforcements from Sa'cea Sept could arrive to turn the tables once again. This first joint campaign has become known as the War in the Place of Union, a great and historic moment for both races.

Compelled by the T'au'va, and intrigued by their ferocious new allies, the T'au forces agreed to stay and aid the Kroot in liberating their remaining enclaves from the Orks. So began a campaign that ended upon the Kroot home world of Pech. There, at the sacred Oathstone, the legendary Kroot leader Anghkor Prok swore allegiance to the T'au Empire and pledged his warriors to fight for the Greater Good – and regular payment.

THE MERCENARY KINDREDS

The Kroot are first and foremost a mercenary species. Their ethics are, in some ways, enormously divergent from those of the T'au, yet somehow the two races have found more common ground than they have differences. Kroot live in kindreds, gatherings somewhere between mercenary companies, extended tribal families and nomadic warbands. Each is led by one or more Kroot Shapers. None outside of the Kroot themselves know how a Shaper is appointed, nor the precise source of their unusual wisdom. The Kroot of their kindred follow them with fierce loyalty. Within their society the Shapers' word is law.

One of the most important duties of the Shapers is to act as negotiators. They seek out mercenary employment for their kindred and set 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, nor the nature of the – often dirty and brutal – jobs they are hired to perform. Their strange voidfaring War Spheres ply the space lanes far and wide, and Kroot mercenaries have been seen fighting for Human Inquisitors and Rogue Traders, alongside Aeldari of various sorts, in allegiance with gnarl-skinned Demiurg and on behalf of even stranger and more shadowy employers. There are exceptions to this open policy, of course; few Kroot would stoop so low as to fight alongside servants of the Ruinous Powers, while none would ever sully themselves by fighting for the Orks.

Compared to the T'au, Kroot are warlike and bloodthirsty savages. Yet they are neither stupid nor bestial. The Kroot are uncommonly skilled trackers and wilderness fighters, experts in fieldcraft who swiftly master the perils and boons of each new ecosystem they encounter. Their preference is for ambush hunting, whittling their enemies down with repeated volleys from their bulky rifles before unleashing their charge. That onslaught, when it comes, is terrifying to behold. Wiry and agile, limbs cabled with taut muscle, the Kroot surge into the fight while voicing shrill avian cries. They fall upon their foes with a ferocity that explains why Kroot warriors are collectively known as Carnivores. 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. This unrestrained bloodshed is sickening to the T'au, yet what comes after distresses them more.

Earth Caste scientists theorise that the Kroot possess a unique morphagic biology that allows them to consciously absorb the desirable traits of those whose flesh they devour. Thus, even as the last shots of battle are being fired, the Kroot set about feasting on the flesh of the fallen. They are forbidden from eating T'au corpses, but this is the only concession their allies have been able to exact from the Kroot on this front. The aliens have no taboo regards cannibalism, and regularly eat of their own fallen comrades so that strength may pass from the dead into those who still require it to live. Here the Shapers perform their other main duty., directing their warriors when and how to taste the flesh of their enemies. It seems apparent that, over a period of time, this practice can provoke pronounced morphological changes in the Kroot – reports exist of these aliens developing longer limbs, greater muscle mass, chameleonic properties to their skin, or even membranous wings.

Eating battlefield carrion is not the only way in which the Kroot strengthen themselves. Many kindreds cut a bloody path across the stars, fighting under many banners and through wildly varying conflicts in which they either learn swiftly, or else they die. It is not uncommon for Kroot to claim all manner of strange weapons and other potent wargear as payment for their mercenary services, and in preference to any form of coin. After all, the T'au are not the only race in the galaxy with weaponry that the Kroot would gladly wield. Moreover, the predatory skill that such hard-bitten veteran killers develop over time only renders them all the more wily and dangerous upon the field of battle.

SUBSPECIES

Another strange facet of the mutable Kroot genome is that their species possesses numerous offshoots. While clearly separate strains, these share not only physical characteristics with their parent species, but also close kinship. Several of them regularly accompany Kroot kindreds to battle.

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. Another beast commonly found alongside Kroot troops is the lumbering Krootox, a hulking creature whose broad back serves as a mobile weapons platform. A heavy cannon is strapped to the beast, and a Kroot warrior climbs aboard its mighty haunches to operate the gun. Although not aggressive as a rule, the Krootox will fight ferociously to defend its comrades, whom the beast sees as herd brothers.



INSIGNIA OF EMPIRE

The armies of the T'au Empire are magnificent to look upon. Each sept has its own heraldic colours, and its own signifying glyph worn proudly by its warriors. With sleek armoured soldiery and dynamic battlesuits flanked by strange alien auxiliaries and high-tech gunships, these are armies of melded contrasts that epitomise the wider ethos of the T'au Empire.

A regimented system of helm colours and armour markings is evident throughout the T'au Empire, applied uniformly across the armies of every sept. From indications of rank and seniority, to signifiers of honour such as the ta'lissera bonding ritual or status as a chosen bodyguard, these sigils convey their meaning to all T'au at a glance. In the same way, the traditional colour schemes of each sept are instantly recognisable to their fellows from other regions of the empire. Not only does this visual standardisation help enormously when forming larger coalition forces, but it also carries the weight of proud martial tradition that underpins all T'au military undertakings.

With all this said, the T'au are pragmatic enough to recognise that the realities of combat and the priority of preserving lives must come before pomp and ceremony. Thus, many T'au Cadres have their armour and vehicles rapidly recoloured between war zones in order to adopt camouflage schemes more appropriate to whatever theatre they are about to fight in. Such flexibility and common sense aids them greatly in battle.



High above the sanctified canyons of Prosperis II, the Fire Warriors and Kroot auxiliaries of Vior'la Sept push out onto the crumbling pilgrims' bridges. Militarum Tempestus warriors surge to meet them, yet they cannot halt the T'au offensive.



Led by no less a hero than Commander Shadowsun herself, a mighty cadre of warriors, war engines and battlesuits from the armies of T'au Sept advance. With their beloved Commander leading the way, nothing will stay their wrath.





Vior'la Sept Fire Warrior with pulse rifle



Vior'la Sept Fire Warrior with pulse carbine



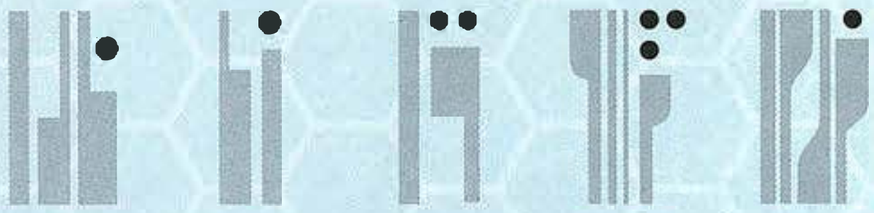
Vior'la Sept Breacher Fire Warrior with pulse carbine



Vior'la Sept Breacher Fire Warrior Shas'ui with pulse carbine

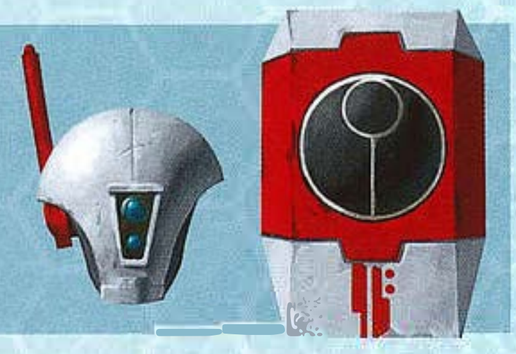


Every team has a unique marking design. This designator is prominently displayed wherever each warrior chooses upon their armour or wargear, and consists of multiple stripe patterns in a specific configuration.



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

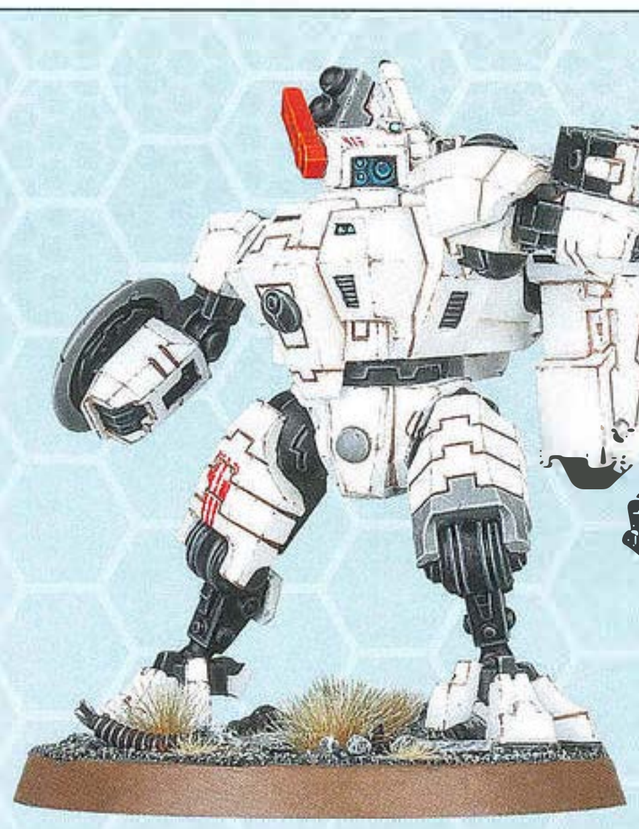
Shas'ui status is denoted by the application of the sept colour upon the shoulder guard and helmet sensor vane.



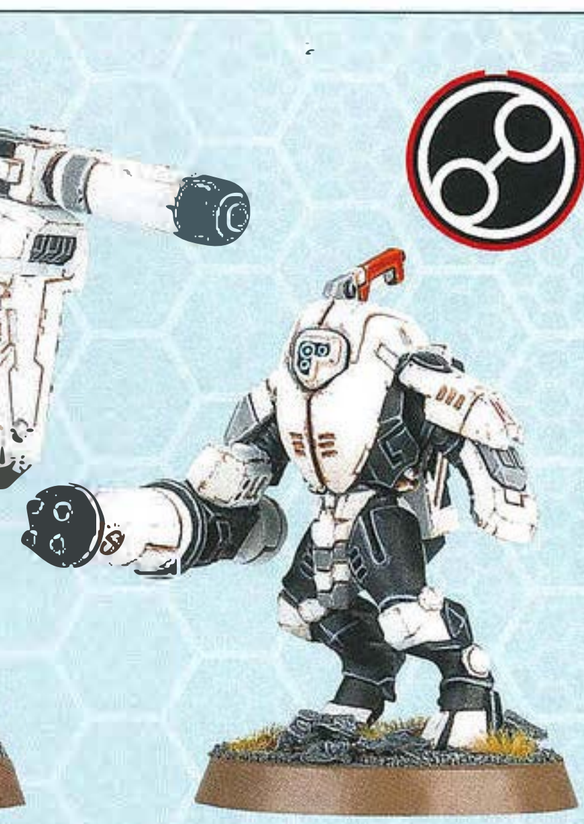
The assembled might and firepower of the Vior'lan battlesuits is pitted against the armour-clad fury and fervour of the Sisters of Battle amidst the ruins of the Amadexus industrium complex. The thunder of gunfire and the strobe of muzzle flare intensifies as the firefight escalates.



Vior'la Sept Crisis Shas'vre with burst cannon



Vior'la Sept Crisis Shas'ui with plasma rifle and shield generator



Vior'la Sept Stealth Shas'ui with burst cannon



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.

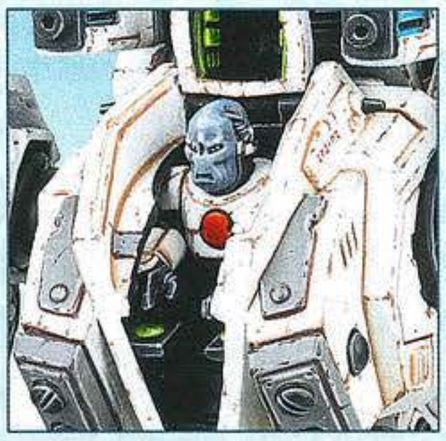


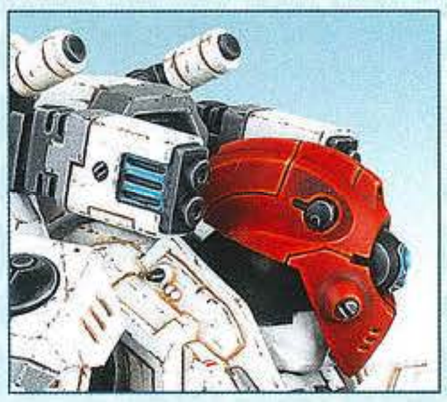
A shas'o helmet is in the sept colour, but its markings match the wearer's armour











Vior'la Sept Ghostkeel Shas'vre with cyclic ion raker and fusion blasters

The defence lines of the Astra Militarum are plunged into sudden anarchy as a Ghostkeel and its attendant XV25 Stealth Battlesuits shimmer into view at point-blank range. Guns blazing, the grim-faced T'au pilots begin the extermination of their foes.



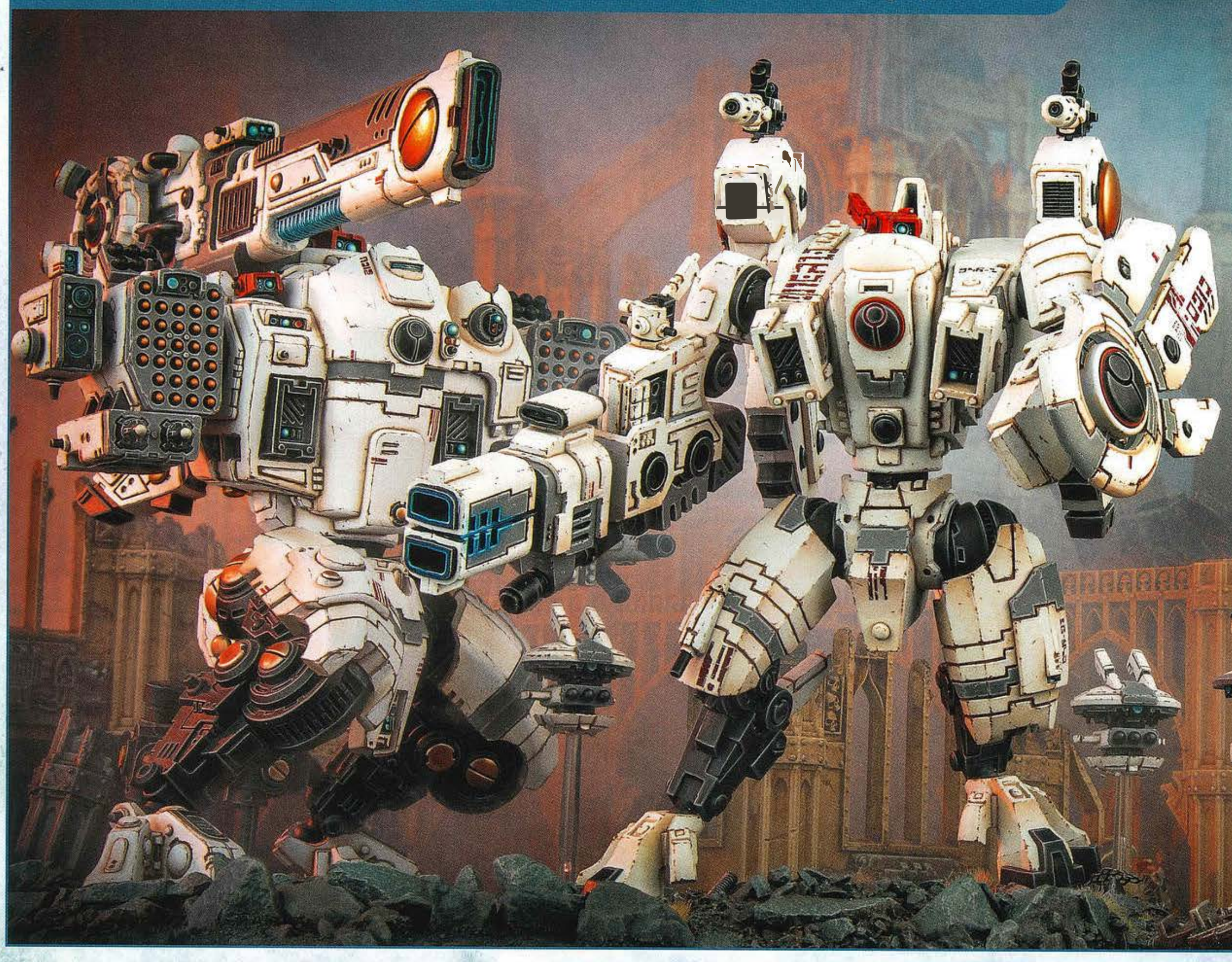


Vior'la Sept Broadside Shas'vre with railgun and twin plasma rifle



Vior'la Sept Commander in Coldstar Battlesuit with high-output burst cannon and missile pod

As the zealous battle-brothers of the Black Templars Chapter storm into the T'au lines, they are met by a dynamic wave of battlesuits. Even as the two elite forces duel furiously, a looming Stormsurge artillery walker prepares to settle the fight with its overwhelming firepower.



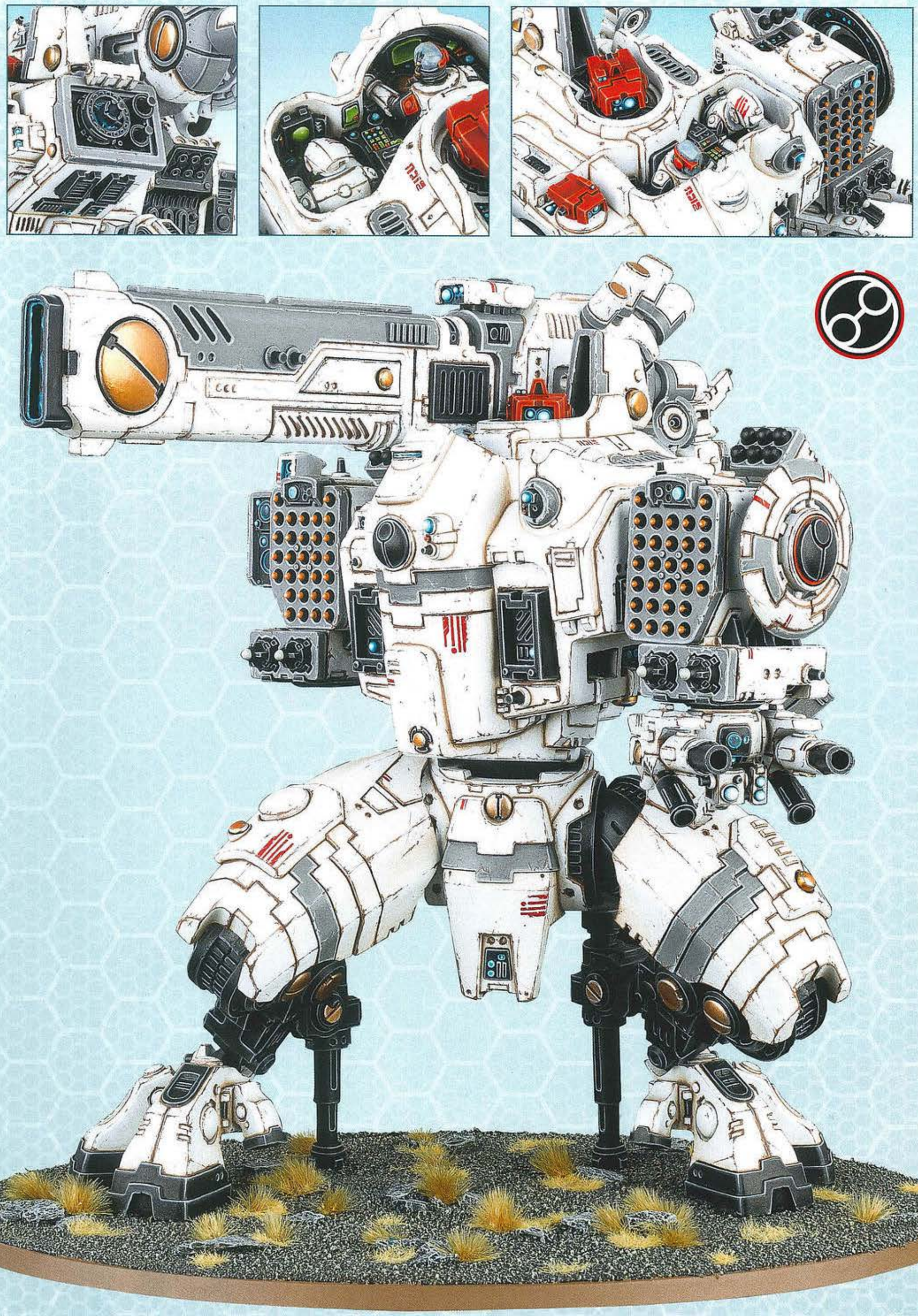


Sa'cea Sept Crisis Shas'ui with burst cannon and plasma rifle



Farsight Enclaves Crisis Shas'vre with a pair of fusion blasters





Vior'la Sept Stormsurge with pulse driver cannon, destroyer missiles, cluster rocket system, smart missile systems and twin airbursting fragmentation projector

T'au Sept Razorshark Strike Fighter with burst cannon, quad ion turret and seeker missiles

The armoured onslaught of the Militarum Tempestus is met head-on by a spearhead of swift-skimming T'au gunships and combat aircraft. The overwhelming firepower of this T'au counter-strike is more than a match for the warriors and tanks of the Imperial Guard.



Bellowing Orks of the Goff Clan storm toward the T'au battle lines amidst the dust-choked crag-fields of Krogg's World. They are met by Commander Darkstrider and his skilled Pathfinders, and by the armoured T'au support forces guided in at Darkstrider's command.





T'au Sept Stealth Shas'ui with burst cannon



T'au Sept Pathfinder with pulse carbine and markerlight



Bork'an Sept Fire Warrior with pulse rifle



Bork'an Sept Pathfinder in jungle fatigues with rail rifle



Vespid Stingwing



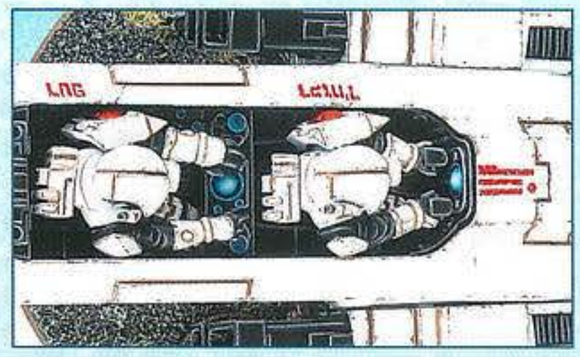
Kroot Carnivore



Kroot Hound









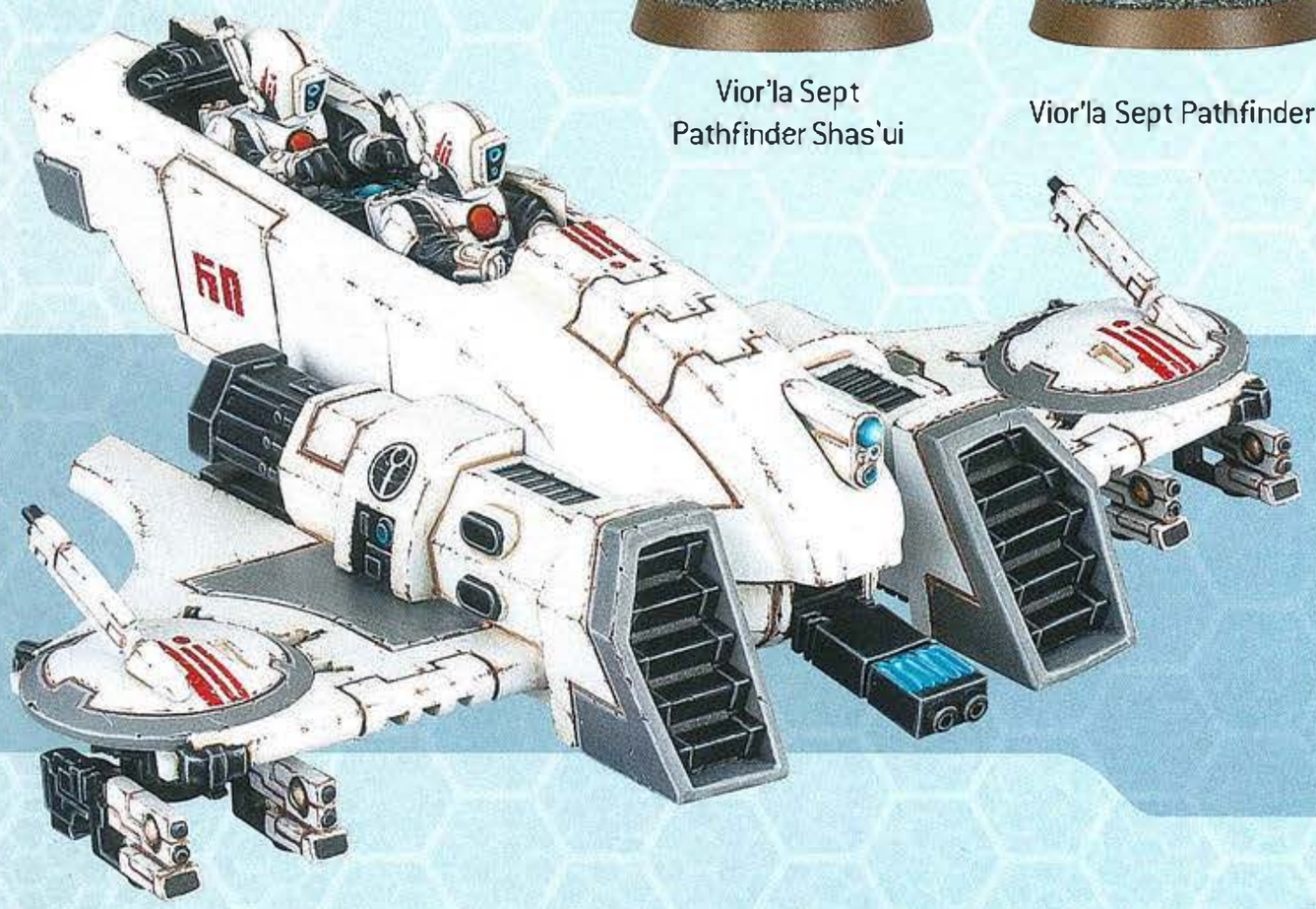
Vior'la Sept Pathfinder Shas'ui



Vior'la Sept Pathfinder



Vior'la Sept Pathfinder



Vior'la Sept Piranha outfitted with a pair of Gun Drones and a fusion blaster

Under the exacting gaze of an honoured Ethereal, the Fire Caste forces of Vior'la Sept surge dynamically into battle against the onrushing hosts of the Blood Angels Space Marines.





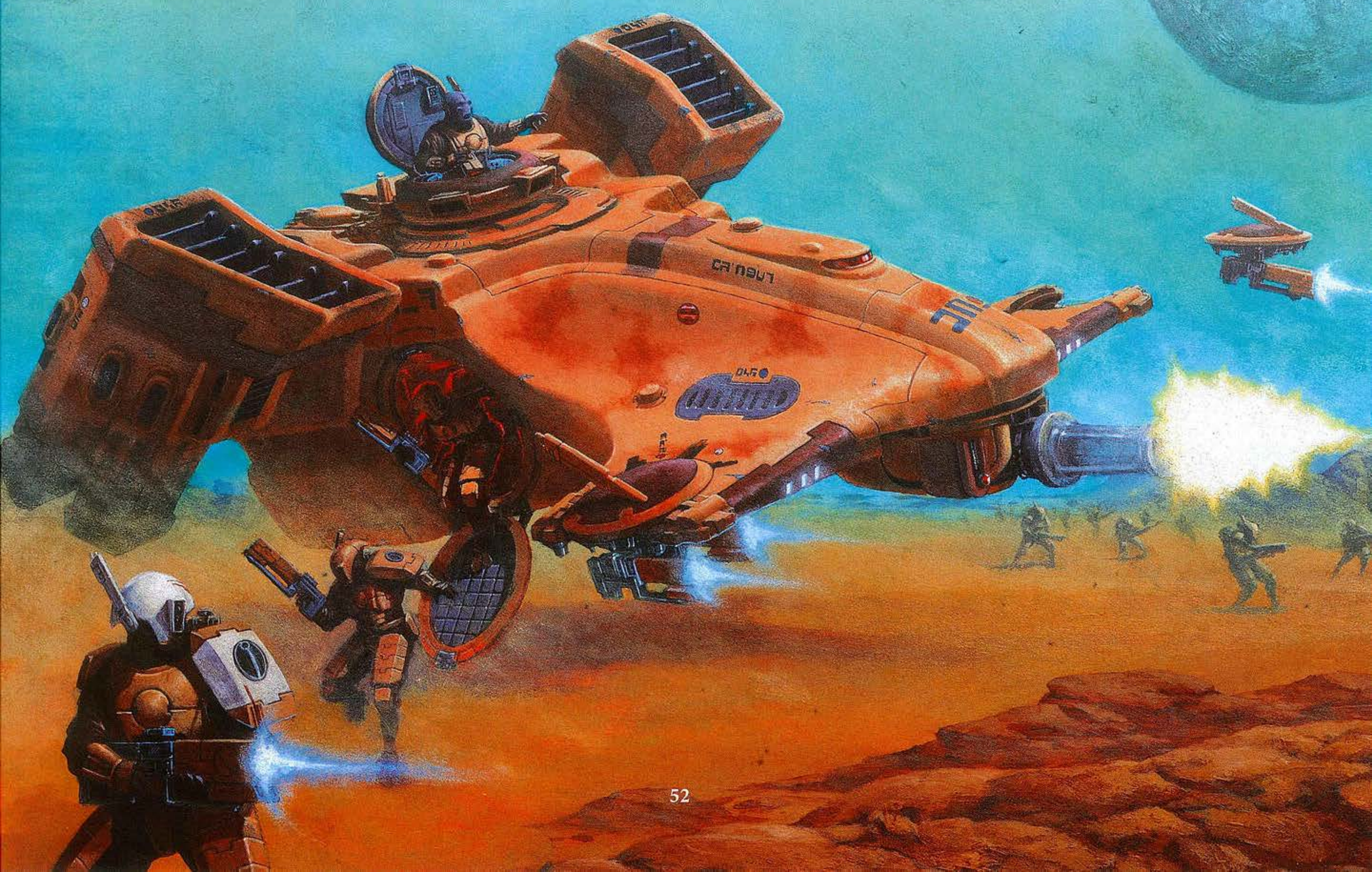


THE RULES

Welcome to the rules section of *Codex: T'au Empire*. On the following pages you will find all the rules content you need to bring every aspect of the T'au people to life on your tabletop battlefields. Maybe you're inspired to dive straight into some open play games, maybe you want to shape your own tales of glory and infamy with narrative play, or perhaps you can't wait to pit yourself against your opponents in nail-biting matched play contests. Whichever appeals to you – even if it's a bit of all three – this section of your Codex provides a modular toolbox that allows you to get the most out of your collection.

Of course, there's no need to take it all in at once! Some of the content on the following pages – things like your army's datasheets and the rules for its weapons – will be useful no matter what kind of game you're playing. Others, such as your army's Stratagems, Warlord Traits and Relics, will become relevant once you start playing games with Battle-forged armies. Then there's content like Prototype Systems that allow you to upgrade particular models in your tabletop army. You can include such new elements at your own pace; whether you're a brand new hobbyist playing your first few games or a veteran general ready to cause carnage, there's plenty here to provide you with countless hours of fresh and exciting gameplay.

On top of this, the T'au Empire are the only faction in Warhammer 40,000 with access to the Markerlights and Philosophies of War rules, through which you can adapt against and overcome your foes using the teachings of the Fire Caste. You will find everything you need on the following pages to include these rules in your games of Warhammer 40,000, not to mention bespoke content for your T'au Empire force, including a ruleset allowing you to conquer entire star systems!



BATTLE-FORGED RULES

DETACHMENT ABILITIES (PG 55-65)
Units in T'au Empire Detachments gain additional abilities to better reflect how their armies operate together and wage war on the battlefield. You can find out more about Detachment abilities in the Battle-forged Armies section of the Warhammer 40,000 Core Book.

STRATAGEMS (PG 66-69)
T'au Empire armies have access to unique battlefield strategies and tactics that they can utilise to best their foes in any theatre of war; these are represented by the Stratagems in this section, which you can spend Command points to use in your games. You can find out more about Stratagems and Command points in the Warhammer 40,000 Core Book.

ARMY RULES

PROTOTYPE SYSTEMS (PG 70-71)
Certain Battlesuit models in your T'au Empire army can be upgraded to gain new abilities and weapons, increasing their power on the battlefield. These powerful pieces of equipment are presented in this section.

WARLORD TRAITS (PG 72-73)
The Warlord of a T'au Empire army can have one of the traits presented in this section. These help to personalise the leader of your force and better reflect their individual combat prowess and command style on the battlefield.

RELICS (PG 74-75)
T'au Empire characters can take powerful artefacts and ancient weapons called Relics into battle; these Relics and the rules they bestow are described in this section.

MATCHED PLAY RULES

CHAPTER APPROVED RULES (PG 77)
If you are playing a battle that instructs you to select secondary objectives, then you will be able to choose from the T'au Empire ones printed here that represent tactical goals unique to their armies. You can find out more about selecting secondary objectives in many matched play mission packs, including the Eternal War mission pack found in the Warhammer 40,000 Core Book.

CRUSADE RULES

CRUSADE (PG 78-91)
T'au Empire have access to a host of additional rules that enhance your Crusade experience and further personalise your Crusade force. These include bespoke Agendas, Requisitions, Battle Traits and Crusade Relics that reflect the rich background of T'au Empire armies. Amongst the rules presented in this section is Expanding the Empire, which allows you to bring new star systems into the T'au fold as you progress along your crusade.

DATASHEETS

DATASHEETS (PG 92-129)
This section is essential to all T'au Empire players, regardless of preferred play style, containing as it does the datasheets for T'au Empire units. Each datasheet describes, among other things, the profiles of its models, the wargear they can be equipped with and the abilities they have. You can find out more about datasheets in the Warhammer 40,000 Core Book.

WARGEAR & POINTS

WEAPON PROFILES (PG 130-132)
This section provides an alphabetised list of all the weapons that T'au Empire units can be equipped with, and should be used in conjunction with the datasheets section.

POINTS VALUES (PG 133-134)
If you are playing a game that uses points values, you can use the alphabetised lists in this section to determine the cost of each unit from your army. These values will be reviewed and updated annually.

RULES REFERENCE

GLOSSARY (PG 135)
In this section you will find a glossary of rules terms used in this Codex. This is intended to work alongside the glossary found in the Warhammer 40,000 Core Book, and aid in resolving any complex rules interactions that may arise.

REFERENCE (PG 136)
Here you will find a handy bullet-pointed rules reference that summarises some common T'au Empire rules.

COMBAT PATROL

Combat Patrol is the smallest size game, and the T'au Empire force below is a great way to start – regardless of whether you want to play an open play game, forge a narrative with a Crusade army, or compete in a matched play mission. Created from the contents of the T'au Empire Combat Patrol boxed set, this force can be used in a Battle-forged army, and in itself comprises a Patrol Detachment, as described in the Warhammer 40,000 Core Book.

The Strike Team is a reliable unit that, as part of a Battle-forged army, gains the Objective Secured ability (see the Warhammer 40,000 Core Book), making them ideally suited to holding battlefield objectives. With their powerful pulse rifles they are able to reach out and touch large portions of the battlefield with their ranged firepower. Alternatively, they can be equipped with the much more mobile pulse carbine, a shorter version of the weapon that allows the Fire Warriors to unleash a steady stream of fire while keeping on the move.

The Stealth Battlesuits, meanwhile, provide early battlefield control that is crucial to securing objectives and dictating the flow of the battle from the outset. They are comparably tough, and are able to start midway up the board; from a position of advantage, the high-volume fire of their burst cannons can cut through horde units despite the shorter range.

The Ghostkeel Battlesuit is the heavy hitter of the force, packing a combination of formidable weaponry and capable stealth technology to help keep it alive. Kept on the move, the Ghostkeel can be a formidable firebase, able to engage the targets you want, and avoid those you do not wish to tangle with.

The Ethereal and Cadre Fireblade are both key support characters in this army. The Cadre Fireblade is able to increase the effectiveness of the Strike Team's pulse weaponry, while the Ethereal's flexible invocations can aid the other units in any number of different situations. This flexibility and synergy between units is the key to mastering the forces of the T'au Empire.



DETACHMENT ABILITIES

A **T'AU EMPIRE** Detachment is one that only includes models with the **T'AU EMPIRE** keyword (excluding models with the **UNALIGNED** keyword).

A **FARSIGHT ENCLAVES** Detachment is one that only includes models with the **FARSIGHT ENCLAVES** keyword (excluding models with the **T'AU AUXILIARY** and **UNALIGNED** keyword).

- **T'AU EMPIRE** Detachments gain the Cadre Command ability.
- **FARSIGHT ENCLAVES** Detachments gain the Independent Power ability.
- **T'AU EMPIRE** units (excluding **T'AU AUXILIARY** units) in **T'AU EMPIRE** Detachments gain the Sept Tenets ability.
- Troops units in **T'AU EMPIRE** Detachments gain the Objective Secured ability (this ability is described in the Warhammer 40,000 Core Book).

CADRE COMMAND

The organisational hierarchy of the Fire Caste places centralised responsibility for tactical deployment of each cadre in the hands of a single Commander, the better to ensure clarity and focus.

- You can include a maximum of one **COMMANDER** model in each Detachment in your army (excluding **FARSIGHT ENCLAVES** Detachments).
- You can include a maximum of two **COMMANDER** models in each **FARSIGHT ENCLAVES** Detachment in your army.

INDEPENDENT POWER

Unlike the T'au Empire from which they seceded, the Farsight Enclaves have nothing but antipathy for the Ethereal Caste. The feeling, it seems, is exceedingly mutual.

You cannot include any **ETHEREAL** models in this Detachment.

SEPT TENETS

Each sept has its own combat philosophy suited to the skills of its warriors.

If every unit from your army (excluding **T'AU AUXILIARY**, **SUPREME COMMANDER** and **UNALIGNED** units) is from the same sept, all **T'AU EMPIRE** units with this ability, and all the models in them, gain a Sept Tenet. The Sept Tenet gained depends upon which sept they are from, as shown on the following pages.

Example: *A* **VIOR'LA** *unit with the Sept Tenets ability gains the Strike Fast tenet.*

If your sept does not have an associated Sept Tenet, you must instead create a new Sept Tenet for them, as described on pages 62-65. This allows you to customise the rules for your sept to best represent their fighting style.

In either case, write down all of your Detachments' Sept Tenets on your army roster.

SEPTS

If your army is Battle-forged, **<SEPT>** units in **T'AU EMPIRE** Detachments gain access to the following sept rules, provided every **<SEPT>** unit (excluding **SUPREME COMMANDER** units) in your army is from the same sept. If every **<SEPT>** unit in a **T'AU EMPIRE** Detachment is from the same sept, that Detachment is referred to as a Sept Detachment.

WARLORD TRAITS

Each sept has an associated Sept Warlord Trait. If a **T'AU EMPIRE <SEPT> CHARACTER** model gains a Warlord Trait, they can have the relevant Sept Warlord Trait instead of a Warlord Trait from pages 72-73.

STRATAGEMS

Each sept has an associated Sept Stratagem. If your army includes a Sept Detachment (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), then you will gain access to the relevant Sept Stratagem.

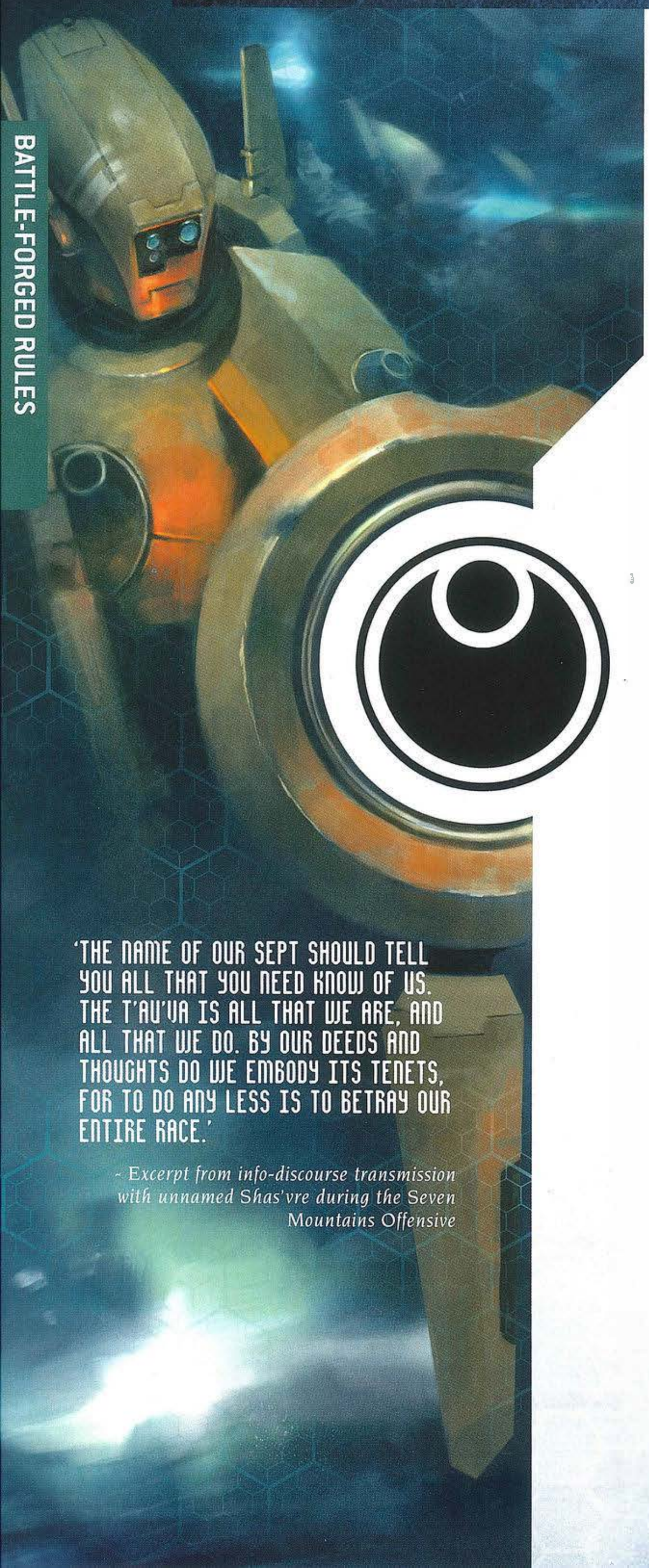
SIGNATURE SYSTEMS

Each sept has an associated Sept Signature System. If your army is led by a **T'AU EMPIRE <SEPT> CHARACTER WARLORD**, you can give the relevant Sept Signature System to a **T'AU EMPIRE <SEPT> CHARACTER** model in your army instead of giving them a Signature System Relic from pages 74-75. Named characters (such as **COMMANDER SHADOWSUN**) cannot be given a Signature System Relic.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Signature System Relics your models have on your army roster.

Example: *A Battle-forged army includes a* **T'AU EMPIRE** *Detachment in which every unit has the* **VIOR'LA** *keyword. A* **CHARACTER** *model in that Detachment that is given a Warlord Trait can instead be given the Academy Luminary Warlord Trait. You also have access to the Hot-blooded Stratagem and can spend CPs to use it, and if the army's Warlord is selected from this Detachment, then a* **VIOR'LA CHARACTER** *model in your army that could be given an Signature System Relic can instead be given Automated Armour Defences.*

SEPTS



T'AU SEPT

The warriors of T'au Sept are all-too-aware of their status as the exemplars of their race's military philosophy. It is a duty they take extremely seriously. Their cadres manoeuvre with slick efficiency, smoothly establishing flowing gun lines that hammer the enemy with an unrelenting rain of fire until the outmatched foe are reduced to corpses and blazing wreckage.

SEPT TENET: COORDINATED FIRE ARCS

So exceptionally drilled and responsive are the warriors of T'au Sept that their fields of fire shift and overlap with inescapable efficiency.

- Each time a unit with this tenet is selected to shoot or fight, you can re-roll one hit roll or one wound roll when resolving that unit's attacks.
- Add 3" to the range of aura abilities of models with this tenet (to a maximum of 12").
- Each time a model with this tenet intones an invocation that is not an aura, or uses an ability in your Command phase that specifies a range, add 3" to the range of that invocation or ability (to a maximum of 12").

WARLORD TRAIT: STRENGTH OF CONVICTION

This warlord's dedication to the T'au'va is so great that they will not allow themselves to die with their duty undone.

Each time this **WARLORD** would lose a wound, roll one D6: on a 5+, that wound is not lost.

SIGNATURE SYSTEM: VECTORED MANOEUVRING THRUSTERS

This enhanced movement system can be adapted for both battlesuits and vehicles. It consists of multiple high-output thruster nozzles, each hardwired into the pilot's neural interface, allowing them to react with startling speed to any changes in the strategic situation.

- Add 2" to the bearer's Move characteristic.
- Once per battle round, when the bearer is selected as a target of a charge, if it is not within Engagement Range of any enemy units it can use this Relic. If it does, it can make a Normal Move. Until the end of the phase, the bearer cannot fire Overwatch or Set to Defend. Your opponent can select new targets for the charge.

FOCUSED FIRE 2CP

T'au Sept – Battle Tactic Stratagem

T'au Sept 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.

Use this Stratagem in your Shooting phase, when an enemy model loses any wounds as a result of an attack made by a **T'AU SEPT** model from your army. Until the end of the phase, each time a **T'AU SEPT CORE** model from your army makes an attack against that enemy model's unit, add 1 to that attack's wound roll.

VIOR'LA

The Vior'lan T'au push the limits between blistering aggression and perilous incaution. Renowned for their hot-blooded tendencies, these natural warriors prefer proactive battle strategies that set the enemy onto the back foot from the very beginning, and keep them off balance until their inevitable defeat amidst a hurricane of firepower and swiftly redeploying T'au cadres.

SEPT TENET: STRIKE FAST

The Commanders of Vior'la harness their warriors' fiery temperament by embracing a highly mobile and aggressive form of warfare, taking the fight to the heart of the enemy.

- At the start of your first turn, for each unit from your army that is wholly within your deployment zone, until the end of the turn, add 2" to the Move characteristic of models in that unit.
- You can re-roll Advance rolls and charge rolls made for units with this tenet.

WARLORD TRAIT: ACADEMY LUMINARY

This Warlord has been marked for greatness by the exacting Fire Caste tutors of Vior'la, exhibiting a swift and decisive grasp of grand strategy that sees them outmanoeuvre their foes with deceptive ease.

While this **WARLORD** is on the battlefield, each time you spend a Command point to use a T'au Empire Strategic Ploy or T'au Empire Wargear Stratagem, roll one D6: on a 3+, that Command point is refunded.

SIGNATURE SYSTEM: AUTOMATED ARMOUR DEFENCES

These AI-targeted micro-laser defence systems deploy from pods sited between interlocking armour plates, providing point-defence fire as the wearer plunges into the enemy's midst.

COMMANDER model only. At the start of your Shooting phase, roll one D6: on a 2-4, the closest enemy unit within 18" of and visible to the bearer suffers 1 mortal wound; on a 5+, the closest enemy unit within 12" of and visible to the bearer suffers D3 mortal wounds.

HOT-BLOODED — 2CP

Vior'la – Battle Tactic Stratagem

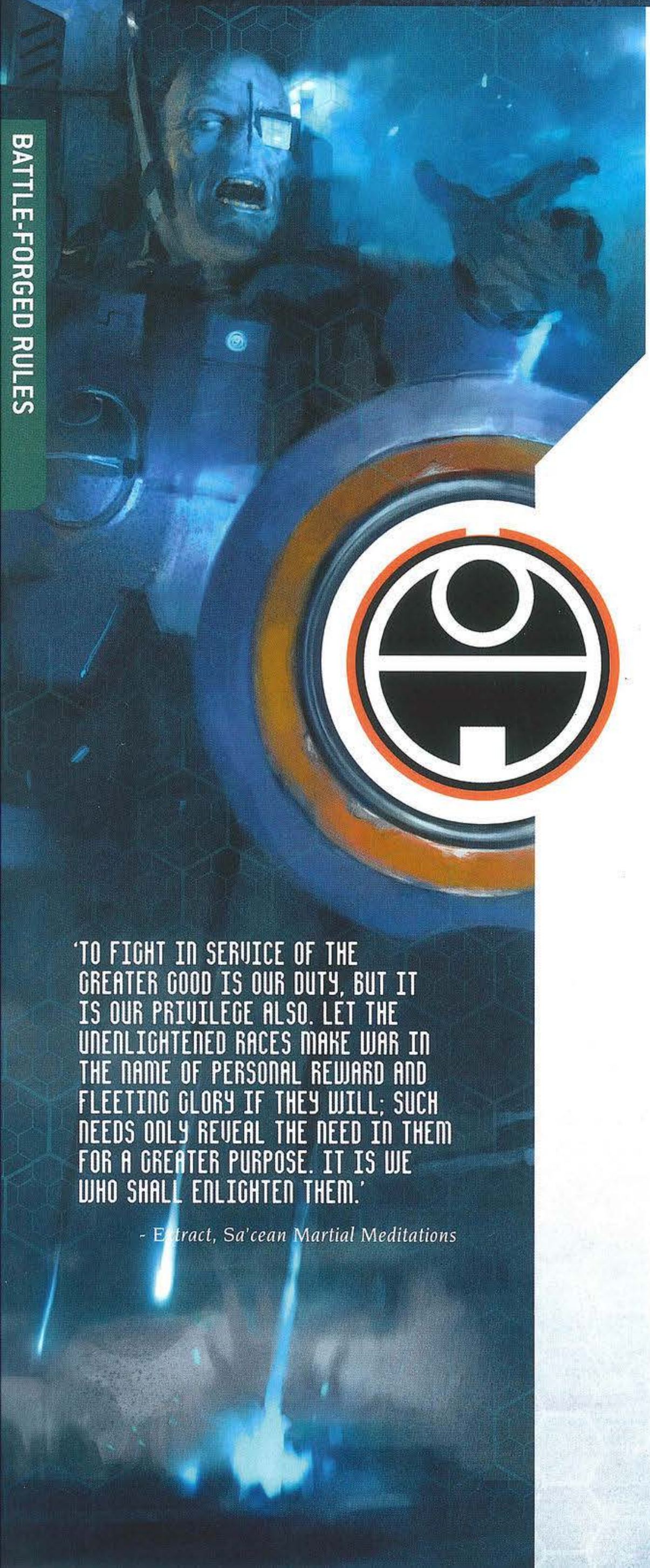
The daredevil Fire Warriors of Vior'la stray dangerously close to enemy formations in order to maximise the killing power of their pulse volleys.

Use this Stratagem in your Shooting phase, when a **VIOR'LA** unit from your army is selected to shoot. Until the end of the phase, each time a model in that unit (excluding **DRONE** models) makes an attack that targets the closest eligible target, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage (to a maximum of 6 mortal wounds).

'STRENGTH IN DEFENCE IS NO EXCUSE FOR INACTIVITY. THE COMMANDER WHO WAITS FOR THE FOE TO COME TO THEM ABDICATES RESPONSIBILITY FOR THE BATTLE'S FLOW, HANDING THE INITIATIVE TO THEIR ENEMIES AS WILLINGLY AS A KOR'VESA RELINQUISHING A DATA-MISSIVE. SUCH PASSIVITY IS NOT THE WAY OF VIOR'LA.'

- Shas'o Vior'la Vesh

SEPTS



SA'CEA

The warriors of Sa'cea make a virtue of their willingness to plunge into the most gruelling campaigns amidst close and difficult terrain, and to carve out victory from such punishing war zones in the name of the Greater Good.

SEPT TENET: MASTERS OF URBAN WARFARE

There are few more perilous and nightmarish battlefields than those created when a tangled cityscape is plunged into ruinous war. Yet it is amidst such conditions that the T'au of Sa'cea Sept excel. They make an art of fighting through half-collapsed cities, knowing just how to exploit this inimical environment to their advantage.

- Each time a ranged attack targets a **VEHICLE** unit with this tenet, if the attacker is more than 18" away, then the target is treated as having the benefits of Dense Cover against that attack (see the Warhammer 40,000 Core Book).
- Each time a ranged attack targets an **INFANTRY** unit with this tenet, if the attacker is more than 12" away, then the target is treated as having the benefits of Dense Cover against that attack.
- **VEHICLE** and **BATTLESUIT** models with this tenet do not suffer the penalty incurred to their hit rolls for firing Heavy weapons at enemy units that are within Engagement Range of them.

WARLORD TRAIT: STRATEGIC CONQUEROR

This warlord appreciates the strategic value of seizing static battlefield assets amidst the distinctly un-T'au-like grind of urban warfare.

In your Command phase, select one friendly **SA'CEA** unit within 9" of this **WARLORD**. Until the start of your next Command phase, that unit gains the Objective Secured ability (see the Warhammer 40,000 Core Book). If that unit already has this ability, models in that unit counts as one additional model when determining control of an objective marker.

SIGNATURE SYSTEM: GRAV-INHIBITOR FIELD

It was Commander O'Jir of Sa'cea who first utilised the Grav-inhibitor Field during the defence of Laguna Shard against Ork raiders. The gravitic-field generator mounted upon the Commander's battlesuit unleashed waves of battering kinetic force, disrupting each and every attempt by the be'gel to overwhelm his position.

- At the start of the Fight phase, all enemy units within Engagement Range of the bearer are not eligible to fight this phase until after all eligible units from your army have done so.
- Each time a melee attack is made against the bearer, subtract 1 from that attack's hit roll.

ORBITAL UPLINK 1CP

Sa'cea – Strategic Ploy Stratagem

Sa'cean cadres maintain close contact with Air Caste spotters in low orbit whose intelligence scans augment the accuracy of the Fire Caste.

Use this Stratagem in your Shooting phase. Select one enemy unit. Until the end of the phase, each time a model in a **SA'CEA** unit from your army makes a ranged attack against that enemy unit, the target does not receive the benefits of cover against that attack.

DAL'YTH

The armies of Daly'th Sept are renowned for their high concentrations of alien auxiliary forces, and for the diversity of technologies and armaments such allies bring.

SEPT TENET: TRADING PARTNERS

Closer integration of alien auxiliaries sees Dal'yth cadres benefit from shared defensive technologies and unusually well-coordinated tactics.

- Each time a ranged attack is made against an **INFANTRY** unit with this tenet, if the attacker is not within Engagement Range of that unit, models in that unit receive the benefit of Light Cover against that attack (see the Warhammer 40,000 Core Book).
- If you selected a Tactical Philosophy (pg 92) at the start of the battle, **T'AU AUXILIARY** units that are in the same Detachment as units with this tenet benefit from your army's selected Tactical Philosophy.

WARLORD TRAIT: UNIFYING INFLUENCE

This warlord is held in the highest favour by the alien auxiliaries serving alongside them.

This **WARLORD** gains the following abilities:

Diplomatic Excellence (Aura): While a friendly **DAL'YTH** or **T'AU AUXILIARY** unit (excluding **CHARACTER** units) is within 6" of this **WARLORD**, add 1 to the Leadership characteristic of models in that unit.

Integrated Command Structure (Aura): While a friendly **T'AU AUXILIARY** unit is within 6" of this **WARLORD**, that unit is treated as not having the **T'AU AUXILIARY** keyword for the purpose of the Markerlights rule (pg 93).

SIGNATURE SYSTEM: DYNAMIC MIRROR FIELD

Commanders hailing from Dal'yth prefer stealth and subterfuge to overt aggression, and their demands for improved camouflage technology have led to the development of the Dynamic Mirror Field. This advanced prototype is based upon the refraction technology utilised to such tremendous effect by Ghostkeel battlesuits, adapted for alternative armour chassis. Armour nodes project multiple light-distortion fields, creating false images of the bearer to draw enemy fire.

- The bearer cannot be selected as a target for ranged attacks unless it is the closest eligible target to the firing model or the firing model is within 12" of it.
- The bearer has a 5+ invulnerable save.

OUTFLANK 1CP

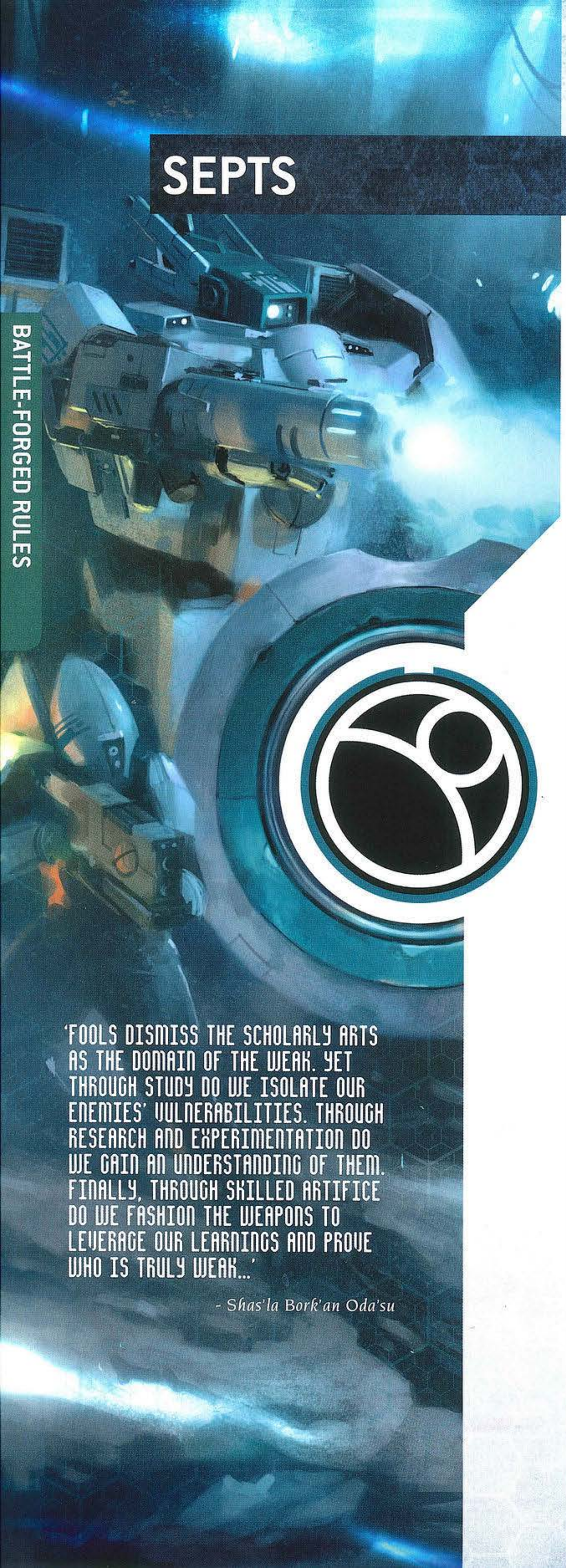
Dal'yth – Strategic Ploy Stratagem

Inspired by the fieldcraft of alien auxilia, the warriors of Dal'yth are practised in subtly encircling their foes.

Use this Stratagem at the end of your Movement phase. Select one **DAL'YTH CORE** unit or **T'AU AUXILIARY** unit from your army that is within 9" of any battlefield edges. If the mission you are playing is using the Strategic Reserves rule, you can remove that unit from the battlefield and place it in Strategic Reserves.

'FROM THE MINES OF OUR EMPIRE FLOWS EVERY MANNER OF ORE AND MINERAL, READY TO BE FASHIONED INTO MACHINERIES TO SERVE THE GREATER GOOD. ANY ONE SUCH RAW MATERIAL HAS USEFUL PROPERTIES, YET IT IS WHEN COMBINING THEM TO FORM ALLOYS THAT THE EARTH CASTE TRULY REMOVE THEIR WEAKNESSES AND EMPHASISE THEIR STRENGTHS. SO IT IS WITH DAL'YTH SEPT...'

- *The Wisdoms of Aun'Thel*



BORK'AN

The cadres of Bork'an Sept epitomise the T'au application of technological supremacy as the solution to every challenge. The fearless progressives of their Earth Caste experiment and refine constantly to ensure that, when the armies of Bork'an march to war, they are armed and armoured with the highest specification wargear in the T'au Empire.

SEPT TENET: SUPERIOR CRAFTSMANSHIP

From Bork'an Sept's renowned applied science divisions come the most advanced and ingenious weapon prototypes, and the finest suits of combat armour, field tested by elite contingents of Fire Caste soldiers.

- Add 4" to the Range characteristic of ranged weapons that models with this tenet are equipped with.
- Each time a ranged attack is made with a weapon that has a Strength characteristic of 7 or less against a **VEHICLE** or **BATTLESUIT** unit with this tenet, subtract 1 from the Strength characteristic of that attack.

WARLORD TRAIT: SEEKER OF PERFECTION

Conscious that they wield the finest tools of war available to any T'au, this warlord seeks to be equal in skill to the weapons it is their privilege to bear.

Each time this **WARLORD** makes a ranged attack:

- Improve the Armour Penetration characteristic of that attack by 1.
- An unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage (to a maximum of 3 mortal wounds per phase).

SIGNATURE SYSTEM: OVERDRIVE POWER SYSTEMS

Hyper-capacitors based upon micro-engineered Nicassar defence battery technologies provide this battlesuit's wearer with triggered surges of additional offensive power.

COMMANDER model only. Select up to two ranged weapons this model is equipped with. Each time the bearer makes a ranged attack with one of those weapons that targets a unit within half range, add 1 to that attack's wound roll.

EXPERIMENTAL WEAPONRY 2CP

Bork'an – Epic Deed Stratagem

Bork'an scientists have distributed the latest prototype weapons amongst their sept's Fire Caste contingents, optimised to increase range and accuracy.

Use this Stratagem in your shooting phase, when a **BORK'AN** unit from your army is selected to shoot. Select one model in that unit and one weapon that model is equipped with. Until the end of the phase, each time that model makes an attack with that weapon, invulnerable saving throws cannot be taken against that attack.

FARSIGHT ENCLAVES

The armies of the Farsight Enclaves fight in a manner that echoes the dynamic heroism and fearless determination of their leader and beloved hero, Commander Farsight.

SEPT TENET: DEVASTATING COUNTERSTRIKE

O'Shovah's mastery of Mont'ka has bled into the martial culture of the Farsight Enclaves. Its warriors are experts in the deadly art of engaging the enemy in close confines.

- Each time a model with this tenet makes a ranged attack that targets a unit within 12", the target is treated as having a Markerlight token (pg 93).
- Each time a unit with this tenet is selected to shoot or fight, you can re-roll one wound roll when resolving that unit's attacks.

WARLORD TRAIT: MASTER OF THE KILLING BLOW

This warlord knows that cutting the head from the snake is a sound battlefield tactic in any war, and they pursue enemy commanders and warlords relentlessly. Once they are successful in their hunt, their enemies' forces collapse into disarray and are easy prey.

Each time this **WARLORD** makes an attack:

- On an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 3.
- The model that attack is allocated to cannot use any rules to ignore the wounds it loses.

SIGNATURE SYSTEM: TALISMAN OF ARTHAS MOLOCH

The artefact world of Arthas Moloch was little more than a devastated wasteland when the Farsight Expedition arrived. Yet the T'au recovered a number of strange relics there, amongst them a hexagrammatic talisman. Farsight has seen first-hand that this arcane object protects its wearer and those around them from baleful energies, though neither he nor his advisors have the faintest idea of how it does so.

- In your opponent's Psychic phase, the bearer can attempt to deny one psychic power as if it were a **PSYKER**.
- Add 1 to Deny the Witch tests taken for the bearer.

DROP ZONE CLEAR — 3CP/2CP

Farsight Enclaves – Battle Tactic Stratagem

O'Shovah's warriors have mastered the art of the dropzone assault. There are few more imposing sights than a cadre of battlesuits raining from low orbit, jump-jets blazing and cannons spitting death at the helpless foe.

Use this Stratagem in your Movement phase, when a **FARSIGHT ENCLAVES BATTLESUITS** unit from your army is set up on the battlefield using the Manta Strike ability (pg 93) or the Homing Beacon action (pg 113). Until the end of the turn, each time a **BATTLESUIT** model in that unit makes a ranged attack, you can re-roll the hit roll and you can re-roll the wound roll. If that unit contains 4 or more **BATTLESUIT** models, this Stratagem costs 3CP; otherwise, it costs 2CP.

'ESCAPING THE ORBIT OF THE EMPIRE HAS NOT SPARED US WARFARE. THERE WILL ALWAYS BE BATTLES TO FIGHT, EVEN FOR THOSE NOT SEEKING TO SUBJUGATE THE STARS AND ALL WHO DWELL IN THEIR LIGHT. YET THERE IS A PURITY IN KNOWING THAT WHEN WE GO TO WAR, WE DO SO FOR OUR OWN REASONS AND UPON OUR OWN ACCOUNT.'

- Commander Farsight, before the Ulmatu Drop

EXPANDING EMPIRE

Service to the Greater Good requires that the T'au Empire's borders expand ever outwards, and that the T'au themselves innovate constantly. For all this, the lack of warp travel and careful direction of the Ethereal Caste tends to see new ideas, technologies and strategies flow steadily across the empire like directed flows of water.

If your chosen sept does not have an associated Sept Tenet on pages 56-61, you must instead create their Sept Tenet. You do this by either by selecting the Allied World Sept Tenet opposite or by selecting two tenets from the Sector lists shown on the following pages. Due to the slower migration of ideas and technologies across the T'au Empire, when selecting your second tenet, the following rules apply:

- That tenet cannot be from the same Sector as the first tenet that you chose.
- That tenet must be selected from a list corresponding to a Sector that is adjacent (as shown on the map opposite) to the one you selected your first tenet from.

Example: *For his first tenet, Stephen selects Defensive Doctrines from the list for Sector B. Sector B is adjacent to Sector A and Sector C, so for his second tenet he must select one from either of those two Sectors. He chooses Pinpoint Targeting, and so his Sept Tenet becomes:*

- *Each time a melee attack with an Armour Penetration characteristic of -1 or -2 is allocated to a model with this tenet, if that model was charged this turn, that attack has an Armour Penetration characteristic of 0 instead.*
- *Each time a model with this tenet makes a ranged attack that targets a unit within 12", the target does not receive the benefits of Light Cover against that attack.*

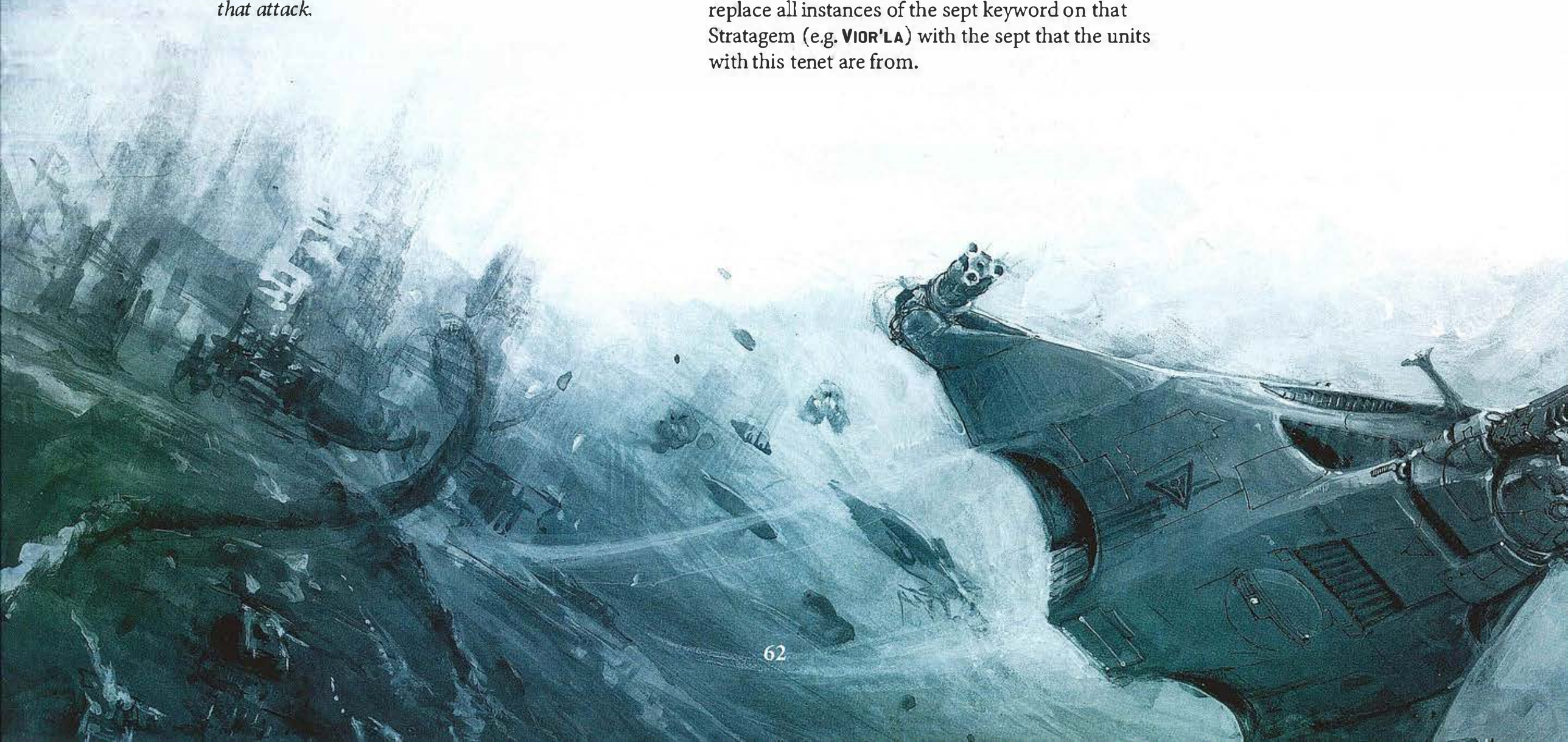
ALLIED WORLD

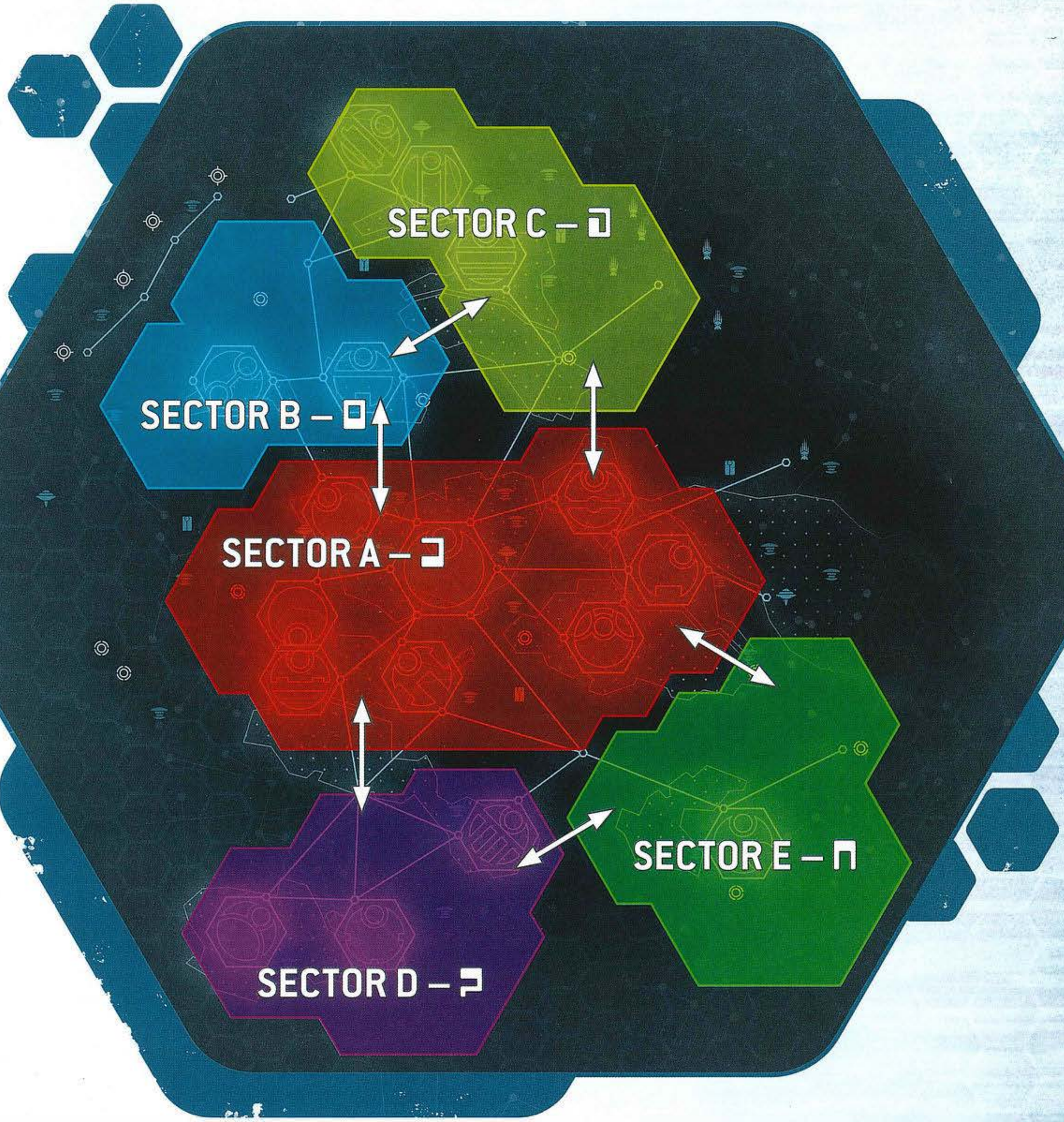
Select one of the following septs and use the tenet of that sept as listed on pages 56-61:

- T'au Sept
- Vior'la
- Sa'cea
- Bork'an
- Dal'yth
- Farsight Enclaves

If a **CHARACTER** model with this tenet gains a Warlord Trait, they can have the Sept Warlord Trait associated with the sept that you selected, instead of a Warlord Trait from pages 72-73. If it does so, replace all instances of the sept keyword on that Warlord Trait (e.g. **VIOR'LA**), if any, with the name of the sept that the **CHARACTER** is from.

Unless the only units with this tenet are part of an Auxiliary Support, Super-heavy Auxiliary and/ or Fortification Network Detachment, you will gain access to the Sept Stratagem associated with the sept that you selected. When using such a Stratagem, replace all instances of the sept keyword on that Stratagem (e.g. **VIOR'LA**) with the sept that the units with this tenet are from.




SECTOR C –
SECTOR B –
SECTOR A –
SECTOR D –
SECTOR E –

SEPTS

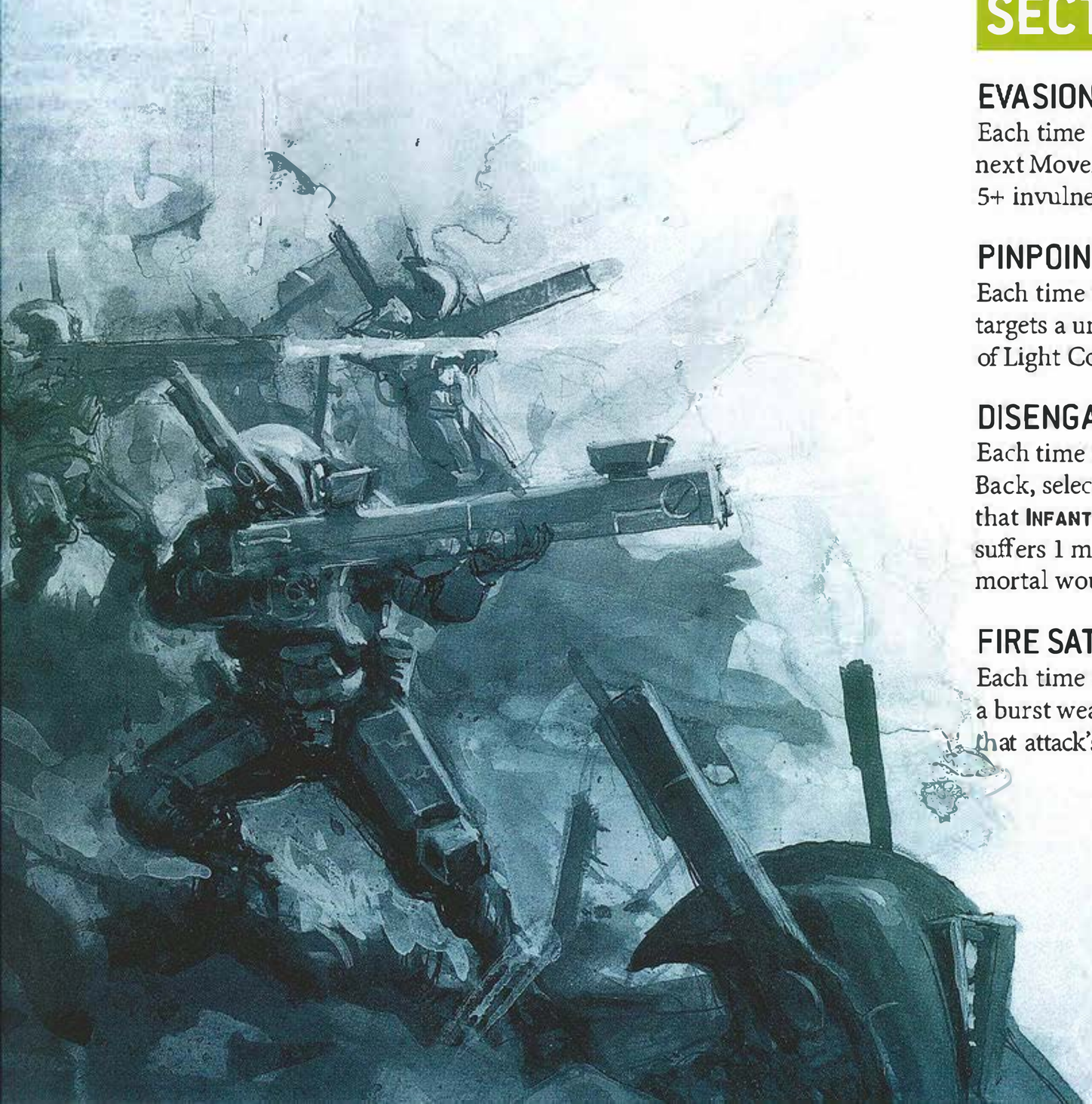
SECTOR A – ⊐

STRIKE SWIFTLY
At the start of the first battle round, before the first turn begins, **INFANTRY** units with this tenet that start the battle wholly within your deployment zone can make a Normal Move of up to 6". They cannot end this move within 9" of the enemy deployment zone or any enemy models.

PLAY THEIR PART
- **BATTLESUIT** models with this tenet that have a Wounds characteristic of 9 or less count as 3 models when determining control of an objective marker.
- **BATTLESUIT** models with this tenet that have a Wounds characteristic of 10 or more count as 5 models when determining control of an objective marker.

ADHERENTS TO THE TEACHINGS
- Add 3" to the range of aura abilities of models with this tenet (to a maximum of 12").
- Each time a model with this tenet intones an invocation that is not an aura, or uses an ability in your Command phase that specifies a range, add 3" to the range of that invocation or ability (to a maximum of 12").

CALM UNDER PRESSURE
Each time a model with this tenet makes a ranged attack with an Assault weapon that targets a unit within 12", add 1 to the Strength characteristic of that attack.



SECTOR B – □

CAMOUFLAGE EXPERTS
Each time a ranged attack is made against an **INFANTRY** unit with this tenet that is entirely on or within a terrain feature, if the attacker is more than 12" away, then the unit with this tenet is treated as receiving the benefits of Dense Cover against that attack (see the Warhammer 40,000 Core Book).

DEFENSIVE DOCTRINES
Each time a melee attack with an Armour Penetration characteristic of -1 or -2 is allocated to a model with this tenet, if that model was charged this turn, that attack has an Armour Penetration characteristic of 0 instead.

BLOCKING TACTICS
Each time a **CORE INFANTRY** unit with this tenet makes a charge move, until the start of your next Charge phase, **CORE** models in that unit have the Objective Secured ability (see the Warhammer 40,000 Core Book). If such a model already has this ability, that model counts as one additional model when determining control of an objective marker.

FIRE CASTE MARKSMEN
Each time a model with this tenet makes a ranged attack with a pulse weapon (pg 130), on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

SECTOR C – ◫

EVASION MANOEUVRES
Each time a unit with this tenet Advances, until the start of your next Movement phase, models in that unit that can **FLY** have a 5+ invulnerable save against ranged attacks.

PINPOINT TARGETING
Each time a model with this tenet makes a ranged attack that targets a unit within 12", the target does not receive the benefits of Light Cover against that attack.

DISENGAGEMENT PROTOCOLS
Each time an **INFANTRY** unit with this tenet is selected to Fall Back, select one enemy unit within Engagement Range of that **INFANTRY** unit and roll one D6: on a 2-3, that enemy unit suffers 1 mortal wound; on a 6, that enemy unit suffers D3 mortal wounds.

FIRE SATURATION
Each time a model with this tenet makes a ranged attack with a burst weapon (pg 130) that targets a unit within 12", add 1 to that attack's hit roll.

SECTOR D –

RELIABLE WEAPONRY
Each time a unit with this tenet is selected to shoot, you can re-roll one wound roll when resolving that unit's attacks.

DEFENDERS OF THE CAUSE
Each time a model with this tenet (excluding **DRONE** models) would lose a wound as the result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

REINFORCED ARMOUR
Each time a ranged attack is made with a weapon that has a Strength characteristic of 7 or less against a **VEHICLE** or **BATTLESUIT** unit with this tenet, subtract 1 from the Strength characteristic of that attack.

HARDENED WARHEADS
Each time a model with this tenet makes a ranged attack with a missile weapon (pg 130), the target does not receive the benefits of cover against that attack.

SECTOR E –

TURBO-JETS
Add 2" to the Move characteristic of models with this tenet that can **FLY**.

LOYAL TO THE END
- Add 1 to the Leadership characteristic of models with this tenet.
- Each time a Morale test is taken for a unit with this tenet, you can re-roll that test.

RAPID RETREAT
Each time a unit with this tenet Falls Back, add 3" to the distance that every model in that unit can move.

ENRICHED REACTORS
Each time a model with this tenet makes a ranged attack with a plasma weapon (pg 130), an unmodified wound roll of 6 inflicts 1 mortal wound on the target and the attack sequence ends.



N'dras Sept XV2S Stealth Battlesuit with fusion blaster



Au'taal Sept Fire Warrior with pulse rifle



T'au'n Sept XV2S Stealth Battlesuit with burst cannon



Vash'ya Sept Pathfinder with Ion Rifle



Tol'ku Sept Pathfinder with rail rifle



D'yanoi Sept Fire Warrior with pulse carbine



Ke'lshan Sept Fire Warrior with pulse rifle

STRATAGEMS

If your army includes any **T'AU EMPIRE** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary or Fortification Network Detachments), you have access to these Stratagems, and can spend CPs to use them.

BREACH AND CLEAR 1CP

T'au Empire – Battle Tactic Stratagem

Breacher Teams excel at clearing enemy-held structures with blinding photon grenades and disciplined bursts of pulse fire.

Use this Stratagem in your Shooting phase, when a **BREACHER TEAM** unit from your army is selected to shoot. Until the end of the phase, each time a **CORE** model in that unit makes a ranged attack:

- The target does not receive the benefits of cover against that attack.
- You can re-roll the wound roll.

RELENTLESS FUSILLADE 1CP

T'au Empire – Battle Tactic Stratagem

With mechanical efficiency instilled by endless drills, the T'au maintain a punishing fire rate even when engaging the enemy at long range.

Use this Stratagem in your Shooting phase, when a **STRIKE TEAM** unit from your army is selected to shoot. Until the end of the phase:

- Instead of following the normal rules for Rapid Fire weapons, models in that unit shooting pulse rifles make double the number of attacks.
- Each time a **CORE** model in that unit makes a ranged attack, improve the Armour Penetration characteristic of that attack by 1.

ON-BOARD SENSORS 1CP

T'au Empire – Battle Tactic Stratagem

The active sensor-nets employed by Devilfish transports are able to instantly outlink to nearby friendly forces to triangulate visible targets for elimination.

Use this Stratagem at the start of your Shooting phase. Select one **<SEPT> DEVILFISH** model from your army and one enemy unit within 24" of and visible to that model. Until the end of the phase, that **DEVILFISH** model gains the following ability:

'**Sensor Link (Aura)**: While a friendly **<SEPT> FIRE WARRIOR TEAM** unit is within 6" of this model, each time a model in that unit makes a ranged attack against the selected enemy unit, re-roll a hit roll of 1.'

DYNAMIC OFFENSIVE 1CP

T'au Empire – Battle Tactic Stratagem

Engaging all systems, skilled battlesuit pilots can surge into battle in a blaze of deadly-accurate firepower.

Use this Stratagem in your Movement phase, when a **CRISIS BATTLESUIT** unit from your army is selected to move. Until the end of the turn:

- Each time that unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of models in that unit.
- Models in that unit do not suffer the penalty to hit rolls incurred for firing Assault weapons in the same turn that their unit has Advanced.

PULSE ONSLAUGHT 1CP

T'au Empire – Battle Tactic Stratagem

Rather than charge into hand-to-hand combat, T'au soldiery instead intensify their fire patterns and systematically lay waste to the foe.

Use this Stratagem in your Shooting phase, when a **FIRE WARRIOR TEAM** unit from your army is selected to shoot. Until the end of the phase, each time a **CORE** model in that unit makes an attack with a pulse weapon (pg 130), an unmodified hit roll of 6 automatically wounds the target.

POINT-BLANK VOLLEY 1CP

T'au Empire – Battle Tactic Stratagem

Some T'au perform complex drills in which they train to operate their weapons at extremely close range.

Use this Stratagem at the start of your Shooting phase. Select one **FIRE WARRIOR TEAM** unit from your army that is within Engagement Range of any enemy units. Until the end of the phase, pulse blasters, pulse carbines and pulse rifles that models in that unit are equipped with have the Type characteristic Pistol 2.

DROP THREAT ACQUISITION 3CP/2CP

T'au Empire – Battle Tactic Stratagem

Even as they descend from on high with thrusters blazing, battlesuit pilots are already locking onto hostile targets and computing fire solutions.

Use this Stratagem in your Movement phase, when a **BATTLESUITS** unit from your army is set up on the battlefield using the Manta Strike ability (pg 93) or the Homing Beacon action (pg 113). Until the end of the turn, each time a **BATTLESUIT** model in that unit makes a ranged attack, you can re-roll the hit roll. If that unit contains 4 or more **BATTLESUIT** models, this Stratagem costs 3CP; otherwise, it costs 2CP.

SAVIOUR PROTOCOLS 1CP

T'au Empire – Epic Deed Stratagem

Drones will dive into the path of incoming fire without a second thought if it means protecting T'au lives.

Use this Stratagem in any phase, when a saving throw is failed for a model in a <SEPT> unit from your army. Select one friendly <SEPT> **DRONE** model within 3" of that unit, or within 6" of that unit if it contains a model equipped with a drone controller. That **DRONE** model is destroyed and the Damage characteristic of that attack is changed to 0.

BRANCHED NOVA CHARGE 2CP

T'au Empire – Epic Deed Stratagem

This prototype power router floods the intense energy generated by a nova reactor to multiple engine systems.

Use this Stratagem in your Command phase, when a **RIPTIDE BATTLESUIT** model from your army uses its Nova Reactor ability and it burns out. That model's nova reactor does not burn out, and you can select one of its reactor abilities. This Stratagem cannot be used to prevent the same model's reactor from burning out more than once per battle.

COMBAT DEBARKATION 1CP

T'au Empire – Epic Deed Stratagem

Though the technique is frowned upon as dangerously reckless, the most dedicated or aggressive Fire Warriors sometimes spring from their moving transports, roll with the impact of landing, and come up with pulse weapons already blazing.

Use this Stratagem at the start of your Movement phase.

- If you selected the Mont'ka Tactical Philosophy at the start of the battle and it is the first, second or third battle round, select up to three **DEVILFISH** models from your army.
- If you selected the Kauyon Tactical Philosophy at the start of the battle and it is the third, fourth or fifth battle round, select up to three **DEVILFISH** models from your army.
- Otherwise, select one **DEVILFISH** model from your army.

Until the end of the phase, each time one of those models makes a Normal Move, after it has moved, any units embarked within that transport can disembark. Any units that do so cannot charge this turn.

WISDOM OF THE MANY 2CP

T'au Empire – Epic Deed Stratagem

In their wisdom, the T'au Ethereals know how powerful the combined strength of the four other castes can be.

Use this Stratagem at the start of any of your phases other than your Command phase. Select one **ETHEREAL** unit from your army that has not intoned an invocation this turn. That model can intone one invocation that has not already been intoned by a friendly model this turn. That invocation is automatically inspiring (do not roll) and takes effect until the start of your next Command phase.

FAIL-SAFE DETONATOR 1CP

T'au Empire – Epic Deed Stratagem

The battlesuits of high value T'au operatives are equipped with a fail-safes that ensure the pilot cannot be taken alive for interrogation.

Use this Stratagem in any phase, when a **BATTLESUIT** model from your army is destroyed. Before removing that model from play, instead of using any rules that are triggered when that model is destroyed (e.g. the Explodes ability), roll one D6 for each unit within 3" of that model, adding 1 to the roll if the destroyed model has a Wounds characteristic of 12 or more: on a 3-5, that unit suffers D3 mortal wounds; on a 6+, that unit suffers 3 mortal wounds.

BACKUP AI 1CP

T'au Empire – Epic Deed Stratagem

Many T'au war engines and martial technologies incorporate backup AI that can lend support to pilots in extremis.

Use this Stratagem in your Command phase. Select one **T'AU EMPIRE** model in your army. Until the start of your next Command phase, that model is considered to have its full wounds remaining for the purposes of determining what characteristics on its profile to use.

EMERGENCY DISPENSATION 1CP

T'au Empire – Requisition Stratagem

Multiple advanced prototypes and ultra-rare technologies have been provided for the war effort by Ethereal decree.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **T'AU EMPIRE** keyword. Select one **T'AU EMPIRE CHARACTER** model in your army and give them one Relic (this must be a Relic they can have). Each Relic in your army must be unique, and you cannot use this Stratagem to give a model two Relics. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

PROMISING PUPIL 1CP

T'au Empire – Requisition Stratagem

The Fire Caste academies imbue in all Fire Warriors the importance of raising up the particularly skilled of their number.

Use this Stratagem before the battle, when you are mustering your army, if your **WARLORD** has the **T'AU EMPIRE** keyword. Select one **T'AU EMPIRE CHARACTER** model in your army and determine one Warlord Trait for that model (this must be a Warlord Trait they can have); that model is only regarded as your Warlord for the purposes of that Warlord Trait.

Each Warlord Trait in your army must be unique (if randomly generated, re-roll duplicate results), and you cannot use this Stratagem to give a model two Warlord Traits. You can only use this Stratagem once, unless you are playing a Strike Force battle (in which case you can use this Stratagem twice), or an Onslaught battle (in which case you can use this Stratagem three times).

ORBITAL ION BEAM 2CP

T'au Empire – Strategic Ploy Stratagem

A kor'vattra cruiser in high orbit unleashes a pulse from an immense ion cannon, engulfing the target in white-hot energy.

Use this Stratagem in your Command phase. Place two Ion Beam markers anywhere on the battlefield within 12" of each other. At the start of your next Command phase, draw a straight, imaginary line between the two Ion Beam markers, and then roll one D6 for each unit that this line crosses over, adding 1 if the unit being rolled for is a **BUILDING**: on a 2-5, that unit suffers D3 mortal wounds; on a 6+, that unit suffers 3 mortal wounds. The Ion Beam markers are then removed. You can only use this Stratagem once.

WALL OF MIRRORS 1CP

T'au Empire – Strategic Ploy Stratagem

The T'au Stealth Cadres utilise interwoven obfuscation fields and wide-band refraction beams to mask their advance. This process is known as mesme'j'kaara – the wall of mirrors.

Use this Stratagem at the end of your Movement phase. Select one **STEALTH BATTLESUITS** or **GHOSTKEEL BATTLESUIT** unit from your army that is wholly within 9" of any battlefield edges. Remove that unit from the battlefield. In the Reinforcements step of your next Movement phase, you can set that unit back up on the battlefield anywhere that is wholly within 9" of any battlefield edge and more than 9" away from any enemy models. If the battle ends and that unit is not on the battlefield, it is destroyed.

THE GRISLY FEAST 1CP

T'au Empire – Strategic Ploy Stratagem

By devouring the flesh of fallen foes, Kroot believe they also absorb the enemy's vigour and vitality.

Use this Stratagem in the Fight phase, when an enemy unit is destroyed by an attack made by a model in a **KROOT** unit from your army. Until the end of the battle, each time a model in that **KROOT** unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

COORDINATED ENGAGEMENT 1CP

T'au Empire – Strategic Ploy Stratagem

T'au combined arms groups are called Hunter Cadres for good reason. Working in close coordination, they hunt and destroy the most dangerous enemy targets.

Use this Stratagem in your Shooting phase, before selecting a unit to shoot with. Select one enemy unit and two **<SEPT>** units from your army that are within 18" of and visible to that enemy unit. Until the end of the phase, each time a model in one of those **<SEPT>** units makes an attack:

- That attack can only target that enemy unit (and only if it is an eligible target).
- Improve the Armour Penetration characteristic of that attack by 1.

A TRAP WELL LAID 1CP

T'au Empire – Strategic Ploy Stratagem

The Kroot have long perfected the art of ambush hunting, and are not above using allied forces as their bait.

Use this Stratagem in the Heroic Interventions step of your opponent's Charge phase. Select one **KROOT** unit from your army that is not within Engagement Range of any enemy units. Until the end of the turn:

- Add 1 to the Attacks characteristic of models in that unit.
- That unit is eligible to perform Heroic Interventions as if it were a **CHARACTER**.
- That unit is eligible to perform a Heroic Intervention if it is within 6" horizontally of an enemy unit, and when performing a Heroic Intervention move with that unit, you can move each model in that unit up to 6". All other rules for Heroic Interventions still apply.

RECON SWEEP 1CP

T'au Empire – Strategic Ploy Stratagem

Pathfinders are the eyes and ears of the T'au war machine, always operating ten steps ahead of the foe.

Use this Stratagem in your Shooting phase, when a **PATHFINDER TEAM** unit from your army successfully completes the Fire Markerlights action (pg 93). Each time you roll to see if an enemy unit gains a Markerlight token as a result of that action completing, add 1 to the roll. That unit can make a Normal Move.

SHOCKING FIRESTORM 1CP

T'au Empire – Strategic Ploy Stratagem

Having intentionally allowed the foe a false sense of security, the T'au now shatter that ill-founded confidence with a focused fusillade.

Use this Stratagem in your Shooting phase, when a **<SEPT>** unit from your army is selected to shoot. Select one enemy unit within 18" of that **<SEPT>** unit. Until the end of the phase, each time a model in that enemy unit is destroyed as a result of an attack made by a model in that **<SEPT>** unit, the destroyed model counts as two destroyed models for the purposes of Morale tests this turn.

COUNTERFIRE DEFENCE SYSTEM 1CP/2CP

T'au Empire – Strategic Ploy Stratagem

Point-defence systems trigger as incoming fire is detected, blasting projectiles from the air and blunting the onslaught.

Use this Stratagem in your opponent's Shooting phase, when an attack is allocated to a **COUNTERFIRE DEFENCE SYSTEM** model from your army. The Damage characteristic of that attack is changed to 1. If that model has a Wounds characteristic of 14 or more, this Stratagem costs 2CP; otherwise, it costs 1CP.

DESIGNATED TASKING 1CP

T'au Empire – Strategic Ploy Stratagem

Drone AI are adaptive enough to be assigned individual missions by their masters.

Use this Stratagem in your Command phase. Select one **T'AU EMPIRE** unit from your army that is not within Engagement Range of any enemy units and contains both **DRONE** models and models without the **DRONE** keyword. Split that unit into two units, one containing all of the **DRONE** models, and the other containing all of the models without the **DRONE** keyword.

If any of those **DRONE** models are docked with another model, set them up within 1" of the model they are docked with before splitting the unit. Those **DRONE** models are no longer docked with that model.

STRIKE AND FADE 1CP/2CP

T'au Empire – Strategic Ploy Stratagem

T'au are experts at harrying and outmanoeuvring their foes, bleeding them with accurate bursts of fire before fading away into the shadows.

Use this Stratagem at the start of your Shooting phase. Select one **T'AU EMPIRE JET PACK** unit from your army. You can shoot with that unit and then it can make a Normal Move of up to 6". That unit cannot shoot again this phase.

If that unit contains 5 or fewer models (excluding **DRONE** models), this Stratagem costs 1CP; otherwise, it costs 2CP.

FREQUENCY LOCK 1CP

T'au Empire – Wargear Stratagem

Seeker missiles are designed to lock onto the remote targeting beacon provided by a markerlight beam and ride the signal all the way to their target, even bypassing and evading intervening terrain in the process.

Use this Stratagem in your Shooting phase, when a **T'AU EMPIRE** model from your army is selected to shoot. Until the end of the phase, each time that model makes an attack with a seeker missile, seeker missile rack or destroyer missile:

- That attack can target units with one or more Markerlight tokens that are not visible to the attacking model.
- Add 1 to that attack's wound roll.

NEUROWEB SYSTEM JAMMER 1CP

T'au Empire – Wargear Stratagem

This device emits an intense neurostatic jamming field, scrambling the enemy's senses and fouling their aim.

Use this Stratagem in your Shooting phase. Select one enemy unit within 18" of and visible to a **NEUROWEB SYSTEM JAMMER** unit from your army. Roll one D6: on a 3+, until the start of your next Shooting phase, each time a model in that enemy unit makes an attack, subtract 1 from that attack's hit roll.

REPULSOR IMPACT FIELD 1CP

T'au Empire – Wargear Stratagem

Detecting an incoming enemy assault, the pilot's battlesuit unleashes a hammer-pulse of kinetic energy strong enough to shatter bone.

Use this Stratagem in your opponent's Charge phase, when a **BATTLESUIT** unit from your army is selected as a target of a charge. Until the end of the phase, subtract 2 from charge rolls made for any unit that declares a charge against that **BATTLESUIT** unit.

IONISED SHOCKFIELD 2CP

T'au Empire – Wargear Stratagem

By modulating their weapons' settings, skilled T'au marksmen can cause an ionised energy pulse to erupt from the point of impact to inflict neurological and wave-field disruption upon the foe.

Use this Stratagem in your Shooting phase, when a model in an enemy unit is destroyed as a result of an attack made with an ion weapon (pg 130) by a **<SEPT>** model from your army. Until the start of your next Shooting phase, that enemy unit is not affected by the aura abilities of other enemy units.

SUBMUNITIONS 1CP

T'au Empire – Wargear Stratagem

Hammerhead railguns are able to fire short-ranged fragmentation rounds for anti-personnel defence.

Use this Stratagem in your Shooting phase, when a **HAMMERHEAD** model from your army is selected to shoot. If that model is equipped with a railgun, instead of making attacks with that weapon this phase, select one enemy unit that is not within Engagement Range of any units from your army and is within 36" of and visible to that model. Roll one D6 for each model in that unit, adding 1 to each roll if that unit has 11 or more models: for each 4+, that unit suffers 1 mortal wound (to a maximum of 8 mortal wounds).

PHOTON GRENADES 1CP

T'au Empire – Wargear Stratagem

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

Use this Stratagem in your opponent's Charge phase, when a **PHOTON GRENADES** unit from your army is selected as a target of a charge declared with an enemy unit (excluding **VEHICLE** and **MONSTER** units). Until the end of the turn:

- Subtract 2 from that unit's charge rolls.
- Each time a model in that unit makes an attack, subtract 1 from that attack's hit roll.

PROTOTYPE SYSTEMS

If your army is Battle-forged and includes any **T'AU EMPIRE** Detachments (excluding Auxiliary Support, Super-heavy Auxiliary and Fortification Network Detachments), then when you are mustering your army, you can upgrade any of the following models in your army by giving them a Prototype System:

- **COMMANDER** models
- Crisis Shas'vre models
- Crisis Bodyguard Shas'vre models
- Ghostkeel Shas'vre models

Each time you give a model a Prototype System, its unit's Power Rating is increased as shown in the table below. If you are playing a matched play game, or a game that uses a points limit, then the points value of that model's unit is also increased by the amount shown in the same table. Make a note on your army roster each time you give a model a Prototype System.

PROTOTYPE SYSTEMS

SYSTEM	POWER	POINTS
Alternating Fusion Blaster	+2	+25
Dominator Fragmentation Launcher	+2	+25
DW-02 Advanced Burst Cannon	+1	+15
E-H Disruption Suite	+2	+30
Internal Grenade Racks	+2	+15
Novasurge Plasma Rifle	+1	+20
Resonator Warheads	+2	+30
Sensory Negation Countermeasures	+1	+15
Starflare Ignition System	+1	+20
Stimm Injectors	+1	+10
Thermoneutronic Projector	+1	+20
Wide-spectrum Scanners	+1	+20

Note that some Prototype Systems replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced.

Named characters cannot be given Prototype Systems. Each model can only have one Prototype System. An army (or a Crusade force) cannot include the same Prototype System more than once. Prototype Systems are not considered to be Relics for any rules purposes – this means a **CHARACTER** model can be equipped with both a Relic and a Prototype System.

A Crusade force cannot start with any models having Prototype Systems – to include one in a Crusade force you must use the Prototype System Requisition (pg 84).

STARFLARE IGNITION SYSTEM

The ignition thrusters on selected Coldstar Battlesuits are augmented with optional feed-selectors, allowing the pilot to release a jet of enriched accelerant upon take-off. The result is an angled blast of ferocious propellant-flames that erupt out from beneath the battlesuit like a stellar flare even as it soars skywards and leaves its victims to writhe and burn.

COLDSTAR COMMANDER model only. Once per battle, when the bearer starts or ends a move, or when it uses its High-altitude Manoevures ability (before removing it from the battlefield), it can use this Prototype System. If it does, roll one D6 for each other unit within 3" of this model: on a 2+, that unit suffers D3 mortal wounds.

SENSORY NEGATION COUNTERMEASURES

This matrix of inlaid nodes is triggered when the foe approach at close-quarters, discharging a flurry of blinding light pulses, audio-disruption and neuro-electrological chaff that can overwhelm even the hardiest foes and leave them flailing about themselves in ill-directed panic and fury. This effect is extremely powerful, but currently burns out the node-matrix with a single discharge.

COMMANDER or **CRISIS** model only. Once per battle, at the start of the Fight phase, the bearer can use this Prototype System. If it does, select one enemy unit within Engagement Range of the bearer's unit. Until the end of the next turn, each time a model in that enemy unit makes an attack, subtract 1 from that attack's hit roll.

ALTERNATING FUSION BLASTER

This remarkable weapon employs a multi-state oscillating energy wave to project its fusion blast not only into and through unfortunate targets, but also in arcing secondary streams that flow around each impacted victim and onwards to the next. The effect is a coiling column of fusion energy capable of flowing through entire enemy formations.

COMMANDER or **CRISIS** model equipped with one or more fusion blasters only. This Prototype System replaces one fusion blaster and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Alternating fusion blaster	12"	Assault 1	8	-4	D6+2

Abilities: Each time an attack is made with this weapon, if a hit is scored, draw a straight line between the closest point of this model's base (or hull) and that of the closest model in the target unit. Make one wound roll against the target unit, and each other unit this line passes over.

DW-02 ADVANCED BURST CANNON

This burst cannon is augmented with additional power accelerators and recoil-absorption modules, enabling it to unleash more firepower with every deadly salvo.

COMMANDER or **CRISIS** model equipped with one or more burst cannons only. This Prototype System replaces one burst cannon and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
DW-02 Advanced Burst Cannon	18"	Assault 8	6	-1	1

Abilities: Each time an attack made with this weapon is allocated to a model, that model cannot use any rules to ignore the wounds it loses.

NOVASURGE PLASMA RIFLE

This plasma rifle couples liquid hydrogen cooling flows with containment micro-field technology derived from the Sun Shark Bomber. These shielding measures allow the plasma generated within the weapon to reach far greater temperatures before being unleashed in searing blasts that few foes can long withstand.

COMMANDER or **CRISIS** model equipped with one or more plasma rifles only. This Prototype System replaces one plasma rifle and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Novasurge Plasma Rifle	30"	Assault 1	8	-5	3

Abilities: Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack.

THERMONEUTRONIC PROJECTOR

This device is fuelled by canisters of volatile stellar gas syphoned from coronae of neutron stars. The result, when the weapon is fired, is a sheet of blinding white flame that burns so ferociously hot that it can reduce the armour of a battle tank to molten slag.

COMMANDER or **CRISIS** model equipped with one or more T'au flamers only. This Prototype System replaces one T'au flamer and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Thermoneutronic Projector (shooting)	12"	Assault D6+2	4	-2	2
Thermoneutronic Projector (melee)	Melee	Melee	4	-2	2

Abilities (Melee): Each time the bearer fights, it makes D6+2 additional attacks with this weapon.

DOMINATOR FRAGMENTATION LAUNCHER

Viewed with distaste by some amongst the Fire Caste, this insidious weapon launches fragmentation munitions laced with psychoreactive skin-contact agents and neural micro-dampers. Those foes not slain by the initial blast are reduced to a state of terrified incomprehension that shatters their morale or leaves them catatonic.

COMMANDER or **CRISIS** model equipped with one or more airbursting fragmentation projectors only. This Prototype System replaces one airbursting fragmentation projector and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Dominator Fragmentation Launcher	24"	Assault D6	5	-2	1

Abilities: Blast. This weapon can target units that are not visible to the bearer. Each time the bearer shoots with this weapon, if any hits are scored, until the end of the turn, subtract 4 from the Leadership characteristic of models in the target unit.

INTERNAL GRENADE RACKS

These experimental battlesuit thigh-plates house deployment rails of highly explosive bomblets. As the pilot jets over the foe, the racks can be triggered and the explosives deployed.

Once per turn, after this model has moved in your Movement phase, you can select one unit it moved across and roll one D6: on a 2+, that unit suffers D3 mortal wounds.

RESONATOR WARHEADS

Missiles fitted with these warheads emit pulsing shock waves of sonic and kinetic force upon detonation, leaving survivors dazed, staggering and ill-coordinated.

COMMANDER or **CRISIS** model equipped with one or more missile pods only. This Prototype System replaces one missile pod and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Resonator Warheads	30"	Assault 3	8	-2	2

Abilities: Each time the bearer shoots with this weapon, if any hits are scored against an **INFANTRY, BEAST** or **CAVALRY** unit, until the start of your next Shooting phase, halve the Move characteristic of models in that unit (if models in that unit are affected by any other modifiers to their Move characteristic, this ability cannot reduce it to less than half).

E-H DISRUPTION SUITE

Abbreviated from 'Event Horizon' Disruption Suite, this highly experimental package employs salvaged alien tech to nullify energy-pulses, signal bursts and other more esoteric energies

GHOSTKEEL BATTLESUIT model only. Once per battle, in your Command phase, the bearer can use this Prototype System. If it does, until the start of your next Command phase, it gains the following ability:

E-H Disruption (Aura): While an enemy unit is within 12" of this model, each time your opponent selects that unit for a Stratagem and each time your opponent uses a Stratagem when that unit is selected to shoot or fight, increase the CP cost of that Stratagem by 1CP. Note that the CP cost is only increased by 1CP for that use of the Stratagem, any future usages of it cost the normal amount of CPs.

STIMM INJECTORS

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

COMMANDER or **CRISIS** model only. Once per battle, when a saving throw is failed for the bearer, the bearer can use this Prototype System. If it does, until the end of the turn, each time the bearer would lose a wound, roll one D6: on a 4+, that wound is not lost.

WIDE-SPECTRUM SCANNERS

This additional scanning package predicts enemy threat vectors and directs harassing fire patterns accordingly.

Model equipped with early warning override only. At the end of the Reinforcements step of your opponent's Movement phase, if the bearer is not within Engagement Range of any enemy units, it can shoot as if it were your Shooting phase, but it can only target a single eligible enemy unit that was set up as Reinforcements this turn and is within 12" of the bearer.

WARLORD TRAITS

If a <SEPT> CHARACTER model is your WARLORD, you can use the T'au Empire Warlord Traits table below to determine what Warlord Trait they have. You can either roll one D6 to randomly generate one, or you can select one. If a KROOT CHARACTER model is your WARLORD, you can instead use the Kroot Warlord Traits table opposite to determine what Warlord Trait they have in the same manner.

When you have determined a Warlord Trait for a T'AU EMPIRE CHARACTER model, replace all instances of the <SEPT> keyword in their Warlord Trait (if any) with the name of the sept that your model is from.

T'AU EMPIRE WARLORD TRAITS

1. PRECISION OF THE HUNTER

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

Each time this WARLORD makes an attack, you can re-roll the hit roll and you can re-roll the wound roll.

2. THROUGH UNITY, DEVASTATION (AURA)

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

While a friendly <SEPT> CORE unit is within 6" of this WARLORD, each time a CORE model in that unit makes a ranged attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.

3. A GHOST WALKS AMONG US

Whether through application of personalised active camouflage or hard-earned stealth techniques mastered over dozens of missions behind enemy lines, this warlord can become virtually invisible to the foe should they choose to. They reveal themselves only when the moment is right to strike, exploding from the shadows with sudden and shocking ferocity.

- Each time an attack is made against this WARLORD, subtract 1 from that attack's hit roll.
- Each time this WARLORD Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this WARLORD.

NAMED CHARACTERS AND WARLORD TRAITS

If one of the following characters gains a Warlord Trait, they must have the one shown below:

Named Character	Warlord Trait
Commander Shadowsun	Exemplar of the Kauyon
Commander Farsight	Exemplar of the Mont'ka
Longstrike	Through Boldness, Victory
Aun'Va	Through Unity, Devastation
Aun'Shi	Academy Luminary
Darkstrider	A Ghost Walks Among Us

4. THROUGH BOLDNESS, VICTORY

This warlord favours courageous, some would say reckless, tactics that see them close swiftly on the foe and eliminate them through violent and decisive action. Enemies fall before their thunderbolt offensive, barely realising they are under attack before they have been slain in the name of the Greater Good.

In your Command phase, select one friendly <SEPT> CORE unit within 9" of this WARLORD. Until the start of your next Command phase, each time a CORE model in that unit makes a ranged attack, an unmodified hit roll of 6 automatically wounds the target.

5. EXEMPLAR OF THE KAUYON

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

After both players have deployed their armies and determined who has the first turn, select up to one friendly <SEPT> unit, or up to three friendly <SEPT> units if you selected the Kauyon Tactical Philosophy this battle (pg 92), and redeploy them. If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off: the winner chooses who redeploys their units first.

6. EXEMPLAR OF THE MONT'KA

This warlord has studied the strategic and tactical precepts of the Mont'ka, the art of the Killing Blow. They both lead and fight accordingly, formulating swift and decisive battle-plans and leading their cadres from the front in aggressive strikes that send the enemy reeling.

In your Command phase, select one friendly <SEPT> CORE unit within 9" of this WARLORD. Until the start of your next Command phase, each time a CORE model in that unit makes a ranged attack that targets an enemy unit within 9", or 12" if you selected the Mont'ka Tactical Philosophy this battle (pg 92), you can re-roll the wound roll.

KROOT WARLORD TRAITS

1. MASTER OF THE HUNT (AURA)

This warlord is an accomplished tracker of prey through even the most treacherous terrain or most extreme of weather conditions. They can detect camouflaged foes at fifty paces through a blizzard, employing only fieldcraft and instinct, and direct the warriors under their control to strike and slaughter their hapless quarry accordingly.

While a friendly **KROOT** unit is within 6" of this **WARLORD**, each time a model in that unit makes a ranged attack that targets a unit within 12", the target does not receive the benefits of cover against that attack.

2. PACK LEADER (AURA)

Rugged and rough-mannered, this warlord is more at home amongst the rank and file of their followers than attending high-level briefings. In battle they fight fierce and dirty, leading their warriors from front and centre, and urging them into the fray with a carnivore's ferocious hunger.

While a friendly **KROOT** unit is within 6" of this **WARLORD**, each time you make a charge roll for that unit, roll one additional D6 and discard one of the dice.

3. NOMADIC HUNTER (AURA)

This warlord keeps their warriors always on the move, tracking fresh prey whose bodies may be consumed in order to claim their strength. His followers have become adept at the loping pursuit, snapping off harassing fire even as they tirelessly and mercilessly run their victims to ground.

While a friendly **KROOT** unit is within 6" of this **WARLORD**, each time a model in that unit makes a ranged attack, if that unit did not Fall Back this turn, it counts as having Remained Stationary during its previous Movement phase.



RELICS

If your army is led by a **T'AU EMPIRE WARLORD**, you can, when mustering your army, give one of the following Signature Systems to a **T'AU EMPIRE CHARACTER** model in your army. Named characters cannot be given any of the following Relics.

When a model in your army is given a Signature System, replace all instances of the **<SEPT>** keyword on that Relic's rules (if any) with the name of the sept that your model is drawn from.

Note that some Relics replace one of the model's existing items of wargear. Where this is the case, you must, if you are using points values, still pay the cost of the wargear that is being replaced. Write down any Signature Systems your models have on your army roster.

PURETIDE ENGRAM NEUROCHIP

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

While the bearer is on the battlefield, each time you spend a Command point to use a T'au Empire Battle Tactic or T'au Empire Epic Deed Stratagem, roll one D6: on a 3+, that Command point is refunded.

ONAGER GAUNTLET

Onager gauntlets were developed during the Damocles Crusade to counter the massed heavy armour spearheads of the Imperium. Armed with such a weapon, a warrior could punch straight through the thick armour of a tank. Though the technology proved successful, the casualty rate amongst bearers was extremely high, and of the original twelve prototypes, only one remains.

BATTLESUIT model only. This Relic has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Onager Gauntlet	Melee	Melee	12	-4	3

MULTI-SENSORY DISCOURAGEMENT ARRAY

The Multi-Sensory Discouragement Array was first designed as a non-lethal response to quell rioting civilians. The device resembles a pulsing sensor beacon, and emits both sub-sonic frequencies and scatter-bursts of ultraviolet colour, stunning and nauseating targets and rendering them compliant.

At the end of your Movement phase, select one enemy unit within 12" of the bearer and roll 3D6: if the result is greater than the enemy unit's Leadership characteristic, select one of the results below to take effect until the start of your next Movement phase:

- The selected unit loses the Objective Secured ability.
- Halve the Move characteristic of models in that unit and halve charge rolls made for that unit.
- Each time a model in that unit makes a ranged attack, it can only target the closest eligible target.

SOLID-IMAGE PROJECTION UNIT

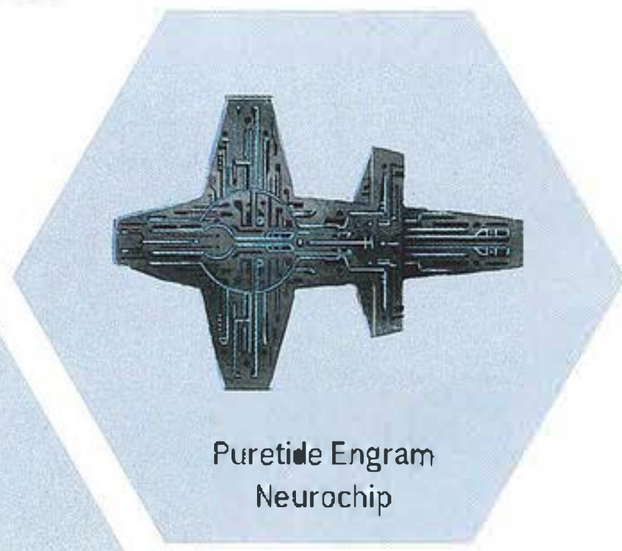
A recent innovation by T'au science divisions is the solid-image projection unit. This miniaturised holowave-emitter drone projects beams of so-called 'heavy light', forming an utterly convincing illusory image that is solid to the touch, while simultaneously masking the true target with an advanced refraction field. Many foes have been fatally wrong-footed by this cunning device.

- Once per turn, the first time a saving throw is failed for the bearer, the Damage characteristic of that attack is changed to 0.
- The bearer has a 4+ invulnerable save.

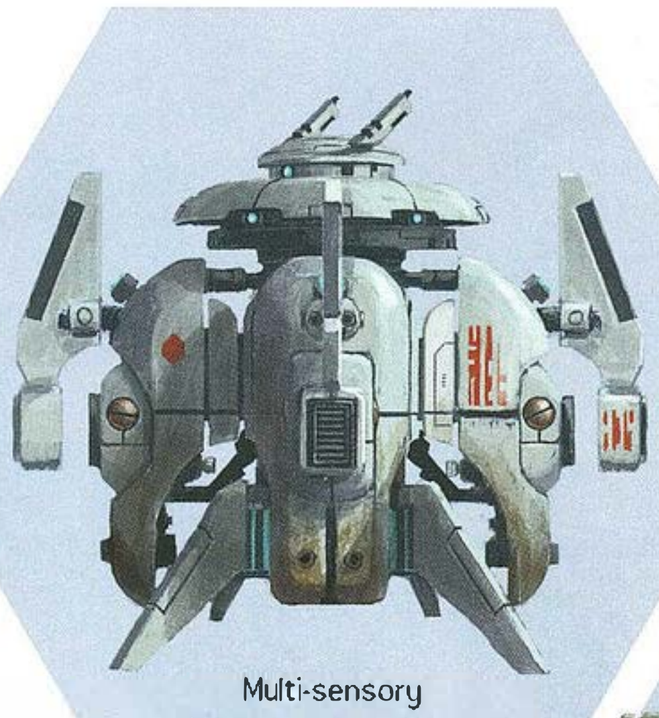
ADVANCED EM SCRAMBLER

The alien race of the Nin'aenh possessed the uncanny ability to scramble electrical systems with a single touch. Defeated after a brutal war, the Earth Caste have worked tirelessly to integrate their abilities with technology.

- Enemy units that are set up on the battlefield as Reinforcements cannot be set up within 12" of the bearer.
- In your Command phase, select one enemy unit within 6" of the bearer. Until the start of your next Command phase, that unit cannot be affected by the aura abilities (excluding those that are psychic powers) of other units from your opponent's army.



Puretide Engram Neurochip



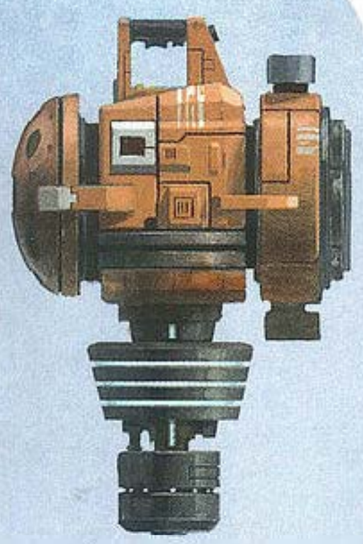
Multi-sensory Discouragement Array



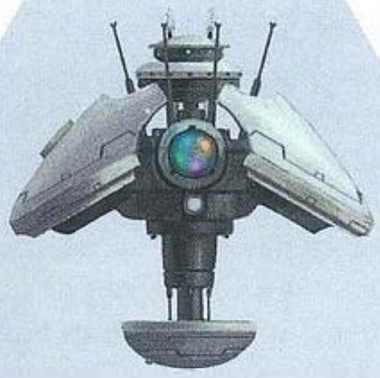
Onager Gauntlet



Ka'chak'tarr



Neuro-empathic Nullifier



Solid-image Projection Unit

BORTHROD GLAND

The Kroot found the flesh of the Borthrod super-predators so irresistible that, despite the creatures' terrifying nature, they hunted them to extinction. This preserved gland from a bull Borthrod still exudes pheromones that drive nearby Kroot into a ravenous frenzy.

KROOT model only. Once per battle, in your Command phase, the bearer can use this Relic. If it does, until the start of your next Command phase, the bearer gains the following ability:

'**Alien Glands (Aura):** While a friendly **KROOT** unit is within 6" of this model, add 1 to the Attacks characteristic and add 1 to the Strength characteristic of models in that unit.'

OHR'TU'S LANTERN

Shas'vre Bork'an Ohr'tu was a renowned Pathfinder who made some distinctly non-standard modifications to his markerlight. The finest minds of the applied sciences division have yet to replicate his mystifying feat, but it cannot be argued that – while occasionally unreliable – the modified markerlight is remarkably improved.

Model equipped with a markerlight only. Each time this model performs the Fire Markerlights action (pg 93), roll five additional D6s (each of which causes the enemy unit to gain one Markerlight token on a roll of 3+).

THE HUMBLE STAVE

This unadorned baton was once the only symbol of office born by the softly spoken Aun'Ghu. Its mere presence reminds T'au of their humble status within the Greater Good.

ETHEREAL model only.

- In your Command phase, if the bearer is on the battlefield, it can intone one additional invocation it knows from the Invocations of the Ethereals (pg 76) that has not already been intoned by a friendly model that turn.
- Each time the bearer intones an invocation, add 1 to the roll to see if it is inspiring.

THE KINDLED BLADE

It is said of the Kindled Blade that it was employed in the very first ta'lissera ritual ever performed. During times of peace it rests in state in one or other of the septs' Fire Caste academies, being transferred to a new location every thirty-three years. In battle, the blade carries tremendous significance; brandishing it aloft symbolises a ta'lissera bond between all of the Fire Caste who are present.

CADRE FIREBLADE model only. Once per battle, in your Command phase, the bearer can use this Relic. If it does, until the start of your next Command phase, it gains the following ability:

'**Bonding Ritual (Aura):** While a friendly **<SEPT> FIRE WARRIOR TEAM** unit is within 6" of this model, that unit automatically passes Morale tests.'

NEURO-EMPATHIC NULLIFIER

This device was fashioned for Aun'Jash during the troubled War of Integration against the Pohu-Agg of the Batrazad'ji Cluster. Though they had much to offer and gain by accepting the Greater Good, the sheer ferocity of the Pohu-Agg fouled any effort at Water Caste diplomacy. Only by employing the Neuro-empathic Nullifier was Aun'Jash finally able to render the aliens docile long enough to open their minds to the offer of unity that the T'au brought.

ETHEREAL model only. Once per battle, in your Command phase, the bearer can use this Relic. If it does, select one enemy unit within 18" of and visible to the bearer and roll one D6: on a 2+, until the start of your next Command phase, the target cannot perform actions (if that unit is currently performing an action, it immediately fails).

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.

- Add 1 to armour saving throws made for the bearer.
- Each time the bearer would lose a wound, roll one D6: on a 5+, that wound is not lost.

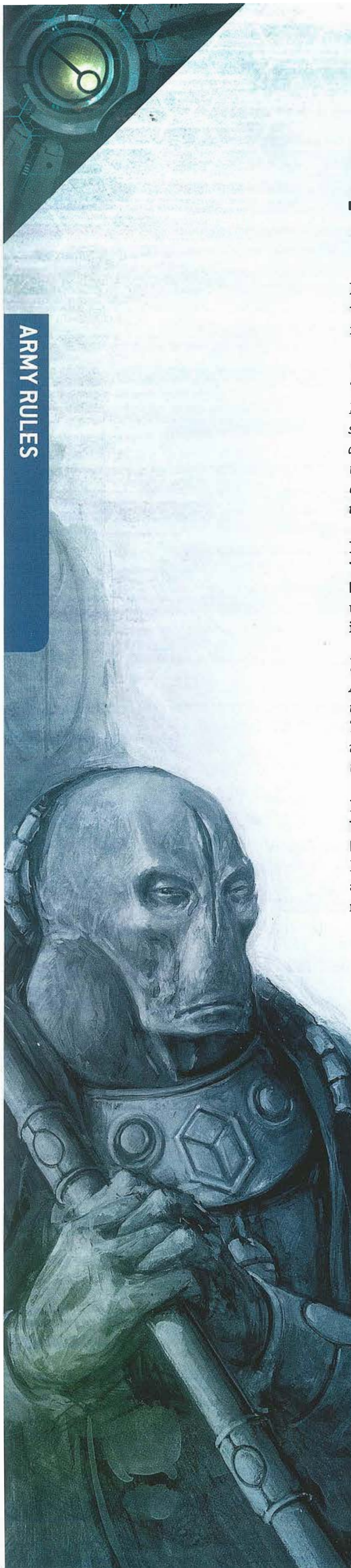
KA'CHAK'TARR

Kroot legend has it that the ornate rifle known as Ka'chak'tarr has consumed numerous weapons just as Kroot devour their foes, gaining ever more power and poise from each such supposed feast. It is beautifully balanced, a tool of such precision marksmanship that it only renders the violent detonations of each impacting shot all the more shocking.

Model equipped with Shaper Kroot rifle only. This Relic has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Ka'chak'tarr	24"	Rapid Fire 2	5	-2	2

Abilities: Each time you select a target for this weapon, you can ignore the Look Out, Sir rule. Each time an attack is made with this weapon, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.



INVOCATIONS OF THE ETHEREALS

Before the battle, generate the invocations that each **ETHEREAL** model from your army knows using the table below. You can either roll one D6 to generate each invocation randomly (re-rolling duplicate results), or you can select which invocations the **ETHEREAL** knows.

1. STORM OF FIRE

The steady gaze of the Ethereal reminds those of the Fire Caste that there lies within the heart of every storm a zone of silence that remains serene even as fury rages all about it. So inspired, they apply themselves to their assigned tasks with hard-eyed calm even as they continue to hammer the foe with unrelenting firepower.

If this invocation is inspiring, select one friendly **T'AU EMPIRE CORE** unit (excluding **FARSIGHT ENCLAVES** units) within 6" of this **ETHEREAL**. That unit can make ranged attacks without any action it is performing failing.

2. SENSE OF STONE

As stone resists the onslaught of the other elements in their endless quest to wear it away, so do the T'au exhibit that same unbending resilience. The result is a nigh-supernatural fortitude that sees them shrug off even the most punishing blows.

If this invocation is inspiring, select one friendly **T'AU EMPIRE CORE** unit (excluding **FARSIGHT ENCLAVES** units) within 6" of this **ETHEREAL**. Each time a **CORE** model in that unit would lose a wound, roll one D6: on a 5+, that wound is not lost.

3. ZEPHYR'S GRACE

As a breath of air slips unseen and unheard through blades of grass in a night-time forest, so do the T'au filter swift and silent across the battlefield.

If this invocation is inspiring, select one friendly **T'AU EMPIRE CORE** unit (excluding **FARSIGHT ENCLAVES** units) within 6" of this **ETHEREAL**. Each time a ranged attack is made against that unit, if it did not Remain Stationary in your previous Movement phase, subtract 1 from that attack's hit roll.

4. POWER OF TIDES

It is not only the T'au who are inspired by the presence of the Ethereals. As surely as a world's moons govern the tides of its oceans, so are even the strangest alien auxiliaries given fresh heart by such a serene presence.

If this invocation is inspiring, select one friendly **T'AU AUXILIARY** unit within 6" of this **ETHEREAL**. Each time a model in that unit makes an attack, add 1 to that attack's wound roll.

5. UNIFYING MANTRA (AURA)

With simple eloquence does the chanting of the Ethereal remind their comrades of their place within the Greater Good, and of how those of all castes are stronger when they stand shoulder to shoulder against adversity than when they strive alone.

If this invocation is inspiring, then while a friendly **T'AU EMPIRE CORE** unit (excluding **FARSIGHT ENCLAVES** units) is within 6" of this **ETHEREAL**:

- You can re-roll Morale tests taken for that unit.
- Add 1 to Combat Attrition tests taken for that unit.

6. WISDOM OF THE GUIDES

An unspoken sense of serene enlightenment flows through the T'au ranks. None questions its source, for all understand this is the wisdom of the Ethereals made manifest amongst them. Thus offered the calm for fresh perspective amidst the mayhem of battle, the T'au commanders swiftly glean insights into the strategic ebb and flow.

If this invocation is inspiring, you gain 1 Command point.

CHAPTER APPROVED RULES

If every model in your army (excluding **UNALIGNED** units) has the **T'AU EMPIRE** keyword, and your **WARLORD** has the **T'AU EMPIRE** keyword, you can, if you are playing a matched play battle that instructs you to select secondary objectives (e.g. a mission from the Eternal War mission pack in the Warhammer 40,000 Core Book), select one of them to be from the T'au Empire secondary objectives listed below.

Like all other secondary objectives, each of the secondary objectives listed below has a category, and they follow all the normal rules for secondary objectives (for example, when you select secondary objectives, you cannot choose more than one from each category, you can score no more than 15 victory points from each secondary objective you select during the mission etc.).

SHADOW OPERATIONS

AEROSPACE TARGETING RELAYS

End Game Objective

As efforts to secure this region continue, we must site sensor-beacons so as to help coordinate combined arms assaults and guide in orbital fire support and aerial combat assets.

If you select this objective, place an Aerospace Designation marker half way along each battlefield edge.

Units in your army can perform the following action:

'**Install Targeting Relay (Action):** One or more **INFANTRY** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within 6" of a different Aerospace Designation marker that has not had a targeting relay installed at it (see below). The action is completed at the start of your next Command phase or at the end of the battle, whichever comes first. If this action is successfully completed, that Aerospace Designation marker is said to have had a targeting relay installed at it.'

At the end of the battle, you score a number of victory points based on how many targeting relays were installed, as shown below:

TARGETING RELAYS

NUMBER OF TARGETING RELAYS INSTALLED	VICTORY POINTS
1	2
2	6
3	9
4	15

BATTLEFIELD SUPREMACY

DECISIVE ACTION

Progressive Objective

Effective strategy requires not just the successful capture of crucial battlefield assets, or their denial to the enemy, but also proper implementation of the Code of Fire in matters of strategic timing. We must demonstrate our mastery of all these principles if we are to best serve the Greater Good.

If you selected the Mont'ka Tactical Philosophy at the start of the battle, then at the end of your turn in battle rounds one, two and three, score 4 victory points if you control half or more of the total number of objective markers on the battlefield.

If you selected the Kauyon Tactical Philosophy at the start of the battle, then at the end of your turn in battle rounds three, four and five, score 4 victory points if you control half or more of the total number of objective markers on the battlefield.

NO MERCY, NO RESPITE

A CLEAN VICTORY

End Game Objective

A sloppy and costly victory is, to the T'au, no victory at all. We must execute the battle plan with faultless efficiency, and in so doing avoid unnecessary losses.

If you selected the Mont'ka Tactical Philosophy at the start of the battle, then at the end battle rounds one, two and three you can score each of the following:

- 1 victory point if one or more enemy units were destroyed that battle round.
- 3 victory points if three or more enemy units were destroyed that battle round.

If you selected the Kauyon Tactical Philosophy at the start of the battle, then at the end battle rounds three, four and five you can score each of the following:

- 1 victory point if one or more enemy units were destroyed that battle round.
- 3 victory points if three or more enemy units were destroyed that battle round.

CRUSADE RULES

In this section you'll find additional rules for playing Crusade battles with T'au Empire, such as Agendas, Battle Traits and Crusade Relics that are bespoke to T'au Empire units. You can find out more about Crusade armies in the Warhammer 40,000 Core Book.

This section contains the following additional rules:

EXPANDING THE EMPIRE

The T'au Empire is ever expanding, bringing new star systems and peoples into its fold. The rules presented on the following pages allow you to campaign across the stars, strengthening the empire for the greater good and expanding your own force's might in the process.

REQUISITIONS

T'au Empire armies have access to a number of additional Requisitions, suited to the individual character of their sept, which can be found on page 84.

AGENDAS

T'AU EMPIRE units attempt to achieve unique Agendas in Crusade battles, which can be found on page 85. These Agendas represent the unique goals of T'au Empire armies and their particular methods of waging war. You can find out more about Agendas in the Crusade mission packs, such as that presented in the Warhammer 40,000 Core Book.

BATTLE TRAITS

T'AU EMPIRE units can be given one of the Battle Traits presented on page 86 as they gain experience and are promoted in your Crusade force. These help to reflect the unique upgrades and Battle Honours that **T'AU EMPIRE** units can gain.

CRUSADE RELICS

In addition to the Crusade Relics presented in the Warhammer 40,000 Core Book, T'au Empire characters can claim one of the Crusade Relics described on page 87; these Relics are unique to the T'au Empire, and grant the bearer power and prestige.

T'AU EMPIRE NAME GENERATOR

On pages 88-89 you will find a name generator that can be used to personalise the T'au of your Crusade force.

SHOWCASE CRUSADE ARMY

On pages 90-91 you will find Matt Holland's superb T'au Empire Crusade army, with a description of the force.



Leading the swift advance of the Vior'lan Cadres, a team of Pathfinders traps the soldiers of the Astra Militarum behind their own defences and guns them down without mercy.

EXPANDING THE EMPIRE

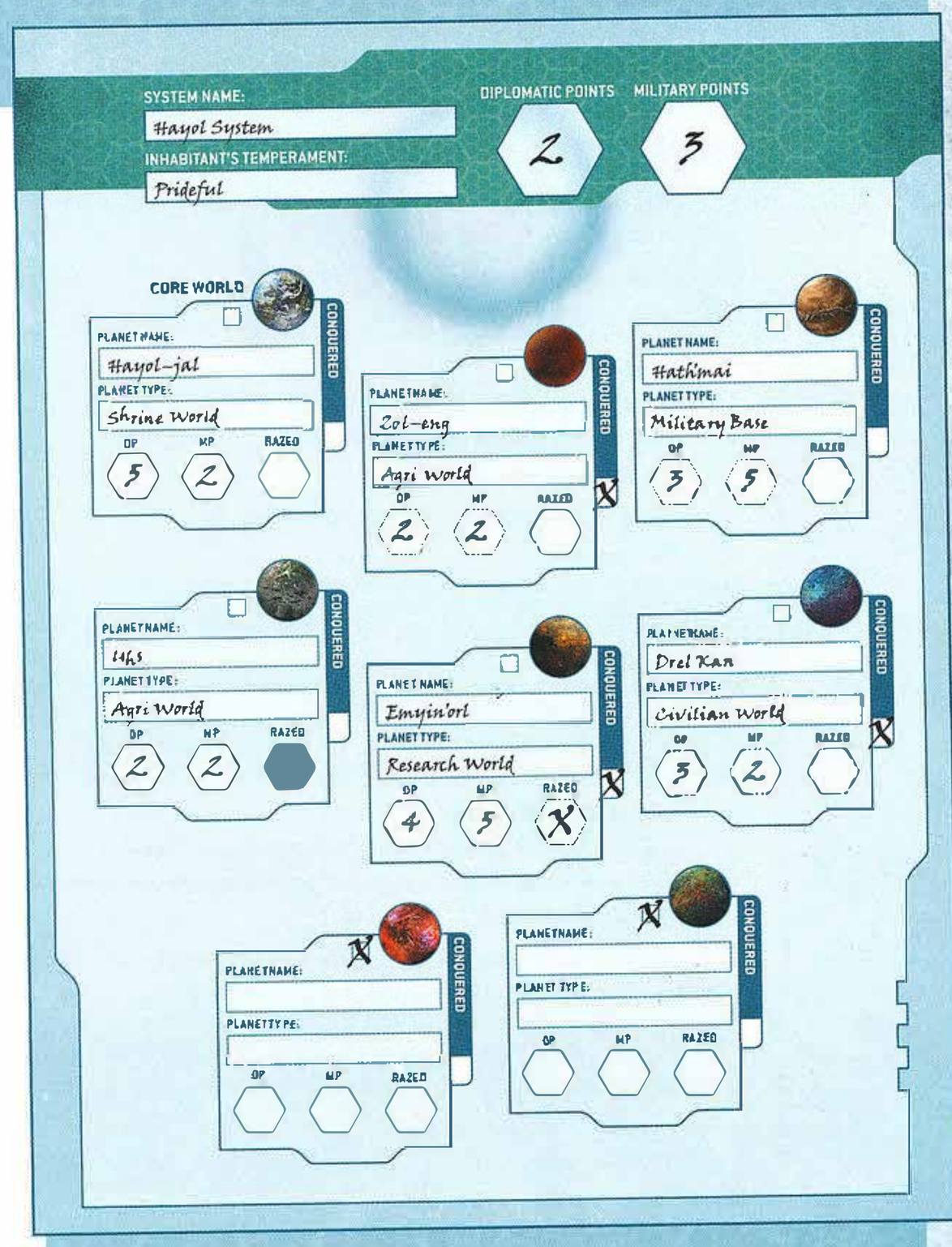
If your Crusade force includes **T'AU EMPIRE** units, it can embark upon the task of expanding the burgeoning T'au Empire, bringing new star systems into the fold for the betterment of all concerned. Your Crusade force can only work on integrating one star system at a time. If at any point your Crusade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

GENERATING A NEW STAR SYSTEM

Creating a new star system involves the three following steps:

1. Determine the temperament of the system's inhabitants.
2. Determine the number of planets.
3. Determine what each of those planets are.

More detail on each of these steps can be found on the following pages. This information should be recorded on a System Crusade card, as shown below. You can find a blank System Crusade card that you can photocopy on page 89.



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 Diplomatic and Military points through your games, which can be used to assimilate planets into your growing empire as described on page 83. Each time you start 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 universe, 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: Each planet will also have a 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 this, you can select one planet from the conquered star system and use the Set Up Supply Lines Requisition (pg 84) 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.

When Andrew's forces entered the system of Hayol, they discovered that it had six planets inhabitated by a Prideful people. As such he was unable to use the Show of Force Requisition while bringing the system into the fold. He began by taking over the civilian world of Drel Kan through diplomatic means, which reduced the Military Power of Hath'mai. Wanting to grow his forces for the coming battles he then performed a military takeover of the research world of Emyin'orl, earning his Crusade force some precious Requisition points. Unfortunately, the planet was razed in the fighting, making it impossible to set up a long-term supply line there. He then set his sights on the agri world of Zol-eng, which offered little resistance. Its capitulation reduced the Diplomat Power at Hath'mai and allowed his forces to recover using the Repair and Recuperate Requisition. Andrew plans to conquer Uhs next, further weakening the Diplomat Power at Hath'mai, and making it susceptable to a Diplomat Takeover.



1 DETERMINE THE TEMPERAMENT OF THE INHABITANTS

The T'au have encountered many different races 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:

TEMPERAMENT

D6	INHABITANTS' TEMPERAMENT
1	**Warlike** *The inhabitants of this system are heavily militarised, and possessed of a volatile and aggressive temperament.* Add 1 to the Military Power of each planet in this star system.
2	**Prideful** *So full of their own pomp and self-importance are the denizens of this system that they will not be easily cowed.* You cannot use the Show of Force Requisition (pg 84) while assimilating this star system.
3	**Ideologues** *The inhabitants of this system adhere rigidly to their beliefs, which 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.
4	**Trade Contacts** *The empire already has a foothold in this system thanks to reciprocal trade contracts with friendly local mercantile concerns.* Select 1 planet and halve its Diplomat Power (rounding up).
5	**Corrupt and Decadent** *It will be hard to convince such indolent and hedonistic beings of the benefits to be gained from devoting themselves to the Greater Good.* Add 2 to the Diplomat Power of this star system's Core World.
6	**Dictatorship** *This system lies firmly in the grip of a tyrannical regime, which must be defeated and the fear of it broken before victory can be achieved.* Add 2 to the Military Power of this star system's Core World.

Once you have determined the temperament of this system's inhabitants, you must work out the number of planets that lie in this star system.

2 DETERMINE THE NUMBER OF PLANETS

Each star system has 2D3+2 planets.

3 DETERMINE EACH PLANET

For each of the planets in your current star system, you must determine what type of planet it is. To do this, roll a D33 to determine one of the planets below. To do so, roll two D3s one after the other: the first dice result determines your 'tens' and the second your 'units'. For example, if you rolled two D3s and the first result was a 2 and the second was a 1, then the D33 result is a 21.

PLANET TYPE

D33	TYPE
11	**Shrine World**
12	**Mining World**
13	**Civilian World**
21	**Military Base**
22	**Fleet Installation**
23	**Agri World**
31	**Political Centre**
32	**Trader's Hub**
33	**Research World**

'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

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 (pg 83), you gain 1 Requisition point.

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: Gain D3 Requisition points.

Starve the War Machine: 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.

CIVILIAN WORLD

Worlds such as this boast large population centres, but are typically less well-defended than are 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 gain 5 experience 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 (see the Warhammer 40,000 Core Book).

Supply Line Effect

Repurposed Infrastructure: Increase your Crusade force's Supply Limit by 15 Power.

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: 5

Military Power: 5

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 (see the Warhammer 40,000 Core Book).

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 planet and up to one Military Base or Fleet Installation planet, 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 without spending any Requisition points (see the Warhammer 40,000 Core Book).

Supply Line Effect

Rest and Recuperation: Select up to three units from your Order of Battle. Remove one Battle Scar from each those units.

POLITICAL CENTRE

From this well-defended world do the local rulers govern their system-wide empire. The conquest of such a world 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 Warlord Trait Requisition once without spending any Requisition points (see the Warhammer 40,000 Core Book).

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 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 the 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

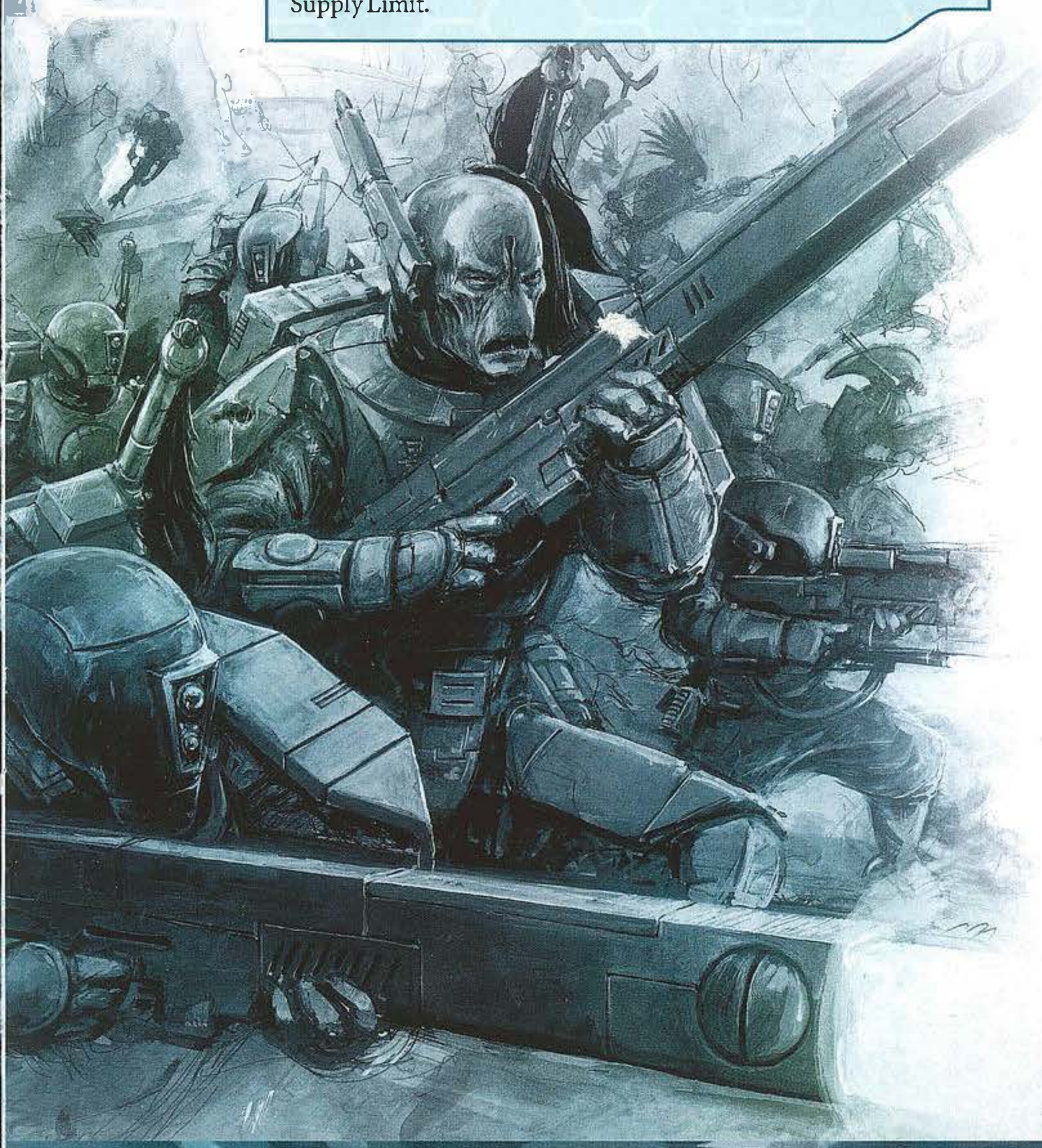
Military Power: 3

Assimilation Abilities

Review Research: Gain 2D3 Requisition Points.

Supply Line Effect

Scientific Integration: Select up to three **T'AU EMPIRE** models from your Order of Battle. Each of those models can be given one Prototype System (pg 70-71). These must still be Prototype Systems that those models can have, and, if a Prototype System replaces a weapon, it cannot replace a weapon a model is equipped with if that weapon has been upgraded by a Weapon Enhancement or a Crusade Relic (e.g. Artificer Weapon). Make a note of these Prototype Systems on those models' Crusade cards and increase their Power Rating appropriately. You cannot give a model a Prototype System in this manner if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.



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. If you do, select one planet in the currently active system 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 a planet is taken over in this way, 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 System Crusade card.

REQUISITIONS

If your Crusade force includes any **T'AU EMPIRE** units, you can spend Requisition points (RPs) on any of the following Requisitions in addition to those presented in the Warhammer 40,000 Core Book.

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 to begin in earnest.

Purchase this Requisition after a battle, if you won that battle. If you have 2 or more Military points, subtract 2 from your Military points and add 2 to your Diplomat points.

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.

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 **T'AU EMPIRE** model to your Order of Battle, or when a **T'AU EMPIRE** model in your Crusade force gains a rank.

You can give that model one Prototype System (pg 70-71). The Prototype System the model is given must be one that it can have, and, if a Prototype System replaces a weapon, it cannot replace a weapon a model is equipped with if that weapon has been upgraded by a Weapon Enhancement or a Crusade Relic (e.g. Artificer Weapon). Make a note of the Prototype Systems on the model's Crusade card and increase its Power Rating appropriately. You cannot give a model a Prototype System in this manner if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit.

THE HERO'S MANTLE — 1RP

T'au Commanders must master the piloting of many different marks of battlesuit during their career, donning a new mantle with thankful humility each time a fresh tactical challenge requires its particular tactical strengths.

Purchase this Requisition at any time when a **COMMANDER** model from your Crusade force gains a rank. Remove that model from your Order of Battle and replace it with another **COMMANDER** model from the same sept (excluding named characters). You cannot purchase this Requisition if doing so would cause your total Power Level to exceed your Crusade force's Supply Limit. The newly added **COMMANDER** model starts with the same number of experience points as the one it replaced, has the same Battle Honours, the same Prototype Systems (if eligible), but has no Battle Scars.

DEEP MEDITATIONS — 1RP

Through a long period of serene meditation upon the nature of the T'au'va, an Ethereal may unlock new revelations within their own psyche and thus gain a deeper understanding of the castes that make up T'au society.

Purchase this Requisition at any time when an **ETHEREAL** model from your Crusade force gains a rank. That model knows one additional invocation from the Invocations of the Ethereals (pg 76).

Shas'o Sa'cea Ka'tu stepped into thin air and felt the weight of his Enforcer battlesuit pull him groundwards. O'Ka'tu felt the thrill as real-time displays showed him the flak-firestorm raging all around, and the ground racing up to meet him. O'Ka'tu worked his controls and fired his battlesuit's thrusters to control his descent.

The Enforcer landed before the gue'la shrine with enough force to crack the cobblestones. O'Ka'tu's bodyguards followed, their lighter XV8 Crisis Battlesuits touching down with balletic grace and opening fire upon the Human soldiers even now spilling from the structure's doors.

'Asleep on the descent, Moonblade?' came the voice of Shas'vre Eru over the comms. Her tone was hard, but amused. O'Ka'tu chuckled, despite the hail of incoming fire. He and Eru had fought alongside one another long enough that mutual disrespect was their favoured form of communication. He centred his own armaments and let fly, stitching the charging gue'la with plasma blasts and explosive warheads.

'To don a new mantle requires humility in which you are sorely lacking, Shas'vre,' he replied, cycling his ammunition feeds and ordering his gun drones forwards. 'I have yet to achieve mastery of this battlesuit.'

A searing beam of energy slammed into his chest without warning, staggering O'Ka'tu back a pace but failing to punch through the toughened Enforcer carapace.

'It is formidable nonetheless!' exclaimed Shas'vre Eru, sounding both alarmed and impressed. O'Ka'tu blinked, then retrained his guns and mowed down the gue'la weapons team that had fired upon him.

'That it is, Shas'vre,' he said with heartfelt gratitude to his formidable new battlesuit.

AGENDAS

If your Crusade army includes any **T'AU EMPIRE** units, you can select one Agenda from the T'au Empire Agendas, listed below. This is a new category of Agendas, and follows all the normal rules for Agendas (for example, when you select Agendas, you cannot choose more than one T'au Empire Agenda).

SECRET MEETING

T'au Empire Agenda

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.

If you selected this Agenda, then after both sides have finished deploying, select one **ETHEREAL** model from your army. That model's unit can attempt the following action:

'**Secret Meeting (Action)**: At the end of your Movement phase, the selected **ETHEREAL**'s unit can start to perform this action if it is within 3" of the centre of the battlefield. This action is completed at the start of your next Movement phase. When this action is completed, that unit gains 3 experience points and your Crusade force gains D3 Diplomat points. If this action is completed within the first three battle rounds, your Crusade force gains 3 Diplomat points, instead of D3.'

PROTECT THE LEADERSHIP

T'au Empire Agenda

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.

If you selected this Agenda, then after both sides have finished deploying, you must set up two objective markers anywhere on the battlefield that are:

- Not within 9" of each other.
- Not within 9" of any models from your army.
- Not within 9" of your deployment zone.

These objective markers represent high-ranking political figures, but do not count as objective markers for any rules purposes other than for this Agenda. Each of these objective markers starts with a life total of 3.

At the end of the battle round, for each of the high-ranking political figure objective markers, if that objective marker is not controlled by you, subtract 1 from its life total. If an objective marker's life total reaches 0, it is destroyed; remove it from the battlefield.

At the end of the battle:

- If only one high-ranking political figure objective marker is on the battlefield, your Crusade force gains D3 Diplomat points.
- If both high-ranking political figure objective markers are on the battlefield, your Crusade force gains 3 Diplomat points and you can mark one additional unit from your army to be Marked for Greatness (see the Warhammer 40,000 Core Book) after the battle.

HIT THEIR SUPPLY LINES

T'au Empire Agenda

An enemy without the food, munitions or fuel to keep fighting is one more swiftly brought to heel with minimal loss of life on either side.

If you selected this Agenda, then **T'AU EMPIRE INFANTRY** units in your army can perform the following action:

'**Damage Supply Line (Action)**: One or more units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that has not yet been damaged. This action is completed at the end of the turn. When this action is completed, that unit gains 1 experience point and that objective marker is damaged.'

At the end of the battle:

- If units from your army damaged at least half the objective markers, your Crusade force gains D3 Military points.
- If units from your army damaged all of the objective markers, your Crusade force gains 3 Military points, instead of D3.

OUTFLANK AND ENCIRCLE

T'au Empire Agenda

The Code of Fire dictates that stand-up battles of attrition are a last resort, and that speed and clever manoeuvre should always be employed in preference.

If you selected this Agenda, at the end of the battle, if there are more units from your 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 1 experience point.

TEACHINGS OF WAR

T'au Empire Agenda

It is incumbent upon T'au Commanders to embody at all times the teachings of the Code of Fire, and to follow their tenets with skill and flair.

If you selected this Agenda:

- If you select the Mont'ka Tactical Philosophy at the start of the battle, each time a unit from your army destroys an enemy unit in the first battle round, that unit from your army gains 1 experience point.
- If you select the Kauyon Tactical Philosophy at the start of the battle, each time a unit from your army destroys an enemy unit in the last battle round, that unit from your army gains 1 experience point.

BATTLE TRAITS

When a **T'AU EMPIRE** unit gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the appropriate table to randomly determine what Battle Trait the unit gains, or choose a Battle Trait that tells the best narrative for your unit. All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once). As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

BATTLESUIT UNITS

D6	TRAIT
1	**Sentry AI** *Onboard AI sweep the battlesuit's peripheral threat zones, allowing pilots more warning of hostile attackers while securing tactical assets.* **BATTLESUIT** models in this unit count as one additional model when determining control of an objective marker.
2	**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.* If you use the Saviour Protocols Stratagem (pg 67) when a saving throw is failed for a model in this unit, reduce the CP cost of that Stratagem by 1CP (to a minimum of 0CP). Note that the CP cost is only reduced by 1CP for that use of the Stratagem; any future usages of it cost the normal amount of CPs.
3	**Reactive Thrust System** *Angled micro-thrusters integrated into battlesuit plating allows their pilots to trigger a sudden burst of speed for interdiction assaults.* This unit is eligible to perform Heroic Interventions as if it were a **CHARACTER**.
4	**Integrated Enhancement AI** *This AI assistant monitors onboard fuel optimisation and micro-attitudinal fin-adjustment in order to optimise battlesuit aerodynamics and thrust-acceleration.* Each time this model Advances, do not make an Advance roll. Instead, until the end of the phase, add 6" to the Move characteristic of this model.
5	**Electrochaff Backups** *These miniature spread-launchers dispense clouds of electro-magnetic interference and interdiction micro munitions that foul long range enemy targeting and fire patterns.* Each time a ranged attack is made against this unit, if the attacker is more than 12" away, subtract 1 from that attack's hit roll.
6	**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 wild fire.* In your Shooting phase, if you use the Strike and Fade Stratagem (pg 69) and select this unit, reduce the CP cost of that Stratagem by 1CP (to a minimum of 1CP). Note that the CP cost is only reduced by 1CP for that use of the Stratagem; any future usages of it cost the normal amount of CPs.

FIRE WARRIOR TEAM UNITS

D6	TRAIT
1-2	**Merciless Marksmen** *These warriors have fought the enemies of the empire long enough for their idealism to be tainted with genuine hatred.* In your Shooting phase, when this unit is selected to shoot, unless the Stratagem has already been used this phase, you can use the Pulse Onslaught Stratagem (pg 66) for 0CP.
3-4	**Quick-shots** *Excellent reactions, icy calm and a steady aim ensure that charging down the gunsights of this team is no easy proposition.* If this unit is selected to fire Overwatch, models in this unit score hits on unmodified hit rolls of 4+, instead of 6.
5-6	**Practised Aim** *It has become second nature for this team to single out and exploit the weak spots on even the toughest targets.* Each time a model in this unit makes an attack with a pulse weapon, an unmodified hit roll of 6 scores 1 additional hit.

ETHEREAL UNITS

D6	TRAIT
1-2	**Esteemed Leader** *The renown of this Ethereal is such that their mere presence upon the battle field inspires the T'au to even greater efforts.* In your Command phase, if this model is on the battlefield, it can intone one additional invocation it knows that has not already been intoned by a friendly model that turn.
3-4	**The Healer's Hands** *Not merely through words do the Ethereal Caste soothe and sustain their people. Some are also learned in nigh-supernatural healing arts.* If this **ETHEREAL** model is part of your Crusade army, and if it was not destroyed during the battle, then at the end of the battle you can ignore one failed Out of Action test taken for a **T'AU EMPIRE CORE** unit – that test is treated as having been passed instead.
5-6	**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.* If this **ETHEREAL** model is part of your Crusade army, and if it was not destroyed during the battle, then at the end of the battle roll one D6: on a 5+, your Crusade force gains 1 Diplomat point.

CRUSADE RELICS

When a **T'AU EMPIRE CHARACTER** model gains a Crusade Relic, you can instead select one of the Relics listed below. All the usual rules for selecting Crusade Relics, as described in the Warhammer 40,000 Core Book, apply.

ARTIFICER RELICS

A **T'AU EMPIRE CHARACTER** model can be given one of the following Artificer Relics instead of one of the ones presented in the Warhammer 40,000 Core Book.

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 under tonnes of rubble.

At the start of your Shooting phase, select one enemy unit within 12" of the bearer that is on or within a **BUILDING** or an Area Terrain feature. Roll one D6, adding 2 to the roll if the unit is on or within a **BUILDING** or an Area Terrain feature that has the Obscuring terrain trait (see the Warhammer 40,000 Core Book): on a 3-5, that unit suffers D3 mortal wounds; on a 6+, that unit suffers 3 mortal wounds.

Serenity

This simple and elegant 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. Once per battle, in your Command phase, the bearer can use this Relic. If it does, until the start of your next Command phase, it gains the following ability:

'**Control Stave (Aura):** While a friendly **T'AU EMPIRE** unit (excluding **FARSIGHT ENCLAVES** units) is within 9" of this model, that unit automatically passes Morale tests.'

'THOSE WHO STAND ALONE MUST HOARD THEIR MEAGRE RICHES. THEY POSSESS ONLY SUCH TREASURES AS CAN BE FOUND WITHIN THEIR BORDERS, AND CLUTCH THEM JEALOUSLY IN DARKNESS. THOSE WHO SHARE ALL THAT THEY HAVE AMIDST THE LIGHT OF THE T'AU'VA ARE INFINITELY RICHER THAN SUCH IGNORANT FOOLS, FOR IN THE VERY ACT OF SELFLESS SHARING SO THEY INHERIT THE UNTOLD WEALTH AND WONDER OF COUNTLESS WORLDS.'

- *Wisdoms of Aun'Va*

ANTIQUITY RELICS

A **T'AU EMPIRE CHARACTER** model of Heroic rank or higher can be given the following Antiquity Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. Add 1 to a unit's total Crusade points for each Antiquity Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +2.

Supernova Launcher

The Supernova Launcher was developed during the bloody fighting against Hive Fleet Gorgon. Unable to get close enough to effectively deploy anti-armour ordnance against the Tyranids' deadliest bio-organisms, Earth Caste scientists adapted several fragmentation launchers to hurl experimental plasma grenades. Launched high into the air, these projectiles drop amongst the enemy and explode in a coruscating fireball that evaporates metal and flesh alike. Recent advancements upon the original prototypes have seen the payload augmented with thrassium targeting flares, which burn bright in multiple spectra to light up the target for T'au targeting systems.

Model equipped with an airbursting fragmentation projector only. This Relic replaces an airbursting fragmentation projector and has the following profile:

WEAPON	RANGE	TYPE	S	AP	D
Supernova Launcher	24"	Assault 6	5	-2	2

Abilities: This weapon can target units that are not visible to the bearer. Each time the bearer shoots with this weapon, if any hits are scored, until the end of the turn, each time a friendly **T'AU EMPIRE** unit makes a ranged attack against the target, add 1 to that attack's hit roll and add 1 to that attack's wound roll.

LEGENDARY RELICS

A **T'AU EMPIRE CHARACTER** model of Legendary rank can be given the following Legendary Relic instead of one of the ones presented in the Warhammer 40,000 Core Book. In addition, in order to give a model a Legendary Relic, you must also pay 1 Requisition point (if you do not have enough Requisition points, you cannot give that model a Legendary Relic). Add an additional 2 to a unit's total Crusade points for each Legendary Relic it has – this is in addition to the +1 from gaining a Battle Honour, for a total of +3.

Sceptre of Unity

This stave was originally crafted for the legendary Aun'Wei by the grateful Jagordian technisists as thanks for bringing their world into the T'au'va. It is said to impart all-encompassing wisdom upon its bearer, fit to match Aun'Wei's own.

- The bearer knows all six Invocations of the Ethereals (pg 76).
- In your Command phase, if this model is on the battlefield, it can intone one additional invocation it knows that has not already been intoned by a friendly model that turn.
- Each time the bearer intones an invocation, add 1 to the roll.



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
Dal'yth
T'au'n
Fal'shia
D'yanoi
Vior'la
Bork'an
Au'taal
Tash'var
N'dras
Vash'ya
Ke'lshan
T'olku
Elsy'er
Fi'rios
Mu'gulath Bay
Fe'saan
Kor'tal
Yo'vai
Sa'cea
Ksi'm'yen

D66	INDIVIDUAL NAME
11	Sul'an
12	Ho'sen
13	Atsumo
14	N'ea
15	Els'im
16	K'yen
21	Or'os
22	Pashera
23	Rais
24	Sel'tas
25	Be'tol
26	E'yaal
31	Murakan
32	To'jo
33	Kurami
34	U'so
35	Lorresa
36	Paluto
41	Ren'as
42	Lor'ma
43	Tash'lor
44	Watana
45	Nomura
46	Nishino
51	D'tano
52	Xo'yima
53	T'suka
54	Kais
55	Shamasa
56	Pu'jato
61	Ju'yem
62	Ga'mo
63	Kasashi
64	Lamano
65	Mi'daro
66	Uvash'a

PLANET NAMES

D66	FIRST PART	D66	SECOND PART
11	Mak	11	'vol
12	Tash	12	'kal
13	Phoi	13	'nath
14	Dash	14	'al
15	Kam	15	'las
16	Alath	16	'tok
21	Nor	21	'ram
22	Esh	22	'po
23	Lok	23	'yaras
24	Bel	24	'tash
25	Dran	25	'mai
26	Hayol	26	'orl
31	Uhs	31	'jora
32	Loth	32	–jal
33	Kthen	33	–rak
34	Vort	34	–arl
35	Drel	35	–eng
36	Motar	36	–uras
41	Omlay	41	–shorv
42	Drol	42	–mas
43	Sa	43	Larr
44	Oresh	44	Aren
45	Drano	45	Noss
46	Bor	46	Borlan
51	Hath	51	Jol
52	Emyin	52	Tesh
53	Wural	53	Kan
54	Dras	54	Resk
55	Phol	55	Yari
56	Gau	56	Seng
61	Jeng	61	no second part
62	Kran	62	no second part
63	Alat	63	no second part
64	Yorn	64	no second part
65	Dar	65	no second part
66	Zol	66	no second part

SYSTEM NAME:

DIPLOMAT POINTS

MILITARY POINTS

INHABITANTS' TEMPERAMENT:

CORE WORLD

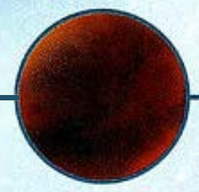


CONQUERED

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:

PLANET TYPE:

DP MP RAZED



CONQUERED

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:

PLANET TYPE:

DP MP RAZED

Permission to photocopy for personal use only. © Games Workshop Ltd 2022

CRUSADE ARMY

The imposing Vior'lan cadre pictured here is only a portion of veteran miniatures designer Matt Holland's mighty T'au Empire collection. Drawn together to form the foundation of his new Crusade army, however, it represents a powerful and striking tabletop force in its own right.

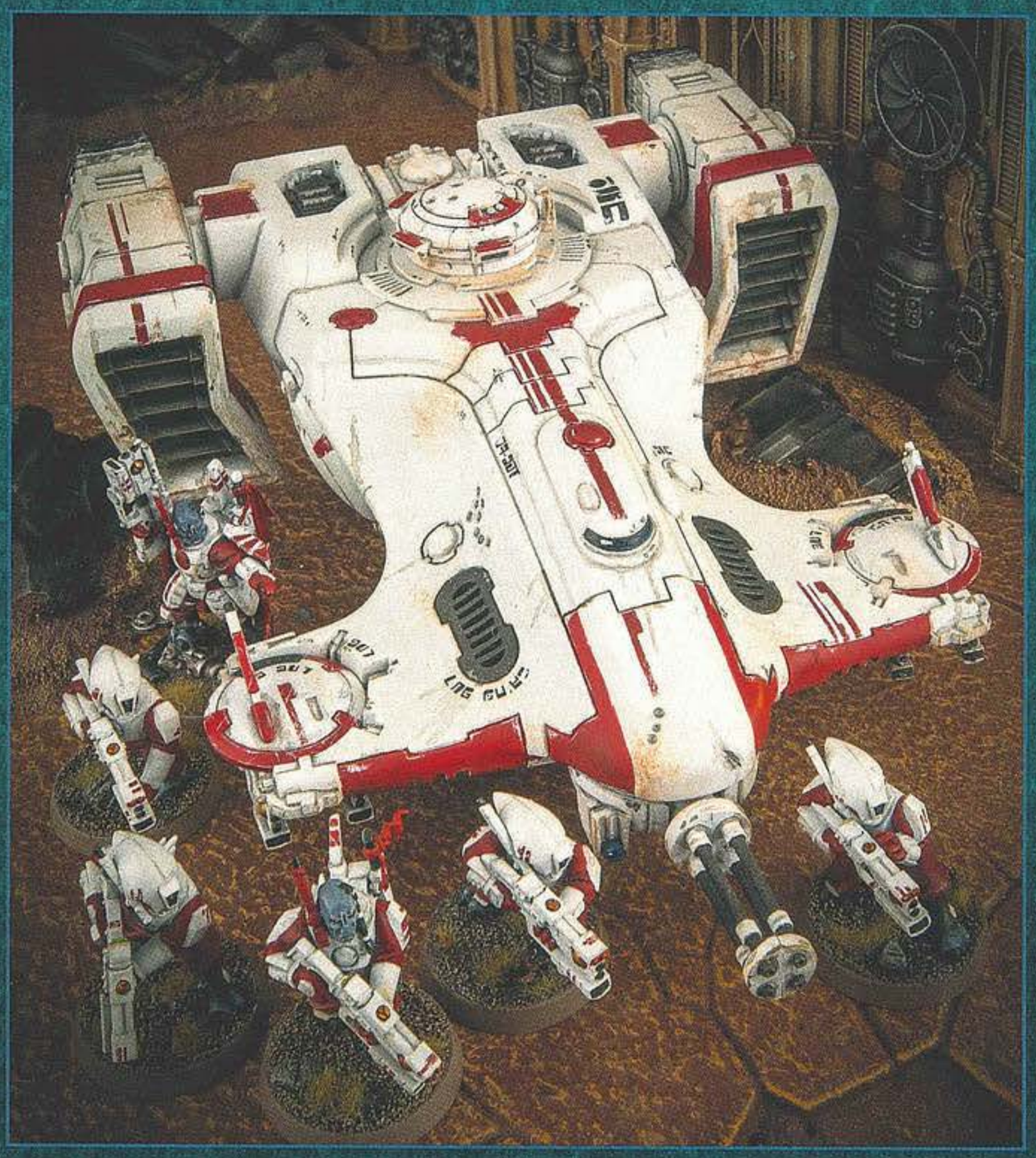
A mixture of gaming style, aesthetics and in-world background drew Matt Holland to the T'au. Matt enjoys the polarised challenge of playing with an army that, in his words, 'does its best work all in one phase'. Coupled with the hyper-technological military look to the T'au, and their adherence to the Code of Fire in all matters of war, he was soon teetering on the brink of becoming a T'au collector. Yet it was a single piece of artwork that tipped him over the edge. Matt was so inspired by the iconic Cities of Death artwork of Vior'lan T'au battling Vostroyan Imperial Guardsmen that he suddenly found himself with his new army project and his colour scheme all decided at once! As with all the best Warhammer 40,000 collections, this T'au Empire army has kept growing ever since.

Drawing together elements of that wider collection for this new Crusade force has seen Matt become enthused for his T'au all over again, and it isn't hard to see why. The initial force he has chosen boasts numerous conversions that help to make the army unique. Shas'vre Lightpath in his re-posed Riptide Battlesuit; the heavily converted Cadre Fireblade Shas'nel Vash'na with his scratch-sculpted cloak; the Piranha diving into battle atop its adapted flight stand complete with hand-moulded ball socket; even minor alterations such as the Fire Warrior reloading their pulse rifle: all these flourishes bring the army to life on the tabletop. Indeed, of all of them, small but noticeable conversions scattered through your rank and file units is one of the simplest and most effective means of giving your collection its own identity and character.

The hot-tempered and daring nature of the Vior'lans has always been a draw for Matt, and was part of the inspiration for another impressive – yet surprisingly subtle – conversion visible in this force. The XV8 Crisis Battlesuit Team who fight alongside Shas'nel Vash'na are, in fact, built from a first generation Crisis Battlesuit kit adapted and re-posed to lend the dynamism that so epitomises the Hunter Cadres of Vior'la Sept.

Nor is it only conversions and paintwork that this background has inspired. To Matt's thinking, the ties that the Vior'lan Fire Caste possess to the renegade Commander O'Shovah would engender a degree of unofficial sympathy for the armies of the Enclaves. As such, in his wider collection, Matt has a sizeable red-clad T'au force led by a converted Commander Brightsword, with whom the army pictured here share closer ties than perhaps the Ethereals might like. As Matt plays through some games with his Crusade force, therefore, it's quite likely that he will start to incorporate elements of his Farsight Enclaves collection to reinforce their ranks, generating a personalised backstory. Crusade is perfect for such creativity, and for providing inspiration to add new units to your collection along the way!









DATASHEETS

This section contains the datasheets that you will need to fight battles with your T'au Empire miniatures, as well as an explanation of any selectable keywords those datasheets might have and details of army-specific abilities. You can find out how to use datasheets in the Warhammer 40,000 Core Book.

THE <SEPT> KEYWORD

Many datasheets in this section have the **<SEPT>** keyword. This is a keyword that you can select for yourself, as described in the Warhammer 40,000 Core Book, with the guidance detailed below.

Most T'au Empire units are drawn from a sept. When you include such a unit in your army, you must nominate which sept it is from and then replace the **<SEPT>** keyword in every instance on its datasheet with the name of your chosen sept. This could be one of the septs detailed in a Warhammer 40,000 publication, or one of your own design.

While the Farsight Enclaves are not themselves a sept, for all rules purposes we treat them as such, and the **<SEPT>** keyword can be replaced with the **FARSIGHT ENCLAVES** keyword.

Example: If you include a Cadre Fireblade in your army, and you decide he is from Vior'la, his **<SEPT>** *keyword becomes* **VIOR'LA** *and his Volley Fire ability reads: 'While a friendly* **VIOR'LA CORE** *unit is within 6" of this unit's* **CADRE FIREBLADE** *model, each time a* **CORE** *model in that unit makes an attack with a pulse weapon (pg 130), an unmodified hit roll of 6 scores one additional hit.'*

If your army is Battle-forged, you cannot include units from two different T'au septs in the same Detachment. You can find out more about Battle-forged armies in the Warhammer 40,000 Core Book.

WEAPON PROFILES

The weapon profiles found on a unit's datasheet describe the primary weapons that models in that unit can be equipped with. Some weapons are only referenced on a datasheet; profiles for these, and all other weapons, can be found on pages 130-132.

PHILOSOPHIES OF WAR

If every unit from your army (excluding **T'AU AUXILIARY**, **SUPREME COMMANDER** and **UNALIGNED** units) is from the same Sept, then at the start of the battle, when you have determined who has the first turn, you can select one of the Tactical Philosophies below. **T'AU EMPIRE** units (excluding **T'AU AUXILIARY** units) from your army gain the benefits of that Tactical Philosophy. If both players have a similar ability, the player who has the first turn chooses first.

TACTICAL PHILOSOPHY

MONT'KA — BATTLE ROUNDS 1-3

In battle rounds 1-3:

- Each time this unit makes a Normal Move or Advances in your Movement phase, until the end of your Shooting phase, it counts as having Remained Stationary.
- Each time a model in this unit makes a ranged attack that targets the closest eligible enemy unit within the range shown in the table below, improve the Armour Penetration characteristic of that attack by 1 and re-roll a wound roll of 1.

CURRENT BATTLE ROUND	RANGE
1	18"
2	12"
3	9"

TACTICAL PHILOSOPHY

KAUYON — BATTLE ROUNDS 3-5

In battle rounds 3-5:

- This unit is eligible to shoot in a turn in which it Fell Back, but if it does, then until the end of the turn, each time a model in this unit makes a ranged attack, subtract 1 from that attack's hit roll.
- Each time a model in this unit makes a ranged attack that targets the closest eligible enemy unit within 12", if that model is not within Engagemnent Range of any enemy units and did not Fall Back this turn, on an unmodified hit roll of the value shown in the table below, if that attack scores a hit, it scores 1 additional hit.

CURRENT BATTLE ROUND	UNMODIFIED HIT ROLL
3	6
4	5+
5	4+

ABILITIES

A unit's datasheet will list all the abilities it has. Certain abilities that are common to many units are only referenced on the datasheets rather than described in full. These abilities are described below.

BATTLESUITS

BATTLESUIT models in this unit can make attacks with ranged weapons even when their unit is within Engagement Range of enemy units, but they can only make such attacks against enemy units that they are within Engagement Range of. In such circumstances, those models can target an enemy unit even if other friendly units are within Engagement Range of the same enemy unit.

Note that if a **BATTLESUIT** model has more than one ranged weapon, you can still choose to target units that are not within Engagement Range of its unit, but it will only be able to make the attacks with that weapon if all enemy units within Engagement Range of its unit have been destroyed when you come to resolve those attacks. In addition, when a **BATTLESUIT** model shoots a Heavy weapon, subtract 1 from the hit rolls when resolving that weapon's attacks while any enemy units are within Engagement Range of that model's unit.

MARKERLIGHTS

Units in your army can perform the following action:

'**Fire Markerlights (Action):** One or more **MARKERLIGHT** units from your army can start to perform this action at the start of your Movement phase. **AIRCRAFT MARKERLIGHT** units can perform this action. The action is completed at the start of your next Shooting phase. If this action is successfully completed, for each model in that unit that is equipped with one or more markerlights, for each markerlight that model is equipped with, select one enemy unit within 36" of that model that would be an eligible target for that model if its unit had been selected to shoot, and roll one D6: on a 3+, that enemy unit gains one Markerlight token.'

While a **VEHICLE** or **DRONE** unit is performing the Fire Markerlights action, that unit can move without that action failing. If it does, until the end of the turn, models in that unit without the **VEHICLE** or **DRONE** keyword that are equipped with any markerlights are treated as not being equipped with any markerlights for the purpose of the Fire Markerlights action.

Each time a **T'AU EMPIRE** unit (excluding **T'AU AUXILIARY** units) is selected to shoot:

- Each time a model in that unit makes a ranged attack against a unit with one or more Markerlight tokens, add 1 to that attack's hit roll.
- After that unit has finished making attacks, for each enemy unit targeted by those attacks, remove one Markerlight token from that enemy unit.

At the end of your Shooting phase, remove all Markerlight tokens from enemy units.

MANTA STRIKE

During deployment, you can set up this unit in a Manta hold instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

AMBUSHING PREDATORS

At the start of the first battle round, models in this unit can make a Normal Move of up to 7". They cannot end this move within 9" of any enemy models.

INSPIRED TO GREATNESS

In your Command phase, select one friendly **T'AU EMPIRE CORE** or **T'AU AUXILIARY** unit within 6" of this unit's **ETHEREAL** model (excluding **FARSIGHT ENCLAVES** units). Until the start of your next Command phase, while that unit is performing an action, it can make ranged attacks without that action failing.





DRONES

Many datasheets in this section can be equipped with DRONE models. In addition, some VEHICLE models can start the battle with any DRONES they are equipped with docked with that model.

The profiles, wargear, abilities and keywords for DRONE models can be found below:

PROFILES

Advanced Guardian Drone, **Command-link Drone**, **Grav-inhibitor Drone**, **Guardian Drone**, **Gun Drone**, **Marker Drone**, **Missile Drone**, **Pulse Accelerator Drone**, **Sniper Drone** and **Stealth Drone** models have the profile shown below:

M	WS	BS	S	T	W	A	Ld	Sv
10"	5+	5+	3	4	1	1	6	4+

Shield Drone and **Shielded Missile Drone** models have the profile shown below:

M	WS	BS	S	T	W	A	Ld	Sv
10"	5+	5+	3	4	2	1	6	4+

Interceptor Drone models have the profile shown below:

M	WS	BS	S	T	W	A	Ld	Sv
20"	5+	5+	3	4	1	1	6	4+

Recon Drone models have the profile shown below:

M	WS	BS	S	T	W	A	Ld	Sv
10"	5+	5+	3	4	3	1	6	4+

ABILITIES

All DRONE models have the following abilities:

Manta Strike (pg 93)

Valued Sacrifice: Each time a DRONE model in this unit is destroyed, it is ignored for the purpose of Morale tests if this unit also contains models without the DRONE keyword.

Artificial Helpers: DRONE models are ignored for the purposes of:

- The Look Out, Sir rule.
- Determining this unit's Starting Strength, and whether this unit is below Half-strength.
- Determining this unit's Toughness characteristic, if it also contains models without the DRONE keyword.

Limited Parameters: If this unit contains only DRONE models, this unit cannot perform actions (excluding the Fire Markerlights action, page 93) and loses the Objective Secured ability if it has it, and cannot gain it through any means.

Docked Drone: If this model is docked with another:

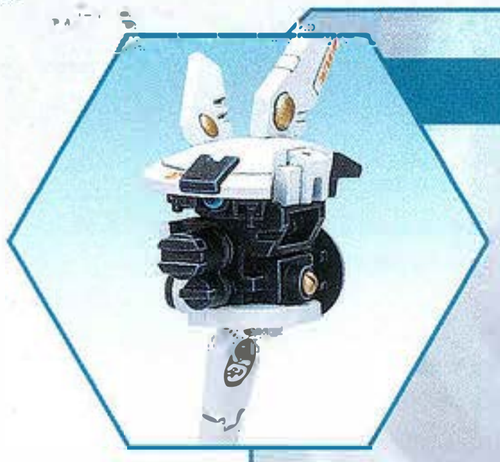
- Any weapons this model is equipped with are considered to be equipped to the model it is docked with instead.
- Attacks cannot be allocated to this model and it does not count as a model on the battlefield for any rules purposes.
- If the model it is docked with is destroyed, this DRONE model is destroyed as well.

KEYWORDS

All Drone models have the following Faction Keywords: **T'AU EMPIRE**, **<SEPT>**.

All Drone models have the following Keywords: **DRONE**, **FLY**.

- Drone models do not gain the keywords of any units that contain them (excluding Tactical Drones, page 115).
- For the purposes of interacting with terrain features, Drone models count as having the INFANTRY keyword.

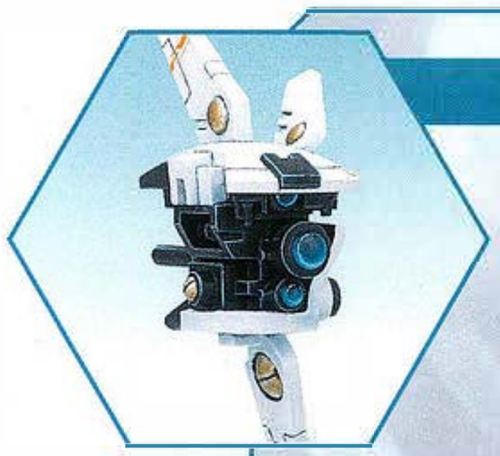


ADVANCED GUARDIAN DRONE

KEYWORDS: ADVANCED GUARDIAN DRONE

ABILITIES

Advanced Guardian Shield Generator: This model has a 4+ invulnerable save. This unit cannot be selected as a target for ranged attacks unless it is the closest eligible target to the firing model.

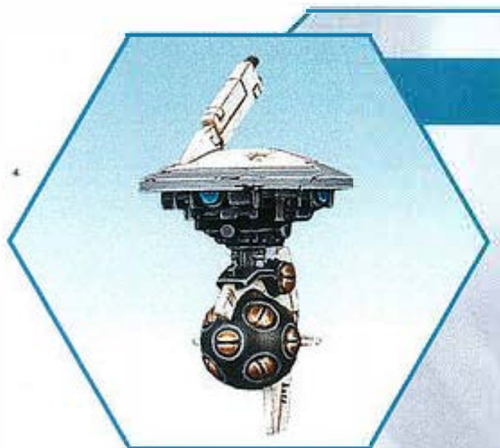


COMMAND-LINK DRONE

KEYWORDS: COMMAND-LINK DRONE

ABILITIES

Command-link: Add 3" to the range of this unit's aura abilities (to a maximum of 12"). Each time a model in this unit uses an ability in your Command phase (excluding aura abilities), add 3" to the range of that ability.



GRAV-INHIBITOR DRONE

KEYWORDS: GRAV-INHIBITOR DRONE

ABILITIES

Gravity Wave Projector: Subtract 2 from charge rolls made for any unit that declares a charge against this unit.



GUARDIAN DRONE

KEYWORDS: GUARDIAN DRONE

ABILITIES

Guardian Shield Generator: This model has a 4+ invulnerable save. Each time a ranged attack is made against this unit, an unmodified wound roll of 1-2 for that attack fails, irrespective of any abilities that the weapon or the model making the attack may have.



GUN DRONE

KEYWORDS: GUN DRONE

A Gun Drone is equipped with: 2 pulse carbines.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Pulse carbine	24"	Assault 2	5	0	1	-

ABILITIES

Threat Identification Protocol: Each time this model makes a ranged attack, it can only target the nearest eligible unit.

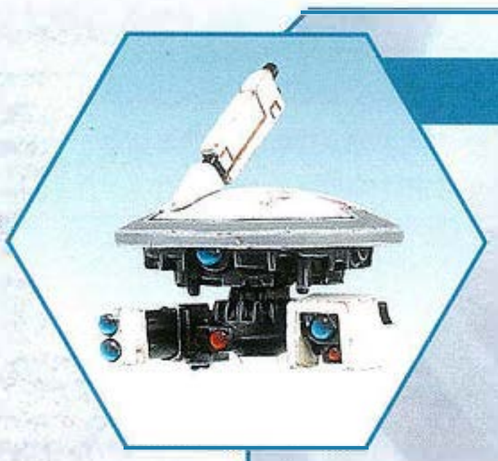


INTERCEPTOR DRONE

KEYWORDS: INTERCEPTOR DRONE

An Interceptor Drone is equipped with: 2 ion rifles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ion rifle	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	30"	Heavy 3	7	-2	1	-
- Overcharge	30"	Heavy 3	8	-2	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.



MARKER DRONE

KEYWORDS: MARKER DRONE

A Marker Drone is equipped with: markerlight.

OTHER WARGEAR	ABILITIES
Markerlight	The bearer gains the **MARKERLIGHT** keyword.



MISSILE DRONE

KEYWORDS: MISSILE DRONE

A Missile Drone is equipped with: missile pod.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Missile pod	30"	Assault 2	7	-2	2	-



PULSE ACCELERATOR DRONE

KEYWORDS: PULSE ACCELERATOR DRONE

ABILITIES

Pulse Accelerator: Each time a model in this unit makes an attack with a pulse weapon (pg 130), improve the Armour Penetration characteristic of that attack by 1.



RECON DRONE

KEYWORDS: RECON DRONE

A Recon Drone is equipped with: burst cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burst cannon	18"	Assault 6	5	0	1	-

ABILITIES

Recon Suite: Each time a model in this unit makes a ranged attack that targets a unit within 18", the target does not receive the benefits of Light Cover against that attack.

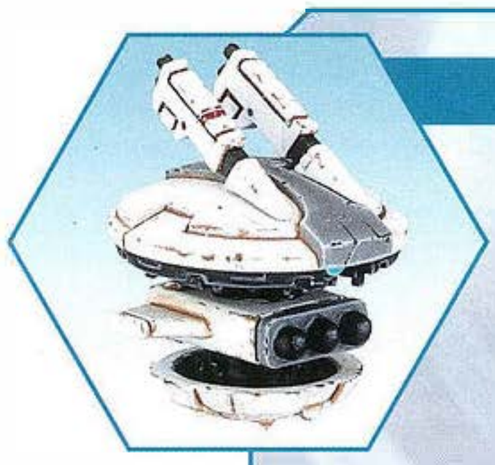


SHIELD DRONE

KEYWORDS: SHIELD DRONE

ABILITIES

Drone Shield Generator: This model has a 4+ invulnerable save.



SHIELDED MISSILE DRONE

KEYWORDS: SHIELDED MISSILE DRONE

A Shielded Missile Drone is equipped with: missile pod.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Missile pod	30"	Assault 2	7	-2	2	-

ABILITIES

Drone Shield Generator: This model has a 4+ invulnerable save.



SNIPER DRONE

KEYWORDS: SNIPER DRONE

A Sniper Drone is equipped with: longshot pulse rifle.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Longshot pulse rifle	48"	Rapid Fire 1	5	-2	1	-



STEALTH DRONE

KEYWORDS: STEALTH DRONE

ABILITIES

Stealth Field Generator: This unit cannot be selected as a target for ranged attacks unless it is the closest eligible target to the firing model or the firing model is within 12" of it.



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

COMMANDER SHADOWSUN

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Commander Shadowsun	10"	3+	2+	5	5	7	4	10	3+

Commander Shadowsun is equipped with: flechette launcher; 2 high-energy fusion blasters; light missile pod; pulse pistol; Advanced Guardian Drone; Command-link Drone (pg 95). Your army can only include one **COMMANDER SHADOWSUN** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Dispersed fusion blaster	18"	Assault 2	7	-4	2	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of 3.
Flechette launcher	18"	Assault 5	3	0	1	-
High-energy fusion blaster	24"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Light missile pod	24"	Assault 2	7	-1	2	-
Pulse pistol	12"	Pistol 1	5	0	1	-

WARGEAR OPTIONS

- Commander Shadowsun's 2 high-energy fusion blasters can be replaced with one of the following: 1 high-energy fusion blaster and 1 dispersed fusion blaster; 2 dispersed fusion blasters.

ABILITIES

Battlesuits, Manta Strike (pg 93)

Defender of the Greater Good: In your Command phase, select one friendly **T'AU EMPIRE CORE** or **T'AU EMPIRE CHARACTER** unit within 6" of this unit's **COMMANDER SHADOWSUN** model. Until the start of your next Command phase, each time a **CORE** or **CHARACTER** model in that unit makes an attack, you can re-roll the hit roll.

Camouflage Fields: While this unit's **COMMANDER SHADOWSUN** model has any wounds remaining, each time a ranged attack is made against this unit, subtract 1 from that attack's hit roll.

XV22 Stalker Battlesuit: This unit's **COMMANDER SHADOWSUN** model has a 5+ invulnerable save.

Master of War (Aura): While a friendly **T'AU EMPIRE CORE** unit is within 6" of this unit's **COMMANDER SHADOWSUN** model, each time a **CORE** model in that unit makes an attack, re-roll a hit roll of 1.

Infiltrator: During deployment, when you set up this unit, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

Hero of the Empire: If your army is Battle-forged, this unit's **COMMANDER SHADOWSUN** model must be your army's **WARLORD**. If more than one model in your army has a rule to this effect, then one of those models must be your army's **WARLORD**.

FACTION KEYWORDS: **T'AU EMPIRE, T'AU SEPT**
KEYWORDS: **INFANTRY, CHARACTER, BATTLESUIT, FLY, SUPREME COMMANDER, JET PACK, COMMANDER, SHADOWSUN**

COMMANDER FARSIGHT

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Commander Farsight	10"	2+	2+	5	5	7	5	10	3+

Commander Farsight is equipped with: high-intensity plasma rifle; Dawn Blade. Your army can only include one **COMMANDER FARSIGHT** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
High-intensity plasma rifle	36"	Assault 2	8	-4	3	-
Dawn Blade	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	x2	-3	3	-
- Sweep	Melee	Melee	+1	-2	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.

ABILITIES

Battlesuits, Manta Strike (pg 93)

Tactical Acumen: In your Command phase, you can select one friendly <**SEPT**> **CRISIS CORE** unit within 9" of this unit's **CRISIS BATTLESUIT COMMANDER** model. Until the end of the turn:

- That unit is eligible to shoot and declare a charge with in a turn in which it Fell Back.
- Each time a **CORE** model in that unit makes a ranged attack, you can ignore any or all hit roll modifiers.

Way of the Short Blade: At the start of the Fight phase, you can select one friendly **FARSIGHT ENCLAVES CORE** unit within 6" of this model; until the end of the phase, each time a **CORE** model in that unit makes an attack, add 1 to that attack's hit roll.

Master of War (Aura): While a friendly **FARSIGHT ENCLAVES CORE** unit is within 6" of this model, each time a **CORE** model in that unit makes an attack, re-roll a hit roll of 1.

Enclave Commander: If your army is Battle-forged, this model must be your army's **WARLORD**. If more than one model in your army has a rule to this effect, then one of those models must be your army's **WARLORD**.

Shield Generator: This model has a 4+ invulnerable save.



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

FACTION KEYWORDS: **T'AU EMPIRE, FARSIGHT ENCLAVES**
KEYWORDS: **INFANTRY, CHARACTER, BATTLESUIT, FLY, JET PACK, COMMANDER, FARSIGHT**





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

COMMANDER IN CRISIS BATTLESUIT — 7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Commander in Crisis Battlesuit	10"	3+	2+	5	5	6	4	10	3+

A Commander in Crisis Battlesuit is equipped with: burst cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Airbursting fragmentation projector	24"	Assault D6	4	-1	1	Blast. This weapon can target units that are not visible to the bearer.
Burst cannon	18"	Assault 6	5	0	1	-
Cyclic ion blaster	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	18"	Assault 3	7	-2	1	-
- Overcharge	18"	Assault 3	8	-2	2	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Fusion blaster	18"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Missile pod	30"	Assault 2	7	-2	2	-
Plasma rifle	30"	Assault 1	8	-4	3	-
T'au flamer	12"	Assault D6+2	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.

OTHER WARGEAR	ABILITIES
Counterfire defence system	The bearer gains the **COUNTERFIRE DEFENCE SYSTEM** keyword.
Early warning override	• Each time the bearer fires Overwatch, it scores hits on unmodified hit rolls of 5+, instead of 6. • Each time you use the Fire Overwatch Stratagem, if the bearer is on the battlefield and its unit is selected to fire Overwatch, reduce the CP cost of that Stratagem by 1CP (to a minimum of 0CP). Note that the CP cost is only reduced by 1CP for that use of the Stratagem; any future usages of it cost the normal amount of CPs.
Iridium battlesuit	The bearer has a Save characteristic of 2+.
Multi-tracker	Each time a ranged attack made by the bearer targets a unit containing 6 or more models, an unmodified hit roll of 6 scores 1 additional hit. Maximum 1 per model.
Shield generator	The bearer has a 4+ invulnerable save.
Target lock	Each time the bearer makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.
Velocity tracker	Each time a ranged attack is made by the bearer against a unit that can **FLY**, add 1 to that attack's hit roll. Maximum 1 per model.

WARGEAR OPTIONS

- The Commander in Crisis Battlesuit's burst cannon can be replaced with up to four of the following, in any combination: 1 airbursting fragmentation projector; 1 burst cannon; 1 counterfire defence system; 1 cyclic ion blaster; 1 early warning override; 1 fusion blaster; 1 missile pod; 1 multi-tracker; 1 plasma rifle; 1 shield generator; 1 target lock; 1 T'au flamer; 1 velocity tracker.
- The Commander in Crisis Battlesuit can be equipped with 1 iridium battlesuit.
- This unit can be equipped with up to two of the following, in any combination **(Power Rating +1)**: 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (pg 94-97).

ABILITIES

Battlesuits, Manta Strike (pg 93)

Master of War (Aura): While a friendly **<SEPT> CORE** unit is within 6" of this unit's **CRISIS BATTLESUIT COMMANDER** model, each time a **CORE** model in that unit makes an attack, re-roll a hit roll of 1.

Tactical Acumen: In your Command phase, you can select one friendly **<SEPT> CRISIS CORE** unit within 9" of this unit's **CRISIS BATTLESUIT COMMANDER** model. Until the end of the turn:

- That unit is eligible to shoot and declare a charge with in a turn in which it Fell Back.
- Each time a **CORE** model in that unit makes a ranged attack, you can ignore any or all hit roll modifiers.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **INFANTRY, CHARACTER, BATTLESUIT, FLY, JET PACK, CRISIS, COMMANDER**

COMMANDER IN ENFORCER BATTLESUIT

8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Commander in Enforcer Battlesuit	8"	3+	2+	5	5	7	4	10	2+

A Commander in Enforcer Battlesuit is equipped with: burst cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Airbursting fragmentation projector	24"	Assault D6	4	-1	1	Blast. This weapon can target units that are not visible to the bearer.
Burst cannon	18"	Assault 6	5	0	1	-
Cyclic ion blaster	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	18"	Assault 3	7	-2	1	-
- Overcharge	18"	Assault 3	8	-2	2	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Fusion blaster	18"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Missile pod	30"	Assault 2	7	-2	2	-
Plasma rifle	30"	Assault 1	8	-4	3	-
T'au flamer	12"	Assault D6+2	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.

OTHER WARGEAR	ABILITIES
Positional relay	Once per battle round, when you set up a friendly <SEPT> Strategic Reserves unit, the bearer can use this wargear item. If it does, that unit counts the battle round number as one higher than the current battle round number for the purpose of determining where it is set up, but when doing so it must be set up within 6" of the bearer.
Shield generator	The bearer has a 4+ invulnerable save.
Velocity tracker	Each time a ranged attack is made by the bearer against a unit that can FLY, add 1 to that attack's hit roll. Maximum 1 per model.

WARGEAR OPTIONS

- The Commander in Enforcer Battlesuit's burst cannon can be replaced with up to four of the following, in any combination: 1 airbursting fragmentation projector; 1 burst cannon; 1 cyclic ion blaster; 1 fusion blaster; 1 missile pod; 1 plasma rifle; 1 positional relay; 1 shield generator; 1 T'au flamer; 1 velocity tracker.
- This unit can be equipped with up to two of the following, in any combination (**Power Rating +1**): 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (pg 94-97).

ABILITIES

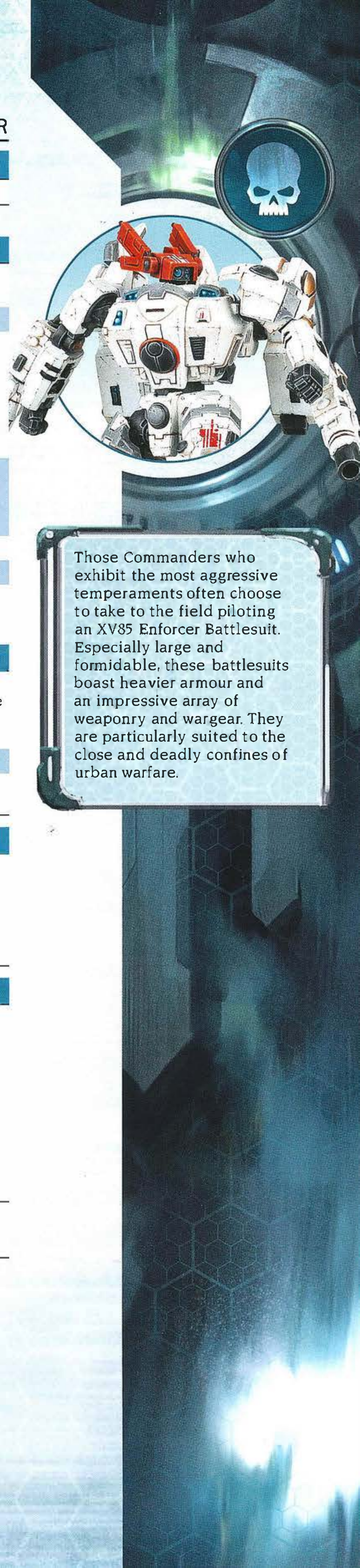
Battlesuits, Manta Strike (pg 93)

Hardened Armour: Each time an attack is allocated to this unit's **ENFORCER BATTLESUIT COMMANDER** model, subtract 1 from the Damage characteristic of that attack (to a minimum of 1).

Master of War (Aura): While a friendly **<SEPT> CORE** unit is within 6" of this unit's **ENFORCER BATTLESUIT COMMANDER** model, each time a **CORE** model in that unit makes an attack, re-roll a hit roll of 1.

Resolute Firebase: In your Command phase, you can select one friendly **<SEPT> CRISIS CORE** unit within 9" of this unit's **ENFORCER BATTLESUIT COMMANDER** model. Until the start of your next Command phase, that unit gains the Objective Secured ability.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **INFANTRY, CHARACTER, BATTLESUIT, FLY, JET PACK, ENFORCER, COMMANDER**



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.



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.

COMMANDER IN COLDSTAR BATTLESUIT — 7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Commander in Coldstar Battlesuit	14"	3+	2+	5	5	7	4	10	3+

A Commander in Coldstar Battlesuit is equipped with: high-output burst cannon; target lock.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Airbursting fragmentation projector	24"	Assault D6	4	-1	1	Blast. This weapon can target units that are not visible to the bearer.
Burst cannon	18"	Assault 6	5	0	1	-
High-output burst cannon	18"	Assault 10	5	-1	1	-
Fusion blaster	18"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Missile pod	30"	Assault 2	7	-2	2	-
Plasma rifle	30"	Assault 1	8	-4	3	-
T'au flamer	12"	Assault D6+2	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.

OTHER WARGEAR	ABILITIES
Positional relay	Once per battle round, when you set up a friendly <SEPT> Strategic Reserves unit, the bearer can use this wargear item. If it does, that unit counts the battle round number as one higher than the current battle round number for the purpose of determining where it is set up, but when doing so it must be set up within 6" of the bearer.
Shield generator	The bearer has a 4+ invulnerable save.
Target lock	Each time the bearer makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.
Velocity tracker	Each time a ranged attack is made by the bearer against a unit that can **FLY**, add 1 to that attack's hit roll. Maximum 1 per model.

WARGEAR OPTIONS

- The Commander in Coldstar Battlesuit's high-output burst cannon can be replaced with one of the following: 1 airbursting fragmentation projector; 1 burst cannon; 1 fusion blaster; 1 missile pod; 1 plasma rifle; 1 positional relay; 1 shield generator; 1 T'au flamer; 1 velocity tracker.
- The Commander in Coldstar Battlesuit can be equipped with up to three of the following, in any combination: 1 airbursting fragmentation projector; 1 burst cannon; 1 fusion blaster; 1 missile pod; 1 plasma rifle; 1 positional relay; 1 shield generator; 1 T'au flamer; 1 velocity tracker.
- This unit can be equipped with up to two of the following, in any combination **(Power Rating +1)**: 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (pg 94-97).

ABILITIES

Battlesuits, Manta Strike (pg 93)

High-altitude Manoeuvres: Once per battle, at the start of your Movement phase, you can remove this unit from the battlefield. If you do, then in the Reinforcements step of that phase, you can do one of the following:

- Set this unit back up on the battlefield, anywhere that is more than 9" away from any enemy models.
- If the mission you are playing is using the Strategic Reserves rule, place this unit into Strategic Reserves.

Master of War (Aura): While a friendly <SEPT> **CORE** unit is within 6" of this unit's **COLDSTAR BATTLESUIT COMMANDER** model, each time a **CORE** model in that unit makes an attack, re-roll a hit roll of 1.

Aggressive Tactics: In your Command phase, you can select one friendly <SEPT> **CRISIS CORE** unit within 9" of this unit's **COLDSTAR BATTLESUIT COMMANDER** model. Until the end of the turn, each time that unit Advances, do not make an Advance roll. Instead, until the end of the phase, add 8" to the Move characteristic of models in that unit.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **INFANTRY, CHARACTER, BATTLESUIT, FLY, JET PACK, COLDSTAR, COMMANDER**

CADRE FIREBLADE

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Cadre Fireblade	6"	4+	3+	3	3	4	3	8	4+

A Cadre Fireblade is equipped with: Fireblade pulse rifle; markerlight.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fireblade pulse rifle	36"	Rapid Fire 1	5	-2	2	-

OTHER WARGEAR	ABILITIES
Markerlight	The bearer gains the **MARKERLIGHT** keyword.

WARGEAR OPTIONS

- This unit can be equipped with up to two of the following, in any combination (**Power Rating +1**): 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (pg 94-97).

ABILITIES

Volley Fire (Aura): While a friendly **<SEPT> CORE** unit is within 6" of this unit's **CADRE FIREBLADE** model, each time a **CORE** model in that unit makes an attack with a pulse weapon (pg 130), an unmodified hit roll of 6 scores one additional hit.

Target Sighted: In your Command phase, select one friendly **<SEPT> FIRE WARRIOR TEAM** unit within 9" of this unit's **CADRE FIREBLADE** model; until the start of your next Command phase, each time a **CORE** model in that unit makes a ranged attack, re-roll a hit roll of 1.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **INFANTRY, CHARACTER, PHOTON GRENADES, CADRE FIREBLADE**



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

KROOT SHAPER

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Kroot Shaper	7"	2+	4+	4	3	4	3	8	6+

A Kroot Shaper is equipped with: Shaper Kroot rifle; ritual blade.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot pistol	12"	Pistol 1	5	-1	1	-
Shaper Kroot rifle	24"	Rapid Fire 2	4	-1	1	-
Pulse rifle	36"	Rapid Fire 1	5	-1	1	-
Ritual blade	Melee	Melee	+1	-1	1	-
Grenade belt	6"	Grenade 2D6	5	-1	1	Blast. The bearer can only shoot with this weapon once per battle.

WARGEAR OPTIONS

- This model's Shaper Kroot rifle can be replaced with 1 pulse rifle.
- This model's ritual blade can be replaced with 1 Kroot pistol and 1 grenade belt.

ABILITIES

Ambushing Predators (pg 93)

Wisest of Their Kind (Aura): While a friendly **KROOT** unit is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

The Shaper Commands (Aura): While a friendly **KROOT** unit is within 6" of this model, each time a model in that unit makes an attack, re-roll a hit roll of 1.

Stealthy Hunter: Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

FACTION KEYWORDS: **T'AU EMPIRE, KROOT**
KEYWORDS: **INFANTRY, CHARACTER, T'AU AUXILIARY, KROOT SHAPER**



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



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.

ETHEREAL

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ethereal	6"	3+	4+	3	3	4	3	10	5+

An Ethereal is equipped with: honour stave.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Honour stave	Melee	Melee	+2	-1	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.

OTHER WARGEAR	ABILITIES
Hover drone	The bearer has a Move characteristic of 10" and the **FLY** keyword.

WARGEAR OPTIONS

- This model can be equipped with 1 hover drone (**Power Rating +1**).
- This unit can be equipped with up to two of the following, in any combination (**Power Rating +1**): 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (pg 94-97).

ABILITIES

Inspired to Greatness (pg 93)

Failure Is Not An Option (Aura): While a friendly **T'AU EMPIRE CORE** unit (excluding **FARSIGHT ENCLAVES** and **T'AU AUXILIARY** units) is within 6" of this unit's **ETHEREAL** model, models in that unit can use this model's Leadership characteristic instead of their own.

Embodiments of the Empire: This model cannot be drawn from the **FARSIGHT ENCLAVES** Sept.

SERENE UNIFIER

This model knows two invocations from the Invocations of the Ethereals (pg 76). In your Command phase, if this model is on the battlefield, it can intone one invocation it knows that has not already been intoned by a friendly model this turn. Roll one D6: on a 3+, the intoned invocation is inspiring and takes effect until the start of your next Command phase.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **INFANTRY, CHARACTER, ETHEREAL**

AUN'VA

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Aun'Va	6"	6+	4+	2	3	6	1	10	5+
2	Ethereal Guard	6"	3+	3+	3	3	2	3	10	5+

Aun'Va is equipped with: nothing. Every Ethereal Guard is equipped with: supreme honour blade. Your army can only include one **AUN'VA** unit.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Supreme honour blade	Melee	Melee	+2	-1	2	-

ABILITIES

Inspired to Greatness (pg 93)

Supreme Loyalty (Aura): While a friendly **T'AU EMPIRE CORE** unit (excluding **FARSIGHT ENCLAVES** and **T'AU AUXILIARY** units) is within 9" of this unit's **ETHEREAL** model, models in that unit can use this unit's Leadership characteristic instead of their own.

Paradox of Duality: Models in this unit have a 5+ invulnerable save. Each time an attack is made against this unit, subtract 1 from that attack's wound roll.

Leadership Caste: This unit can be included in any **T'AU EMPIRE** Detachment (excluding **FARSIGHT ENCLAVES** Detachments) without preventing that Detachment from being a Sept Detachment and without preventing other units in your army from benefiting from a Sept Tenet (pg 55), but this unit can only benefit from a Sept Tenet if every **<SEPT>** unit (excluding **SUPREME COMMANDER** units) in your army is from **T'AU SEPT**.

SERENE UNIFIER

This unit's Aun'va model knows three invocations from the Invocations of the Ethereals (pg 76). In your Command phase, if this unit's Aun'va model is on the battlefield, it can intone up to two invocations it knows that have not already been intoned by a friendly model this turn. Roll one D6: on a 2+, the intoned invocation is inspiring and takes effect until the start of your next Command phase.

FACTION KEYWORDS: **T'AU EMPIRE, T'AU SEPT**
KEYWORDS (AUN'VA): **INFANTRY, CHARACTER, ETHEREAL, AUN'VA**
KEYWORDS (ETHEREAL GUARD): **INFANTRY, ETHEREAL GUARD**



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

AUN'SHI

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Aun'Shi	6"	2+	4+	3	3	5	5	10	7+

Aun'Shi is equipped with: Fidelity. Your army can only include one **AUN'SHI** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fidelity	Melee	Melee	+2	-2	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores one additional hit.

ABILITIES

Inspired to Greatness (pg 93)

Shield Generator: This model has a 4+ invulnerable save.

Leadership Caste: This model can be included in any **T'AU EMPIRE** Detachment (excluding **FARSIGHT ENCLAVES** Detachments) without preventing that Detachment from being a Sept Detachment and without preventing other units in your army from benefiting from a Sept Tenet (pg 55), but this model can only benefit from a Sept Tenet if every **<SEPT>** unit (excluding **SUPREME COMMANDER** units) in your army is from **VIOR'LA**.

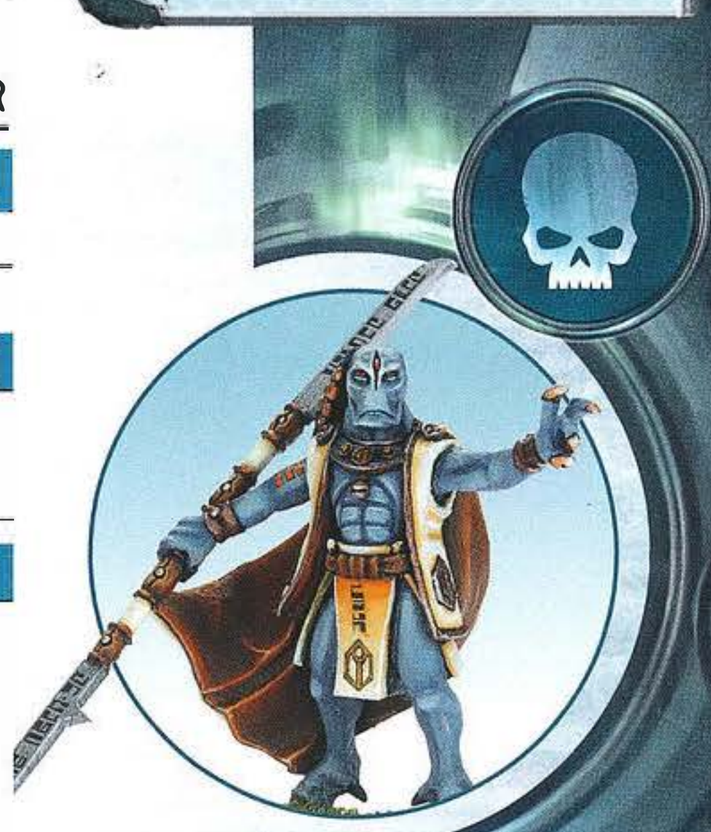
Failure Is Not An Option (Aura): While a friendly **T'AU EMPIRE CORE** unit (excluding **FARSIGHT ENCLAVES** and **T'AU AUXILIARY** units) is within 6" of this model, models in that unit can use this model's Leadership characteristic instead of their own.

Inspirational Defiance (Aura): While a friendly **VIOR'LA CORE** unit is within 6" of this model, each time an enemy unit declares a charge against that friendly unit, if that friendly unit is not within Engagement Range of any enemy units, it can Hold Steady or Set to Defend.

SERENE UNIFIER

This model knows three invocations from the Invocations of the Ethereals (pg 76). In your Command phase, if this model is on the battlefield, it can intone up to two invocations it knows that have not already been intoned by a friendly model this turn. Roll one D6: on a 2+, the intoned invocation is inspiring and takes effect until the start of your next Command phase.

FACTION KEYWORDS: **T'AU EMPIRE, VIOR'LA**
KEYWORDS: **INFANTRY, CHARACTER, ETHEREAL, AUN'SHI**



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



As much a maverick as he is a master of covert operations, Sub-commander E'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 guerilla warfare renders his forces all the more deadly.

DARKSTRIDER

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Darkstrider	7"	3+	2+	3	3	5	3	9	4+

Darkstrider is equipped with: markerlight; Shade. Your army can only include one **DARKSTRIDER** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Shade	24"	Assault 2	5	-2	2	-

OTHER WARGEAR	ABILITIES
Markerlight	The bearer gains the **MARKERLIGHT** keyword.

ABILITIES

Structural Analyser: In your Command phase, you can select one friendly **T'AU SEPT CORE** unit within 6" of this model and one enemy unit visible to this model. Until the end of the turn, each time a model in that **T'AU SEPT CORE** unit makes a ranged attack against that enemy unit, add 1 to that attack's wound roll.

Target Uploaded: This unit can start the Fire Markerlights action at the end of your Movement phase, instead of at the start.

Drone Familiar Cluster: Each time this model is selected to shoot, you can re-roll one hit roll and you can re-roll one wound roll when resolving this model's attacks.

Fighting Retreat (Aura): While a friendly **T'AU SEPT CORE** unit (excluding **BATTLESUIT** units) is within 6" of this model, that unit is eligible to shoot in a turn in which it Fell Back.

Vanguard: At the start of the first battle round, this model can make a Normal Move of up to 7". They cannot end this move within 9" of any enemy models.

FACTION KEYWORDS: **T'AU EMPIRE, T'AU SEPT**
KEYWORDS: **INFANTRY, CHARACTER, PHOTON GRENADES, DARKSTRIDER**



LONGSTRIKE

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Longstrike (8+ wounds remaining)	12"	6+	3+	6	7	14	3	9	3+
	Longstrike (4-7 wounds remaining)	8"	6+	4+	6	7	N/A	D3	9	3+
	Longstrike (1-3 wounds remaining)	4"	6+	5+	6	7	N/A	1	9	3+

Longstrike is equipped with: railgun. This unit is equipped with 2 Gun Drones (pg 94-95). Your army can only include one **LONGSTRIKE** model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ion cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	60"	Heavy 3D3	7	-2	2	-
- Overcharge	60"	Heavy 3D3	8	-2	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Railgun	72"	Heavy 1	14	-6	D3+6	Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack. Each time a successful wound roll is made for an attack with this weapon, the target suffers 3 mortal wounds in addition to any other damage.
Seeker missile	72"	Heavy 1	9	-3	2D3	The bearer can only shoot with each seeker missile it is equipped with once per battle.
Smart missile system	30"	Heavy 4	5	-1	1	This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon, the target does not receive the benefits of Light Cover against that attack.
Accelerator burst cannon	18"	Assault 8	6	-1	1	-

WARGEAR OPTIONS

- Longstrike's railgun can be replaced with 1 ion cannon.
- Longstrike can be equipped with up to 2 seeker missiles.
- Instead of this unit being equipped with 2 Gun Drones, Longstrike can be equipped with one of the following: 2 accelerator burst cannons; 2 smart missile systems.

ABILITIES

Drone Dock: If this unit contains any **DRONE** models, those **DRONE** models begin the battle docked with this unit's **HAMMERHEAD** model.

Gunship Ace: Each time this unit's **HAMMERHEAD** model makes a ranged attack against a **MONSTER** or **VEHICLE** unit, add 1 to that attack's wound roll.

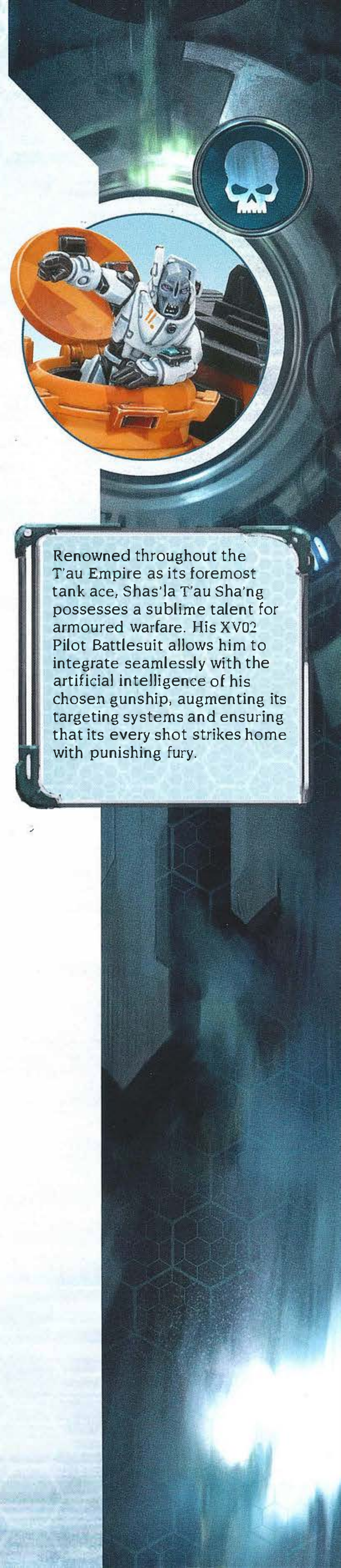
Targeting Array: Each time this unit's **HAMMERHEAD** model is selected to shoot, you can re-roll one hit roll when resolving its attacks.

Hover Tank: Distances are always measured to and from this hull of this unit's **HAMMERHEAD** model.

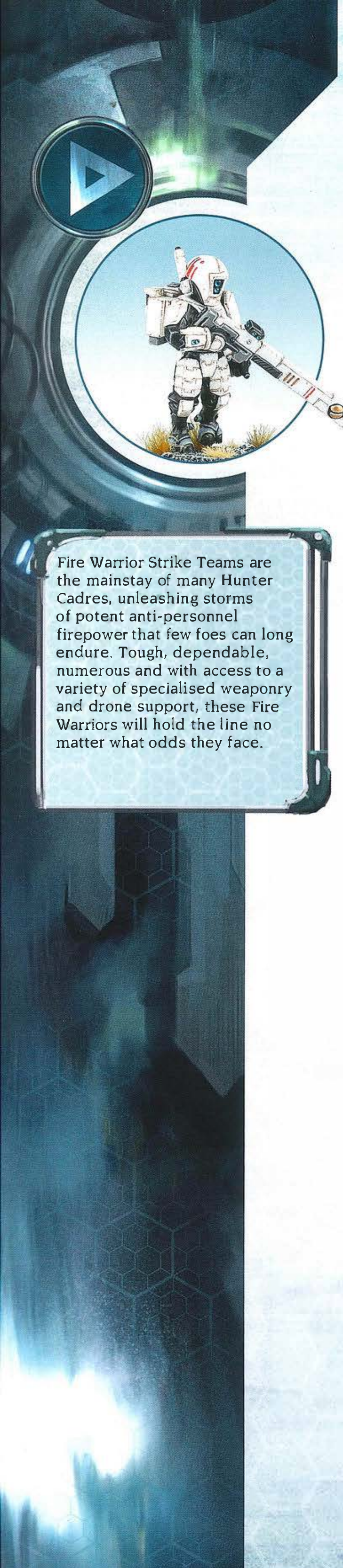
XV02 Pilot Battlesuit: In your Command phase, you can select one other friendly **T'AU SEPT CORE** or **T'AU SEPT HAMMERHEAD** unit within 6" of this unit's **HAMMERHEAD** model. Until the start of your next Command phase, each time a model in that unit makes an attack, the target is treated as having a Markerlight token (pg 93).

Explodes: When this unit's **HAMMERHEAD** model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS: **T'AU EMPIRE, T'AU SEPT**
KEYWORDS: **VEHICLE, CHARACTER, FLY, HAMMERHEAD, LONGSTRIKE**



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



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.

STRIKE TEAM

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9	Fire Warrior	6"	5+	4+	3	3	1	1	7	4+
1	Fire Warrior Shas'ui	6"	5+	4+	3	3	1	2	8	4+
0-1	Support Turret	-	-	4+	3	3	1	-	4	4+

If this unit contains a Support Turret model, it has **Power Rating 5**.

- The Fire Warrior Shas'ui and every Fire Warrior is equipped with: pulse rifle; pulse pistol.
- A Support Turret is equipped with: missile pod.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Missile pod	30"	Assault 2	7	-2	2	-
Pulse carbine	24"	Assault 2	5	0	1	-
Pulse pistol	12"	Pistol 1	5	0	1	-
Pulse rifle	36"	Rapid Fire 1	5	-1	1	-
Smart missile system	30"	Heavy4	5	-1	1	This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon, the target does not receive the benefits of Light Cover against that attack.

OTHER WARGEAR	ABILITIES
Markerlight	The bearer gains the **MARKERLIGHT** keyword.

WARGEAR OPTIONS

- Any number of models can each have their pulse rifle replaced with 1 pulse carbine.
- The Fire Warrior Shas'ui can be equipped with 1 markerlight.
- This unit can be equipped with up to two of the following, in any combination (**Power Rating +1**): 1 Guardian Drone (maximum 1 per unit); 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (pg 94-97).
- The Support Turret's missile pod can be replaced with 1 smart missile system.

ABILITIES

Set Up Turret: If this unit contains a Support Turret, that model is not set up until this unit performs the following action:

'Deploy Turret (Action): In your Command phase, any number of **BREACHER TEAM** or **STRIKE TEAM** units from your army can start to perform this action. The action is completed at the end of your next Movement phase. When it is completed, if that unit contains a Support Turret model that is not on the battlefield and has not been destroyed, set that Support Turret model up on the battlefield in Unit Coherency with that unit.'

DS8 Support Turret: The following rules apply to Support Turret models.

- Support Turret models are ignored for the purposes of determining a unit's Starting Strength, and whether it is below Half-strength.
- The destruction of Support Turret models is ignored for the purpose of Morale Tests.
- Support Turret models do not take up space in a **TRANSPORT**.
- In your Movement phase, each time this unit is selected to move, if it contains a Support Turret model that is on the battlefield you can remove that model from the battlefield (it does not count as destroyed).

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **INFANTRY, CORE, FIRE WARRIOR TEAM, PHOTON GRENADES, STRIKE TEAM**

BREACHER TEAM

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9	Breacher Fire Warrior	6"	5+	4+	3	3	1	1	7	4+
1	Breacher Fire Warrior Shas'ui	6"	5+	4+	3	3	1	2	8	4+
0-1	Support Turret	-	-	4+	3	3	1	-	4	4+

If this unit contains a Support Turret model, it has **Power Rating 6.**

- The Breacher Fire Warrior Shas'ui and every Breacher Fire Warrior is equipped with: pulse blaster; pulse pistol.
- A Support Turret is equipped with: missile pod.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Missile pod	30"	Assault 2	7	-2	2	-
Pulse blaster	Before selecting targets, select one of the profiles below to make attacks with.					
- Close range	8"	Assault 2	6	-2	1	-
- Long range	14"	Assault 2	5	-1	1	-
Pulse pistol	12"	Pistol 1	5	0	1	-
Smart missile system	30"	Heavy 4	5	-1	1	This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon, the target does not receive the benefits of Light Cover against that attack.

OTHER WARGEAR	ABILITIES
Markerlight	The bearer gains the **MARKERLIGHT** keyword.

WARGEAR OPTIONS

- The Breacher Fire Warrior Shas'ui can be equipped with 1 markerlight.
- This unit can be equipped with up to two of the following, in any combination (**Power Rating +1**): 1 Guardian Drone (maximum 1 per unit); 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (pg 94-97).
- The Support Turret's missile pod can be replaced with 1 smart missile system.

ABILITIES

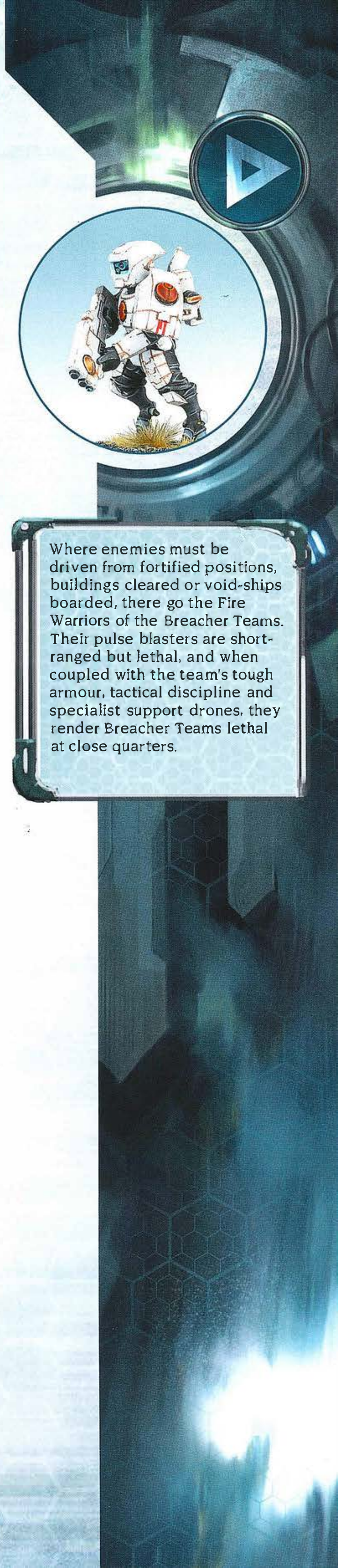
Set Up Turret: If this unit contains a Support Turret, that model is not set up until this unit performs the following action:

'Deploy Turret (Action): In your Command phase, any number of **BREACHER TEAM** or **STRIKE TEAM** units from your army can start to perform this action. The action is completed at the end of your next Movement phase. When it is completed, if that unit contains a Support Turret model that is not on the battlefield and has not been destroyed, set that Support Turret model up on the battlefield in Unit Coherency with that unit.'

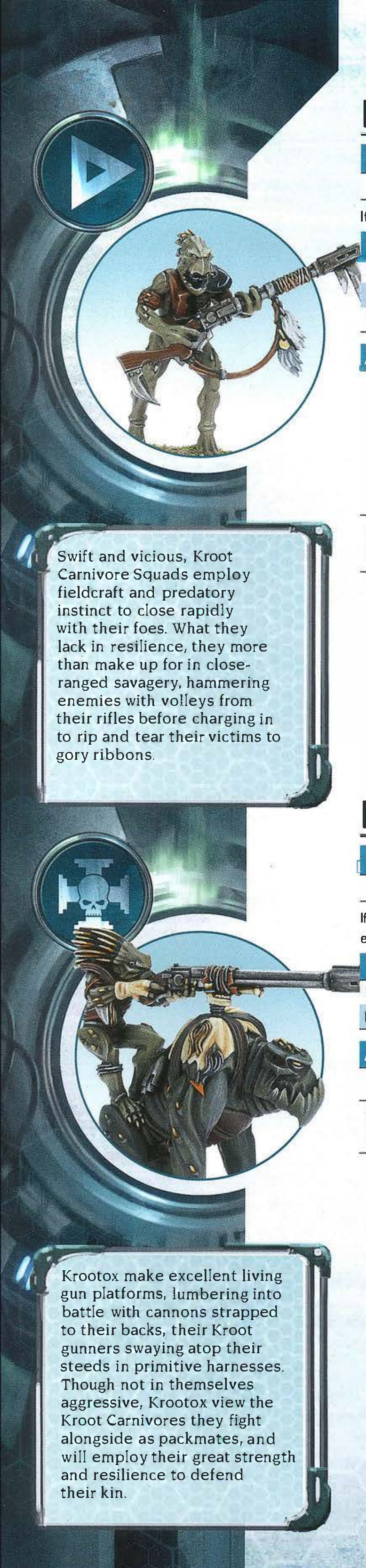
DS8 Support Turret: The following rules apply to Support Turret models.

- Support Turret models are ignored for the purposes of determining a unit's Starting Strength, and whether it is below Half-strength.
- The destruction of Support Turret models is ignored for the purpose of Morale Tests.
- Support Turret models do not take up space in a **TRANSPORT**.
- In your Movement phase, each time this unit is selected to move, if it contains a Support Turret model that is on the battlefield you can remove that model from the battlefield (it does not count as destroyed).

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **INFANTRY, CORE, FIRE WARRIOR TEAM, PHOTON GRENADES, BREACHER TEAM**



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



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

KROOT CARNIVORES

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
10-20	Kroot	7"	3+	4+	4	3	1	2	6	6+

If this unit contains 11 or more models, it has **Power Rating 6**. Every model is equipped with: Kroot rifle; quill grenades.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-
Kroot rifle (melee)	Melee	Melee	User	-1	1	-
Quill grenades	6"	Grenade D6	4	0	1	Blast

ABILITIES

Ambushing Predators (pg 93)

Stealthy Hunters: Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

Kroot Pack: If your army is Battle-forged, then for each **KROOT CARNIVORES** unit included in a Detachment, up to one **KROOTOX RIDERS** unit, up to one **KROOT HOUNDS** unit, and up to one **KROOT SHAPER** unit can be included in that Detachment without taking up Battlefield Role slots.

FACTION KEYWORDS: **T'AU EMPIRE, KROOT**
KEYWORDS: **INFANTRY, T'AU AUXILIARY, KROOT CARNIVORES**

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 and resilience to defend their kin.

KROOTOX RIDERS

2 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-3	Krootox Rider	7"	3+	4+	6	5	4	4	6	6+

If this unit contains 2 models, it has **Power Rating 4**. If this unit contains 3 models, it has **Power Rating 6**. Every model is equipped with: Kroot gun; Krootox fists.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Kroot gun	48"	Heavy 2	7	-1	2	-
Krootox fists	Melee	Melee	User	-2	2	-

ABILITIES

Ambushing Predators (pg93)

FACTION KEYWORDS: **T'AU EMPIRE, KROOT**
KEYWORDS: **CAVALRY, T'AU AUXILIARY, KROOTOX RIDERS**

CRISIS BATTLESUITS

9 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Crisis Shas'ui	10"	5+	4+	5	5	4	3	8	3+
1	Crisis Shas'vre	10"	5+	4+	5	5	4	4	9	3+

If this unit contains 4 or more models, it has **Power Rating 18**. Every model is equipped with: burst cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Airbursting fragmentation projector	24"	Assault D6	4	-1	1	Blast. This weapon can target units that are not visible to the bearer.
Burst cannon	18"	Assault 6	5	0	1	-
Cyclic ion blaster	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	18"	Assault 3	7	-2	1	-
- Overcharge	18"	Assault 3	8	-2	2	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Fusion blaster	18"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Missile pod	30"	Assault 2	7	-2	2	-
Plasma rifle	30"	Assault 1	8	-4	3	-
T'au flamer	12"	Assault D6+2	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.

OTHER WARGEAR	ABILITIES
Counterfire defence system	The bearer gains the **COUNTERFIRE DEFENCE SYSTEM** keyword.
Early warning override	• Each time the bearer fires Overwatch, it scores hits on unmodified hit rolls of 5+, instead of 6. • Each time you use the Fire Overwatch Stratagem, if the bearer is on the battlefield and its unit is selected to fire Overwatch, reduce the CP cost of that Stratagem by 1CP (to a minimum of 0CP). Note that the CP cost is only reduced by 1CP for that use of the Stratagem; any future usages of it cost the normal amount of CPs.
Iridium battlesuit	The bearer has a Save characteristic of 2+.
Multi-tracker	Each time a ranged attack made by the bearer targets a unit containing 6 or more models, an unmodified hit roll of 6 scores 1 additional hit. Maximum 1 per model.
Shield generator	The bearer has a 4+ invulnerable save.
Target lock	Each time the bearer makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.
Velocity tracker	Each time a ranged attack is made by the bearer against a unit that can **FLY**, add 1 to that attack's hit roll. Maximum 1 per model.

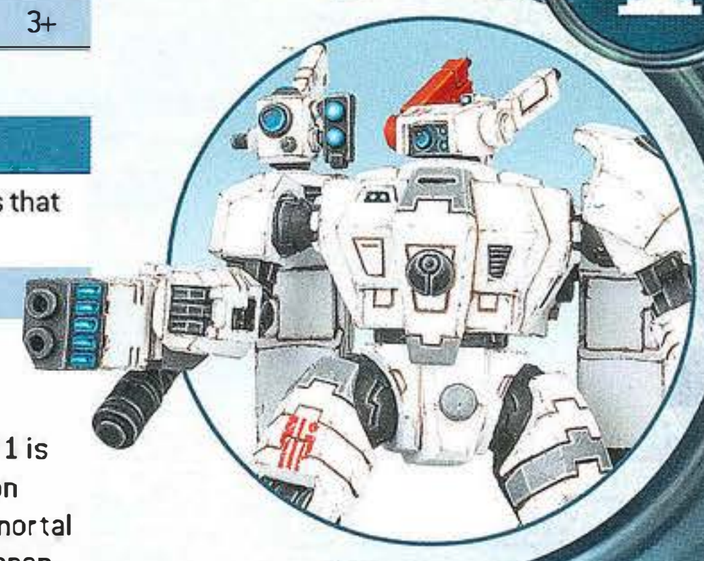
WARGEAR OPTIONS

- Any number of **CRISIS** models can each have their burst cannon replaced with up to three of the following, in any combination: 1 airbursting fragmentation projector; 1 burst cannon; 1 counterfire defence system; 1 cyclic ion blaster; 1 early warning override; 1 fusion blaster; 1 missile pod; 1 multi-tracker; 1 plasma rifle; 1 shield generator; 1 target lock; 1 T'au flamer; 1 velocity tracker.
- Any number of **CRISIS** models can be equipped with one of the following: 1 counterfire defence system; 1 early warning override; 1 multi-tracker; 1 shield generator; 1 target lock; 1 velocity tracker.
- For every 3 **CRISIS** models in this unit, 1 **CRISIS** model can be equipped with 1 iridium battlesuit.
- For every **CRISIS** model in this unit, it can be equipped with up to two of the following, in any combination **(Power Rating +1)**: 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (pg 94-97).

ABILITIES

Battlesuits, Manta Strike (pg 93)

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **INFANTRY, CORE, BATTLESUIT, FLY, JET PACK, CRISIS**



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



It is a great honour to be selected as a bodyguard for one of the Fire Caste's heroic Commanders. Piloting their battlesuits with focus and determination, these elite warriors will place their armoured forms in the path of peril to protect their charge without a second thought.

CRISIS BODYGUARDS

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-5	Crisis Bodyguard Shas'ui	10"	5+	4+	5	5	4	3	8	3+
1	Crisis Bodyguard Shas'vre	10"	5+	4+	5	5	4	4	9	3+

If this unit contains between 3 and 4 models, it has **Power Rating 12**. If this unit contains 5 or more models, it has **Power Rating 18**. Every model is equipped with: burst cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Airbursting fragmentation projector	24"	Assault D6	4	-1	1	Blast. This weapon can target units that are not visible to the bearer.
Burst cannon	18"	Assault 6	5	0	1	-
Cyclic ion blaster	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	18"	Assault 3	7	-2	1	-
- Overcharge	18"	Assault 3	8	-2	2	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Fusion blaster	18"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Missile pod	30"	Assault 2	7	-2	2	-
Plasma rifle	30"	Assault 1	8	-4	3	-
T'au flamer	12"	Assault D6+2	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.

OTHER WARGEAR	ABILITIES
Counterfire defence system	The bearer gains the **COUNTERFIRE DEFENCE SYSTEM** keyword.
Early warning override	Each time the bearer fires Overwatch, it scores hits on unmodified hit rolls of 5+, instead of 6.
Iridium battlesuit	The bearer has a Save characteristic of 2+.
Multi-tracker	Each time a ranged attack made by the bearer targets a unit containing 6 or more models, an unmodified hit roll of 6 scores 2 additional hits. Maximum 1 per model.
Shield generator	The bearer has a 4+ invulnerable save.
Target lock	Each time the bearer makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.
Velocity tracker	Each time a ranged attack is made by the bearer against a unit that can **FLY**, add 1 to that attack's hit roll. Maximum 1 per model.

WARGEAR OPTIONS

- Any number of **CRISIS** models can each have their burst cannon replaced with up to three of the following, in any combination: 1 airbursting fragmentation projector; 1 burst cannon; 1 counterfire defence system; 1 cyclic ion blaster; 1 early warning override; 1 fusion blaster; 1 missile pod; 1 multi-tracker; 1 plasma rifle; 1 shield generator; 1 target lock; 1 T'au flamer; 1 velocity tracker.
- For every 3 **CRISIS** models in this unit, 1 **CRISIS** model can be equipped with 1 iridium battlesuit.
- For every **CRISIS** model in this unit, it can be equipped with up to two of the following, in any combination (**Power Rating +1**): 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (pg 94-97).

ABILITIES

Battlesuits, Manta Strike (pg 93)

Sworn Protectors: While a friendly **<SEPT> CHARACTER** unit is within 3" of any **CRISIS** models in this unit, enemy models cannot target that **CHARACTER** unit with ranged attacks.

Bodyguard Contingent: If your army is Battle-forged, then for each **<SEPT> COMMANDER** unit included in a Detachment, you can include one **<SEPT> CRISIS BODYGUARDS** unit in that Detachment without it taking up a Battlefield Role slot.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **INFANTRY, CORE, BATTLESUIT, FLY, JET PACK, CRISIS, CRISIS BODYGUARDS**

STEALTH BATTLESUITS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-5	Stealth Shas'ui	8"	5+	4+	4	4	2	2	8	3+
1	Stealth Shas'vre	8"	5+	4+	4	4	2	3	9	3+

If this unit contains 4 or more models, it has **Power Rating 8**. Every model is equipped with: burst cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burst cannon	18"	Assault 6	5	0	1	-
Fusion blaster	18"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.

OTHER WARGEAR	ABILITIES
Drone controller	In your Command phase, you can select one **DRONE** unit within 6" of the bearer. Until the start of your next Command phase: • **DRONE** models in that unit have a Ballistic Skill characteristic of 4+. • **GUN DRONE** models in that unit lose the Threat Identification Protocol ability.
Homing beacon	If this unit is equipped with a homing beacon, it can perform the following action: **'Homing Beacon (Action):** In your Command phase, any number of units from your army that are equipped with homing beacons can start to perform this action. The action is completed at the start of the Reinforcements step of your next Movement phase. When it is completed, the unit performing the action loses its homing beacon and one friendly **<SEPT> CRISIS CORE** unit that was set up in a Manta hold (see Manta Strike, pg 93) can be set up on the battlefield within 3" of the unit and more than 9" away from any enemy models, even if it is the first battle round.' *We recommend placing a Homing Beacon model next to the unit as a reminder, removing it once this action has been completed (a Homing Beacon does not count as a model for any rules purposes).*
Target lock	Each time the bearer makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.

WARGEAR OPTIONS

- For every 3 **BATTLESUIT** models in this unit, 1 **BATTLESUIT** model's burst cannon can be replaced with 1 fusion blaster.
- For every 3 **BATTLESUIT** models in this unit, 1 **BATTLESUIT** model can be equipped with one of the following: 1 drone controller; 1 target lock.
- This unit can be equipped with 1 homing beacon.
- This unit can be equipped with up to two of the following, in any combination **(Power Rating +1)**: 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (pg 94-97).

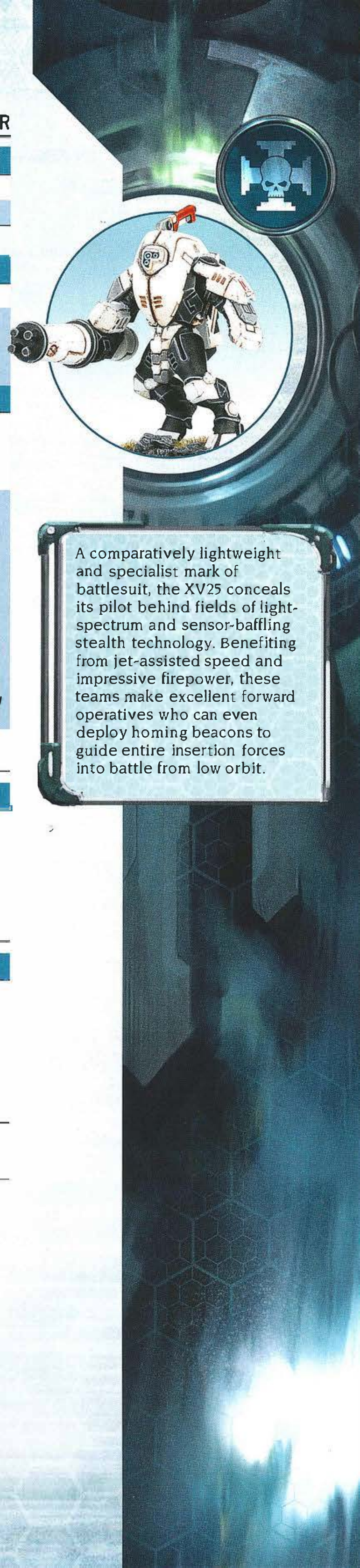
ABILITIES

Battlesuits (pg 93)

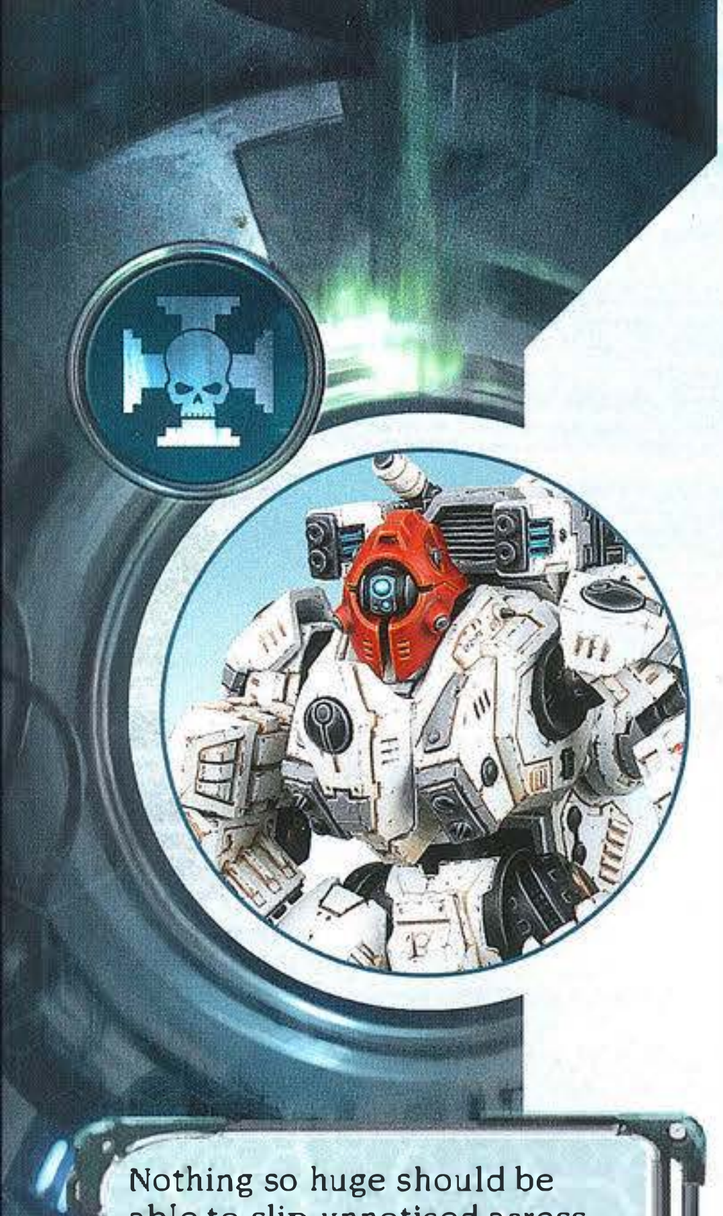
Camouflage Fields: Each time an attack is made against this unit, subtract 1 from that attack's hit roll. Each time a ranged attack is allocated to a model in this unit while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.

Infiltrators: During deployment, when you set up this unit, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **INFANTRY, CORE, BATTLESUIT, FLY, JET PACK, STEALTH BATTLESUITS**



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



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.



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

GHOSTKEEL BATTLESUIT

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Ghostkeel Shas'vre (7+ wounds remaining)	12"	5+	4+	6	7	12	3	9	3+
	Ghostkeel Shas'vre (4-6 wounds remaining)	8"	5+	5+	6	7	N/A	D3	9	3+
	Ghostkeel Shas'vre (1-3 wounds remaining)	4"	5+	5+	6	7	N/A	1	9	3+

A Ghostkeel Shas'vre is equipped with: fusion collider; 2 T'au flamers; Ghostkeel fists; drone controller. This unit is equipped with 2 Stealth Drones (pg 94 and 97).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Burst cannon	18"	Assault 6	5	0	1	-
Cyclic ion raker	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy 6	7	-2	2	-
- Overcharge	36"	Heavy 6	8	-2	3	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
T'au flamer	12"	Assault D6+2	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Fusion blaster	18"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Fusion collider	24"	Heavy 3	9	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Ghostkeel fists	Melee	Melee	+1	-1	2	-

OTHER WARGEAR	ABILITIES
Drone controller	In your Command phase, you can select one **DRONE** unit within 6" of the bearer. Until the start of your next Command phase: • **DRONE** models in that unit have a Ballistic Skill characteristic of 4+. • **GUN DRONE** models in that unit lose the Threat Identification Protocol ability.
Early warning override	• Each time the bearer fires Overwatch, it scores hits on unmodified hit rolls of 5+, instead of 6. • Each time you use the Fire Overwatch Stratagem, if the bearer is on the battlefield and its unit is selected to fire Overwatch, reduce the CP cost of that Stratagem by 1CP (to a minimum of 0CP). Note that the CP cost is only reduced by 1CP for that use of the Stratagem; any future usages of it cost the normal amount of CPs.
Flare launcher	Each time the bearer would lose a wound as the result of a ranged attack with a Strength characteristic of 7 or more, roll one D6: on a 5+, that wound is not lost.

WARGEAR OPTIONS

- The Ghostkeel Shas'vre's fusion collider can be replaced with 1 cyclic ion raker.
- The Ghostkeel Shas'vre can be equipped with one of the following: 1 early warning override; 1 flare launcher.
- The Ghostkeel Shas'vre's 2 T'au flamers can be replaced with one of the following: 2 burst cannons; 2 fusion blasters.

ABILITIES

Electrowarfare Suite: While this unit's **GHOSTKEEL BATTLESUIT** model has any wounds remaining, each time a ranged attack targets this unit, subtract 1 from that attack's hit roll.

Infiltrator: During deployment, when you set up this unit, it can be set up anywhere on the battlefield that is more than 9" away from the enemy deployment zone and any enemy models.

Explodes: When this unit's **GHOSTKEEL BATTLESUIT** model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **VEHICLE, BATTLESUIT, FLY, JET PACK, GHOSTKEEL BATTLESUIT**

FIRESIGHT MARKSMAN

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Firesight Marksman	6"	5+	3+	3	3	3	2	8	4+

A Firesight Marksman is equipped with: markerlight; pulse pistol. This unit is equipped with 3 Sniper Drones (pg 94 and 97).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Pulse pistol	12"	Pistol 1	5	0	1	-

OTHER WARGEAR	ABILITIES
Markerlight	The bearer gains the **MARKERLIGHT** keyword.

ABILITIES

Drone Uplink: In your Command phase, you can select one **SNIPER DRONE** unit within 6" of this unit's **FIRESIGHT MARKSMAN** model. Until the start of your next Command phase:

- **SNIPER DRONE** models in that unit have a Ballistic Skill characteristic of 3+.
- Each time you select a target for an attack made by a **SNIPER DRONE** model in that unit, you can ignore the Look Out, Sir rule.
- Each time an attack is made by a **SNIPER DRONE** model in that unit, an unmodified wound roll of 6 inflicts 1 mortal wound on the target in addition to any normal damage.

Marksman Stealth Field: This unit cannot be selected as a target for ranged attacks unless it is the closest eligible target to the firing model or is within 12" of the firing model. In your Movement phase, if this unit does not Remain Stationary, it loses this ability until the start of your next Movement phase.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **INFANTRY, CHARACTER, FIRESIGHT MARKSMAN**



Hidden behind shimmering stealth fields, the Firesight Marksman plays their targeting instruments over the foe and transmits targeting 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.

TACTICAL DRONES

2 POWER

This unit is equipped with 4 of the following, in any combination: 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (pg 94-97).

WARGEAR OPTIONS

- This unit can be equipped with up to an additional eight of the following, in any combination (**Power Rating +2** for every four taken): 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (pg 94-97).

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



Armoured units controlled by artificial intelligence and borne on gravitic repulsors, Tactical Drones provide support to T'au units in the field. Shield Drones soak up enemy fire and Gun Drones level their own blistering fusillades in return. Meanwhile, Marker Drones employ markerlights to guide T'au firepower to its targets.



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.

PATHFINDER TEAM

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
9	Pathfinder	7"	5+	4+	3	3	1	1	7	5+
1	Pathfinder Shas'ui	7"	5+	4+	3	3	1	2	8	5+

Every model is equipped with: markerlight; pulse carbine; pulse pistol.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ion rifle	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	30"	Heavy 3	7	-2	1	-
- Overcharge	30"	Heavy 3	8	-2	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Pulse pistol	12"	Pistol 1	5	0	1	-
Pulse carbine	24"	Assault 2	5	0	1	-
Rail rifle	30"	Heavy 1	8	-4	3	Each time a successful wound roll is made for an attack with this weapon, the target suffers 1 mortal wound in addition to any other damage.
Semi-automatic grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Fusion grenade	20"	Assault 1	6	-1	3	-
- EMP grenade	20"	Assault 1	3	0	1	Each time a successful hit roll is made for an attack with this weapon, if the target is a **VEHICLE** unit (excluding **TITANIC** units) whose characteristics change as it loses wounds, then, until the start of your next Shooting phase, it halves the number of wounds it has remaining when determining what characteristics to use.

OTHER WARGEAR	ABILITIES
Drone controller	In your Command phase, you can select one **DRONE** unit within 6" of the bearer. Until the start of your next Command phase: • **DRONE** models in that unit have a Ballistic Skill characteristic of 4+. • **GUN DRONE** models in that unit lose the Threat Identification Protocol ability.
Neuroweb system jammer	The bearer gains the **NEUROWEB SYSTEM JAMMER** keyword.
Markerlight	The bearer gains the **MARKERLIGHT** keyword.

WARGEAR OPTIONS

- Up to 3 Pathfinders can each have their markerlight and pulse carbine replaced with one of the following: 1 ion rifle; 1 rail rifle.
- 1 model equipped with a pulse carbine can be equipped with 1 semi-automatic grenade launcher. That model's pulse carbine cannot be replaced.
- 1 model equipped with a pulse carbine can be equipped with 1 neuroweb system jammer. That model's pulse carbine cannot be replaced.
- 1 model equipped with a pulse carbine can be equipped with 1 drone controller. That model's pulse carbine cannot be replaced.
- This unit can be equipped with up to two of the following, in any combination (**Power Rating +1**): 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (pg 94-97).
- This unit can be equipped with 1 Grav-inhibitor Drone (**Power Rating +1**) (pg 94-95).
- This unit can be equipped with 1 Pulse Accelerator Drone (**Power Rating +1**) (pg 94 and 96).
- This unit can be equipped with 1 Recon Drone (**Power Rating +1**) (pg 94 and 96).

ABILITIES

Target Uploaded: This unit can start the Fire Markerlights action at the end of your Movement phase, instead of at the start.

Vanguard: At the start of the first battle round, models in this unit can make a Normal Move of up to 7". They cannot end this move within 9" of any enemy models.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **INFANTRY, CORE, FIRE WARRIOR TEAM, PHOTON GRENADES, PATHFINDER TEAM**

PIRANHAS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1-5	Piranha	16"	6+	4+	4	6	7	2	7	4+

If this unit contains 2 Piranha models, it has **Power Rating 8.** If this unit contains 3 Piranha models, it has **Power Rating 12.** If this unit contains 4 Piranha models, it has **Power Rating 16.** If this unit contains 5 Piranha models, it has **Power Rating 20.** Every model is equipped with: Piranha burst cannon. For each Piranha model in this unit, this unit is equipped with 2 Gun Drones (pg 94-95).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Piranha burst cannon	18"	Assault 6	6	0	1	-
Piranha fusion blaster	18"	Assault 1	8	-4	D6+2	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+4.
Seeker missile	72"	Heavy 1	9	-3	2D3	The bearer can only shoot with each seeker missile it is equipped with once per battle.

WARGEAR OPTIONS

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

ABILITIES

Drone Dock: For each **PIRANHA** model in this unit, two of this unit's **DRONE** models begin the battle docked with that **PIRANHA** model.

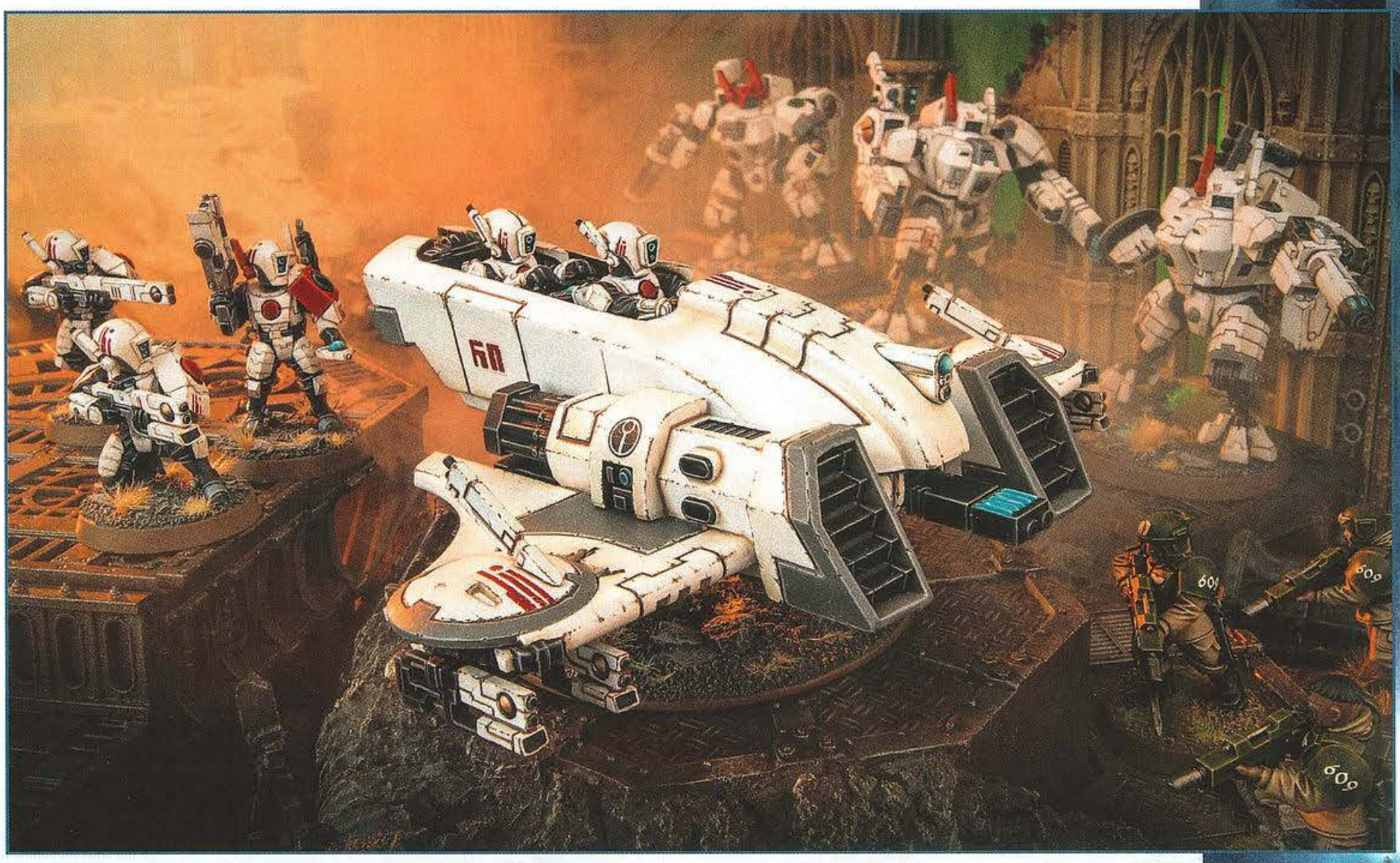
Outflanking Harassers: During deployment, you can set up this unit behind enemy lines instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit wholly within 6" of any battlefield edge and more than 9" away from any enemy models.

Explodes: Each time a **PIRANHA** model in this unit is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 3" suffers 1 mortal wound.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **VEHICLE, FLY, PIRANHAS**



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, increasing the havoc the Piranhas can cause or covering their swift retreat.





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.

VESPID STINGWINGS

3 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-12	Vespid Stingwing	14"	4+	4+	4	4	1	1	5	4+
1	Vespid Strain Leader	14"	4+	4+	4	4	1	2	8	4+

If this unit contains between 6 and 9 models, it has **Power Rating 5**. If this unit contains 10 or more models, it has **Power Rating 7**. Every model is equipped with: neutron blaster; Stingwing claws.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Neutron blaster	18"	Assault 2	5	-3	2	-
Stingwing claws	Melee	Melee	User	-1	1	-

ABILITIES

Plunge From the Sky: During deployment, you can set up this unit high in the sky instead of setting it up on the battlefield. If you do, then in the Reinforcements step of one of your Movement phases you can set up this unit anywhere on the battlefield that is more than 9" away from any enemy models.

FACTION KEYWORDS: **T'AU EMPIRE, VESPID**
KEYWORDS: **INFANTRY, T'AU AUXILIARY, FLY, VESPID STINGWINGS**



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.

KROOT HOUNDS

1 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4-12	Kroot Hounds	12"	3+	-	3	3	1	3	5	6+

If this unit contains between 5 and 8 models, it has **Power Rating 2**. If this unit contains 9 or more models, it has **Power Rating 3**. Every model is equipped with: ripping fangs.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ripping fangs	Melee	Melee	User	-1	1	-

ABILITIES

Ambushing Predators [pg 93]

Stealthy Hunter: Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack

Voracious Predators: You can re-roll Advance rolls and charge rolls made for this unit.

FACTION KEYWORDS: **T'AU EMPIRE, KROOT**
KEYWORDS: **BEASTS, T'AU AUXILIARY, KROOT HOUNDS**

BROADSIDE BATTLESUITS

5 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
0-2	Broadside Shas'ui	5"	5+	4+	5	5	8	3	8	2+
1	Broadside Shas'vre	5"	5+	4+	5	5	8	4	9	2+

If this unit contains 2 models, it has **Power Rating 10**. If this unit contains 3 models, it has **Power Rating 15**. Every model is equipped with: heavy rail rifle; crushing bulk.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy rail rifle	60"	Heavy 2	9	-4	D3+3	Each time a successful wound roll is made for an attack with this weapon, the target suffers 1 mortal wound in addition to any other damage.
High-yield missile pod	30"	Heavy 4	7	-2	2	-
Seeker missile	72"	Heavy 1	9	-3	2D3	The bearer can only shoot with each seeker missile it is equipped with once per battle.
Twin plasma rifle	30"	Assault 2	8	-4	3	-
Twin smart missile system	30"	Heavy 8	5	-1	1	This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon, the target does not receive the benefits of Light Cover against that attack.
Crushing bulk	Melee	Melee	+1	-1	1	-

OTHER WARGEAR	ABILITIES
Advanced targeting system	Each time the bearer makes a ranged attack, an unmodified hit roll of 6 automatically wounds the target.
Early warning override	• Each time the bearer fires Overwatch, it scores hits on unmodified hit rolls of 5+, instead of 6. • Each time you use the Fire Overwatch Stratagem, if the bearer is on the battlefield and its unit is selected to fire Overwatch, reduce the CP cost of that Stratagem by 1CP (to a minimum of 0CP). Note that the CP cost is only reduced by 1CP for that use of the Stratagem; any future usages of it cost the normal amount of CPs.
Multi-tracker	Each time a ranged attack made by the bearer targets a unit containing 6 or more models, an unmodified hit roll of 6 scores 1 additional hit. Maximum 1 per model.
Stabilised optics	The bearer does not suffer the penalty to hit rolls incurred for firing Heavy weapons in the same turn that their unit has moved, and does not suffer the penalty to hit rolls incurred for firing Heavy weapons at a target that is within Engagement Range of their unit.
Velocity tracker	Each time a ranged attack is made by the bearer against a unit that can **FLY**, add 1 to that attack's hit roll. Maximum 1 per model.

WARGEAR OPTIONS

- Any number of **BATTLESUIT** models can each have their heavy rail rifle replaced with 2 high-yield missile pods.
- Any number of **BATTLESUIT** models can each be equipped with up to two of the following (duplicates on the same model are not allowed):
  - 1 advanced targeting system
  - 1 early warning override
  - 1 multi-tracker
  - 1 seeker missile
  - 1 stabilised optics
  - 1 twin plasma rifle
  - 1 twin smart missile system (cannot be equipped alongside twin plasma rifle)
  - 1 velocity tracker

  Note: No model can be equipped with more than one of the following: early warning override; stabilised optics; twin plasma rifle; velocity tracker.
- For every **BATTLESUIT** model in this unit, it can be equipped with up to two of the following, in any combination (**Power Rating +1**): 1 Gun Drone; 1 Marker Drone; 1 Missile Drone; 1 Shield Drone (pg 94-97).

ABILITIES

Battlesuits (pg 93)

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **INFANTRY, CORE, BATTLESUIT, BROADSIDE BATTLESUITS**



Eschewing the speed and mobility of other battlesuits in favour of massive firepower, 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.

STABILISED OPTICS

Even when a ponderous Broadside Battlesuit is marching full stride across rough battlefield terrain, its stabilised optics maintain a gyro-balanced visual feed to the pilot that aids them in accurate targeting while on the move.



ADVANCED TARGETING SYSTEM

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





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 already formidable systems at need, while its massed firepower can eradicate entire formations of enemy warriors or armoured vehicles.

RIPTIDE BATTLESUIT

13 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Riptide Shas'vre (8+ wounds remaining)	12"	5+	4+	6	7	14	6	9	2+
	Riptide Shas'vre (5-7 wounds remaining)	8"	5+	5+	6	7	N/A	5	9	2+
	Riptide Shas'vre (1-4 wounds remaining)	4"	5+	6+	6	7	N/A	4	9	2+

A Riptide Shas'vre is equipped with: heavy burst cannon; 2 plasma rifles; Riptide fists.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Fusion blaster	18"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Heavy burst cannon	36"	Heavy 12	6	-2	2	-
Ion accelerator	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	72"	Heavy 6	7	-3	3	-
- Overcharge	72"	Heavy 6	8	-3	4	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Plasma rifle	30"	Assault 1	8	-4	3	-
Smart missile system	30"	Heavy 4	5	-1	1	This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon, the target does not receive the benefits of Light Cover against that attack.
Riptide fists	Melee	Melee	+1	-2	2	-

OTHER WARGEAR ABILITIES	
Counterfire defence system	The bearer gains the **COUNTERFIRE DEFENCE SYSTEM** keyword.
Early warning override	• Each time the bearer fires Overwatch, it scores hits on unmodified hit rolls of 5+, instead of 6. • Each time you use the Fire Overwatch Stratagem, if the bearer is on the battlefield and its unit is selected to fire Overwatch, reduce the CP cost of that Stratagem by 1CP (to a minimum of 0CP). Note that the CP cost is only reduced by 1CP for that use of the Stratagem; any future usages of it cost the normal amount of CPs.
Multi-tracker	Each time a ranged attack made by the bearer targets a unit containing 6 or more models, an unmodified hit roll of 6 scores 1 additional hit. Maximum 1 per model.
Target lock	Each time the bearer makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.
Velocity tracker	Each time a ranged attack is made by the bearer against a unit that can **FLY**, add 1 to that attack's hit roll. Maximum 1 per model.

WARGEAR OPTIONS

- This model's heavy burst cannon can be replaced with 1 ion accelerator.
- This model's 2 plasma rifles can be replaced with one of the following: 2 fusion blasters; 2 smart missile systems.
- This model can be equipped with up to three of the following: 1 counterfire defence system; 1 early warning override; 1 multi-tracker; 1 target lock; 1 velocity tracker.
- This unit can be equipped with up to 2 Shielded Missile Drones (**Power Rating +1** each).

ABILITIES

Riptide Shield Generator: This unit's **RIPTIDE** model has a 4+ invulnerable save.

Explodes: When this unit's **RIPTIDE** model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

Nova Reactor: In your Command phase, this unit's **RIPTIDE** model can use its nova reactor. If it does, roll 2D6: if the result is greater than the remaining wounds of this unit's **RIPTIDE** model, its nova reactor is burned out and this ability cannot be used again this battle; otherwise, you can select one of the following reactor abilities:

- **Nova Shield:** Until the start of your next Command phase, each time that model would lose a wound, roll one D6: on a 5+, that wound is not lost.
- **Boost:** In your next Charge phase, this unit can make a Normal Move of up to 2D6". If it does, until the end of the phase, you cannot declare a charge with this unit.
- **Nova Charge:** Until the start of your next Command phase, if that model is equipped with a heavy burst cannon, that weapon has a Type characteristic of Heavy 16; otherwise, both profiles of that model's ion accelerator have a Type characteristic of Heavy 8.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **VEHICLE, BATTLESUIT, FLY, JET PACK, RIPTIDE BATTLESUIT**

HAMMERHEAD GUNSHIP

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Hammerhead Gunship (8+ wounds remaining)	12"	6+	4+	6	7	14	3	8	3+
	Hammerhead Gunship (4-7 wounds remaining)	8"	6+	5+	6	7	N/A	D3	8	3+
	Hammerhead Gunship (1-3 wounds remaining)	4"	6+	6+	6	7	N/A	1	8	3+

A Hammerhead Gunship is equipped with: railgun. This unit is equipped with 2 Gun Drones (pg 94-95).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ion cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	60"	Heavy 3D3	7	-2	2	-
- Overcharge	60"	Heavy 3D3	8	-2	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Railgun	72"	Heavy 1	14	-6	D3+6	Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack. Each time a successful wound roll is made for an attack with this weapon, the target suffers 3 mortal wounds in addition to any other damage.
Smart missile system	30"	Heavy 4	5	-1	1	This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon, the target does not receive the benefits of Light Cover against that attack.
Seeker missile	72"	Heavy 1	9	-3	2D3	The bearer can only shoot with each seeker missile it is equipped with once per battle.
Accelerator burst cannon	18"	Assault 8	6	-1	1	-

WARGEAR OPTIONS

- The Hammerhead Gunship's railgun can be replaced with 1 ion cannon.
- The Hammerhead Gunship can be equipped with up to 2 seeker missiles.
- Instead of this unit being equipped with 2 Gun Drones, the Hammerhead Gunship can be equipped with one of the following: 2 accelerator burst cannons; 2 smart missile systems.

ABILITIES

Drone Dock: If this unit contains any **DRONE** models, those **DRONE** models begin the battle docked with this unit's **HAMMERHEAD** model.

Targeting Array: Each time this unit's **HAMMERHEAD** model is selected to shoot, you can re-roll one hit roll when resolving its attacks.

Hover Tank: Distances are always measured to and from the hull of this unit's **HAMMERHEAD** model.

Explodes: When this unit's **HAMMERHEAD** model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **VEHICLE, FLY, HAMMERHEAD, HAMMERHEAD GUNSHIP**



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



This unusual hover tank relies upon other T'au units to use markerlights to highlight targets for its seeker missiles. Once this is done, however, the Sky Ray's salvoes are nigh inescapable. It is an especially effective anti-aircraft asset, employing advanced velocity trackers to predict enemy flight paths and punch them from the air with hurtling warheads.

SKY RAY GUNSHIP

7 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Sky Ray Gunship (8+ wounds remaining)	12"	6+	4+	6	7	14	3	8	3+
	Sky Ray Gunship (4-7 wounds remaining)	8"	6+	5+	6	7	N/A	D3	8	3+
	Sky Ray Gunship (1-3 wounds remaining)	4"	6+	6+	6	7	N/A	1	8	3+

A Sky Ray Gunship is equipped with: 2 markerlights; seeker missile rack. This unit is equipped with 2 Gun Drones (pg 94-95).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Seeker missile rack	72"	Heavy D3+1	9	-3	2D3	-
Smart missile system	30"	Heavy 4	5	-1	1	This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon, the target does not receive the benefits of Light Cover against that attack.
Accelerator burst cannon	18"	Assault 8	6	-1	1	-

OTHER WARGEAR	ABILITIES
Markerlight	The bearer gains the **MARKERLIGHT** keyword.

WARGEAR OPTIONS

- Instead of this unit being equipped with 2 Gun Drones, the Sky Ray Gunship can be equipped with one of the following: 2 accelerator burst cannons; 2 smart missile systems.

ABILITIES

Aerial Scanners: Each time this unit's **SKY RAY GUNSHIP** model makes a ranged attack against an **AIRCRAFT** unit:

- Add 2 to that attack's hit roll.
- You can re-roll the damage roll.

Targeting Array: Each time this unit's **SKY RAY GUNSHIP** model is selected to shoot, you can re-roll one hit roll when resolving its attacks.

Drone Dock: If this unit contains any **DRONE** models, those **DRONE** models begin the battle docked with this unit's **SKY RAY GUNSHIP** model.

Hover Tank: Distances are always measured to and from the hull of this unit's **SKY RAY GUNSHIP** model.

Explodes: When this unit's **SKY RAY GUNSHIP** model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **VEHICLE, FLY, SKY RAY GUNSHIP**

DEVILFISH

6 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Devilfish (7+ wounds remaining)	12"	6+	4+	6	7	13	3	8	3+
	Devilfish (4-6 wounds remaining)	8"	6+	5+	6	7	N/A	D3	8	3+
	Devilfish (1-3 wounds remaining)	4"	6+	6+	6	7	N/A	1	8	3+

A Devilfish is equipped with: accelerator burst cannon. This unit is equipped with 2 Gun Drones (pg 94-95).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Seeker missile	72"	Heavy 1	9	-3	2D3	The bearer can only shoot with each seeker missile it is equipped with once per battle.
Smart missile system	30"	Heavy 4	5	-1	1	This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon, the target does not receive the benefits of Light Cover against that attack.
Accelerator burst cannon	18"	Assault 8	6	-1	1	-

WARGEAR OPTIONS

- The Devilfish can be equipped with up to 2 seeker missiles.
- Instead of this unit being equipped with 2 Gun Drones, the Devilfish can be equipped with 2 smart missile systems.

ABILITIES

Drone Dock: If this unit contains any **DRONE** models, those **DRONE** models begin the battle docked with this unit's **DEVILFISH** model.

Armoured Aggression: At the start of the first battle round, before the first turn begins, if you selected the Mont'ka Tactical Philosophy at the start of the battle, this unit can make a Normal Move of up to 9". It cannot end this move within 9" of any enemy models.

Hover Tank: Distances are always measured to and from the hull of this unit's **DEVILFISH** model.

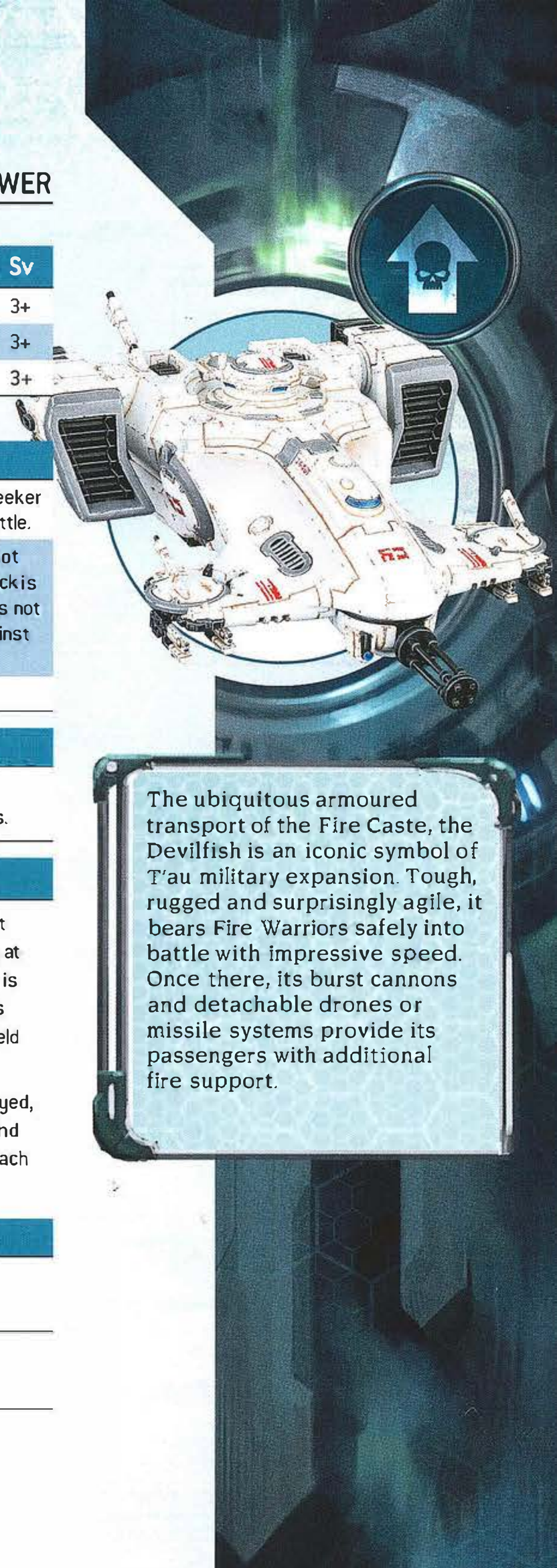
Tactical Disengagement: At the end of your Movement phase, if you selected the Kauyon Tactical Philosophy at the start of the battle and the mission you are playing is using the Strategic Reserves rule, you can remove this unit from the battlefield if it is within 9" of any battlefield edges and place it in Strategic Reserves.

Explodes: When this unit's **DEVILFISH** model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D6 mortal wounds.

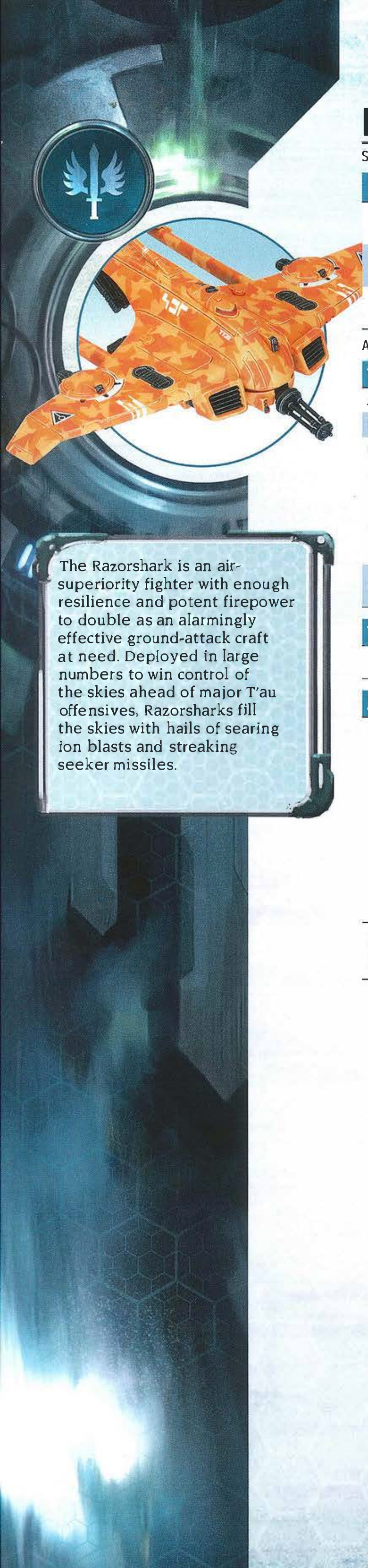
TRANSPORT

This model has a transport capacity of 12 **<SEPT> INFANTRY** or **<SEPT> DRONE** models and 1 **<SEPT> RECON DRONE** model. It cannot transport **BATTLESUIT** models.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **VEHICLE, TRANSPORT, FLY, DEVILFISH**



The ubiquitous armoured transport of the Fire Caste, the Devilfish is an iconic symbol of T'au military expansion. Tough, rugged 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.



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

RAZORSHARK STRIKE FIGHTER

8 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Razorshark Strike Fighter (7+ wounds remaining)	20-50"	6+	4+	6	7	12	3	8	4+
	Razorshark Strike Fighter (4-6 wounds remaining)	20-30"	6+	5+	6	7	N/A	D3	8	4+
	Razorshark Strike Fighter (1-3 wounds remaining)	20-25"	6+	6+	6	7	N/A	1	8	4+

A Razorshark Strike Fighter is equipped with: accelerator burst cannon; quad ion turret; 2 seeker missiles.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Accelerator burst cannon	18"	Assault 8	6	-1	1	-
Missile pod	30"	Assault 2	7	-2	2	-
Quad ion turret	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	30"	Assault 8	7	-2	1	-
- Overcharge	30"	Assault 8	8	-2	2	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Seeker missile	72"	Heavy 1	9	-3	2D3	The bearer can only shoot with each seeker missile it is equipped with once per battle.

WARGEAR OPTIONS

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

ABILITIES

Airborne: You cannot declare a charge with this model, and it can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this model if it is within Engagement Range of any enemy units that can **FLY**, and this model can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this model if they can **FLY**.

Hard to Hit: Each time a ranged attack is made against this model, subtract 1 from that attack's hit roll.

Supersonic: Each time this model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **VEHICLE, AIRCRAFT, FLY, RAZORSHARK STRIKE FIGHTER**

SUN SHARK BOMBER

9 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Sun Shark Bomber (7+ wounds remaining)	20-50"	6+	4+	6	6	12	3	8	4+
	Sun Shark Bomber (4-6 wounds remaining)	20-30"	6+	5+	6	6	N/A	D3	8	4+
	Sun Shark Bomber (1-3 wounds remaining)	20-25"	6+	6+	6	6	N/A	1	8	4+

A Sun Shark Bomber is equipped with: markerlight; missile pod; 2 seeker missiles. This unit is equipped with 2 Interceptor Drones (pg 94 and 96).

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Missile pod	30"	Assault 2	7	-2	2	-
Seeker missile	72"	Heavy 1	9	-3	203	The bearer can only shoot with each seeker missile it is equipped with once per battle.

OTHER WARGEAR	ABILITIES
Markerlight	The bearer gains the **MARKERLIGHT** keyword.

WARGEAR OPTIONS

- The Sun Shark Bomber can be equipped with 1 missile pod.

ABILITIES

Drone Dock: This unit's **INTERCEPTOR DRONE** models begin the battle docked with this unit's **SUN SHARK BOMBER** model.

Pulse Bombs: Once per turn, after this unit's **SUN SHARK BOMBER** model has moved in your Movement phase, you can select one unit it moved across. Roll six D6s for each **VEHICLE** or **MONSTER** model in that unit and roll one D6 for each other model in that unit (to a maximum of ten D6s): for each 4+, that unit suffers 1 mortal wound.

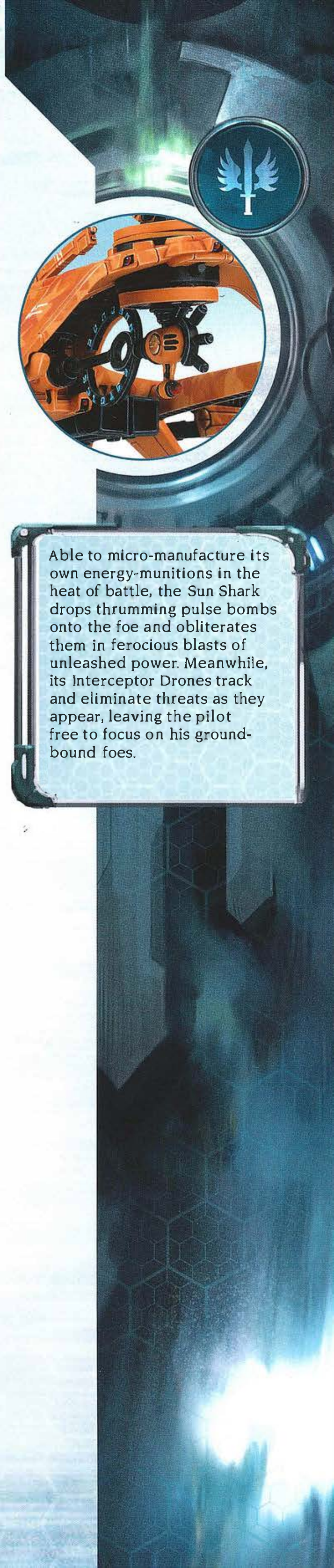
Airborne: You cannot declare a charge with this unit's **SUN SHARK BOMBER** model, and this unit's **SUN SHARK BOMBER** model can only be chosen as a target of a charge if the unit making the charge can **FLY**. You can only fight with this unit's **SUN SHARK BOMBER** model if it is within Engagement Range of any enemy units that can **FLY**, and it can only make melee attacks against units that can **FLY**. Enemy units can only make melee attacks against this unit's **SUN SHARK BOMBER** model if they can **FLY**.

Supersonic: Each time this unit's **SUN SHARK BOMBER** model makes a Normal Move, Advances or Falls Back, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), then move the model straight forwards. It cannot pivot again after the initial pivot.

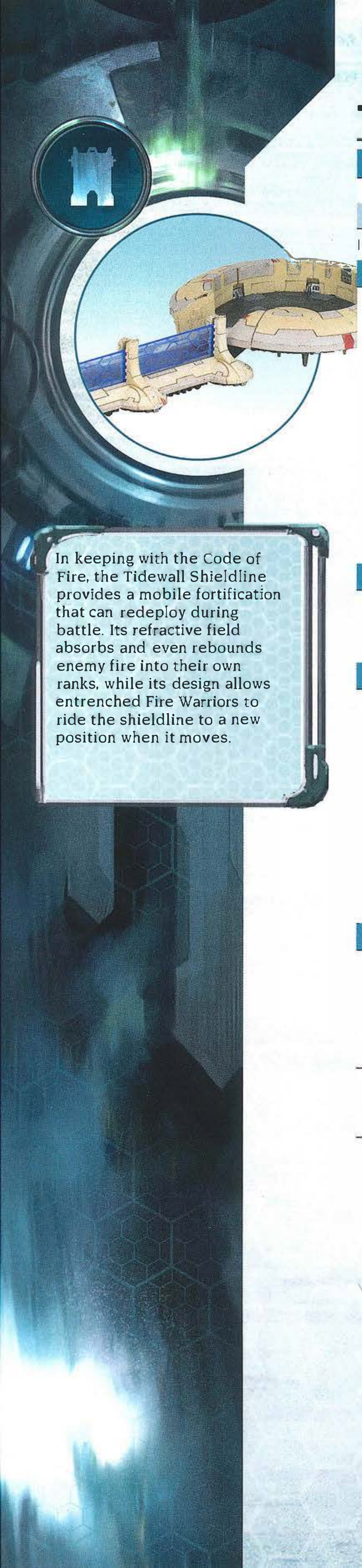
Hard to Hit: Each time a ranged attack is made against this unit's **SUN SHARK BOMBER** model, subtract 1 from that attack's hit roll.

Explodes: When this unit's **SUN SHARK BOMBER** model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **VEHICLE, AIRCRAFT, FLY, SUN SHARK BOMBER**



Able to micro-manufacture its own energy-munitions in the heat of battle, the Sun Shark drops thrumming pulse bombs onto the foe and obliterates them in ferocious blasts of unleashed power. Meanwhile, its Interceptor Drones track and eliminate threats as they appear, leaving the pilot free to focus on his ground-bound foes.



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

TIDEWALL SHIELDLINE

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tidewall Shieldline	-	-	-	6	6	10	-	10	4+
0-1	Tidewall Defence Platform	-	-	-	6	6	10	-	10	4+

If this unit contains a Tidewall Defence Platform, it has **Power Rating 8**.

ABILITIES (TIDEWALL SHIELDLINE AND TIDEWALL DEFENCE PLATFORM)

Set-up: When this unit is first set up on the battlefield, if it contains a Tidewall Defence Platform, it must be set up within 1" of this unit's Tidewall Shieldline. **TIDEWALL** terrain features can be set up within 3" of other friendly **TIDEWALL** terrain features.

Firing Positions: In your Shooting phase, any models embarked within this **TRANSPORT** can be selected to shoot with; measure distances and draw line of sight from any point on this Building when doing so (embarked models can make attacks with ranged weapons even while this Building is within Engagement Range of enemy units, just as if they had the Big Guns Never Tire rule like a **VEHICLE**, as described in the Warhammer 40,000 Core Book).

Mobile Defences: Units from your army can perform the following action:

'Mobile Defences (Action): At the start of your Movement phase, one unit from your army that is embarked within a **TIDEWALL TRANSPORT** can start to perform this action (even though units embarked within **TRANSPORTS** cannot normally perform actions). The action is completed at the end of that phase. If this action is completed successfully, that **TIDEWALL TRANSPORT** can make a Normal Move as if it had a Move characteristic of 8" and had the **FLY** keyword.'

ABILITIES (TIDEWALL SHIELDLINE)

Terrain Feature: After it is set up, this unit's Tidewall Shieldline is a Building terrain feature, as described in the Warhammer 40,000 Core Rules.

Tidewall Field: This **TRANSPORT** has a 5+ invulnerable save.

ABILITIES (TIDEWALL DEFENCE PLATFORM)

Terrain Feature: After it is set up, this unit's Tidewall Defence Platform (if any) is a Building terrain feature, as described in the Warhammer 40,000 Core Rules.

Wrecked: When this Building is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. On any other result, this Building is wrecked; though the model counts as destroyed for all rules purposes do not remove it from the battlefield. Instead, for the remainder of the battle, it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Rules:

- Difficult Ground
- Exposed Position
- Unstable Position

TRANSPORT (TIDEWALL SHIELDLINE AND TIDEWALL DEFENCE PLATFORM)

Each Building has a transport capacity of 10 **INFANTRY** models. Each model with a Wounds characteristic of 3 takes up the space of 2 models. It cannot transport models with a Wounds characteristic of 4 or more. No more than two units can be embarked within this Building.

Designer's Note: *When you embark models onto a Tidewall terrain feature, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.*

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS (TIDEWALL SHIELDLINE): **TERRAIN, BUILDING, VEHICLE, TRANSPORT, TIDEWALL, SHIELDLINE**
KEYWORDS (TIDEWALL DEFENCE PLATFORM): **TERRAIN, BUILDING, VEHICLE, TRANSPORT, TIDEWALL, DEFENCE PLATFORM**

TIDEWALL DRONEPORT

6 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tidewall Droneport	-	-	4+	6	6	10	-	10	4+

WARGEAR OPTIONS

- This unit can be equipped with up to four of the following, in any combination: 1 Gun Drone; 1 Marker Drone; 1 Shield Drone (pg 94-97).

ABILITIES

Set-up: **TIDEWALL** terrain features can be set up within 3" of other friendly **TIDEWALL** terrain features.

Firing Positions: In your Shooting phase, any models embarked within this **TRANSPORT** can be selected to shoot with; measure distances and draw line of sight from any point on this Building when doing so (embarked models can make attacks with ranged weapons even while this Building is within Engagement Range of enemy units, just as if they had the Big Guns Never Tire rule like a **VEHICLE**, as described in the Warhammer 40,000 Core Book).

Drone Dock: If this unit contains any **DRONE** models, those **DRONE** models begin the battle docked with this unit's **TIDEWALL DRONEPORT** model.

Drone Control Systems: In your Command phase, if any friendly **<SEPT>** units are embarked within this **TRANSPORT**, you can select one **DRONES** unit within 6" of this **TRANSPORT**. Until the start of your next Command phase:

- **DRONE** models in that unit have a Ballistic Skill characteristic of 4+.
- **GUN DRONE** models in that unit lose the Threat Identification Protocol ability.

Terrain Feature: After it is set up, this unit's Tidewall Droneport is a Building terrain feature, as described in the Warhammer 40,000 Core Rules.

Mobile Defences: Units from your army can perform the following action:

'Mobile Defences (Action): At the start of your Movement phase, one unit from your army that is embarked within a **TIDEWALL TRANSPORT** can start to perform this action (even though units embarked within **TRANSPORTS** cannot normally perform actions). The action is completed at the end of that phase. If this action is completed successfully, that **TIDEWALL TRANSPORT** can make a Normal Move as if it had a Move characteristic of 8" and had the **FLY** keyword.'

Wrecked: When this Building is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. On any other result, this Building is wrecked; though the model counts as destroyed for all rules purposes do not remove it from the battlefield. Instead, for the remainder of the battle, it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Rules:

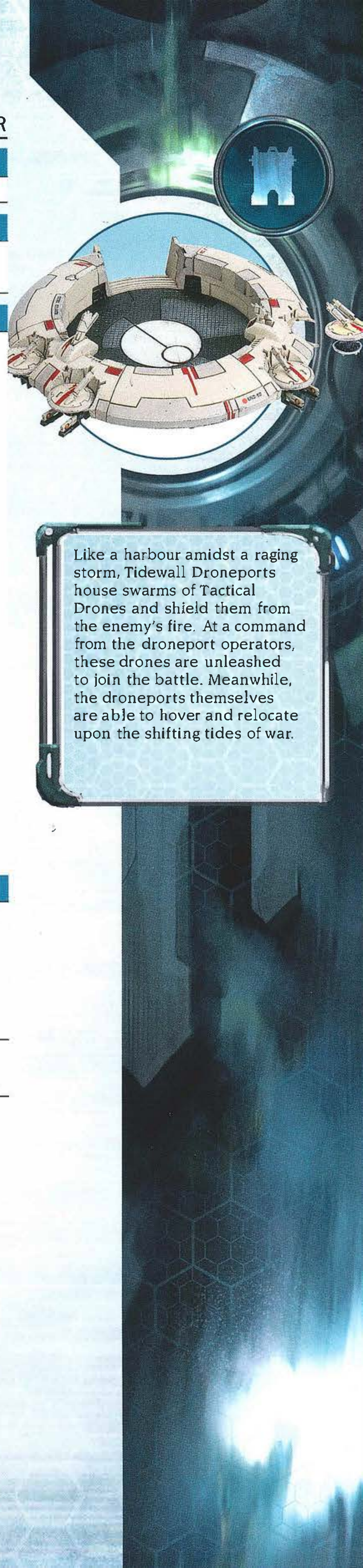
- Difficult Ground
- Exposed Position
- Unstable Position

TRANSPORT

This Building has a transport capacity of 10 **INFANTRY** models. Each model with a Wounds characteristic of 3 takes up the space of 2 models, and each model with a Wounds characteristic of 4 or more takes up the space of 3 models. It cannot transport non-**CHARACTER** models with a Wounds characteristic of 5 or more. No more than two units can be embarked within this Building.

Designer's Note: *When you embark models onto a Tidewall terrain feature, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.*

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **TERRAIN, BUILDING, VEHICLE, TRANSPORT, TIDEWALL, DRONEPORT**



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



These mobile anti-grav gun turrets mount lethal 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.

TIDEWALL GUNRIG

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Tidewall Gunrig	-	-	4+	6	6	16	-	10	4+

A Tidewall Gunrig is equipped with: supremacy railgun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Supremacy railgun	72"	Heavy 2	12	-4	D3+3	Each time a successful wound roll is made for an attack with this weapon, the target suffers D3 mortal wounds in addition to any other damage.

ABILITIES

Set-up: **TIDEWALL** terrain features can be set up within 3" of other friendly **TIDEWALL** terrain features.

Firing Positions: In your Shooting phase, any models embarked within this **TRANSPORT** can be selected to shoot with; measure distances and draw line of sight from any point on this Building when doing so (embarked models can make attacks with ranged weapons even while this Building is within Engagement Range of enemy units, just as if they had the Big Guns Never Tire rule like a **VEHICLE**, as described in the Warhammer 40,000 Core Book).

Automated Weapons: In your Shooting phase, each time this model is selected to shoot, if no friendly **<SEPT>** units are embarked within it, until the end of the phase, this model has a Ballistic Skill characteristic of 5+ and you can only select one of the following targets for its attacks:

- The closest eligible enemy unit.
- The closest eligible enemy **VEHICLE** unit.

Mobile Defences: Units from your army can perform the following action:

'**Mobile Defences (Action):** At the start of your Movement phase, one unit from your army that is embarked within a **TIDEWALL TRANSPORT** can start to perform this action (even though units embarked within **TRANSPORTS** cannot normally perform actions). The action is completed at the end of that phase. If this action is completed successfully, that **TIDEWALL TRANSPORT** can make a Normal Move as if it had a Move characteristic of 8" and had the **FLY** keyword.'

Wrecked: When this Building is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. On any other result, this Building is wrecked; though the model counts as destroyed for all rules purposes do not remove it from the battlefield. Instead, for the remainder of the battle, it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Rules:

- Difficult Ground
- Exposed Position
- Unstable Position

BUILDING

This Building has a transport capacity of 10 **INFANTRY** models. Each model with a Wounds characteristic of 3 takes up the space of 2 models, and each model with a Wounds characteristic of 4 or more takes up the space of 3 models. It cannot transport non-**CHARACTER** models with a Wounds characteristic of 5 or more. No more than two units can be embarked within this Building.

Designer's Note: *When you embark models onto a Tidewall terrain feature, you may find it useful to place some of them on the battlements to remind you which unit(s) are inside the fortification.*

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **TERRAIN, BUILDING, VEHICLE, TRANSPORT, TIDEWALL, GUNRIG**

STORMSURGE

17 POWER

Some of this model's characteristics change as it suffers damage, as shown below:

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Stormsurge (12+ wounds remaining)	8"	5+	4+	8	8	22	3	8	2+
	Stormsurge (6-11 wounds remaining)	8"	5+	5+	7	8	N/A	D3	8	2+
	Stormsurge (1-5 wounds remaining)	8"	5+	6+	6	8	N/A	1	8	2+

A Stormsurge is equipped with: cluster rocket system; 4 destroyer missiles; twin T'au flamer; pulse driver cannon; 2 smart missile systems; drone controller; target lock; velocity tracker; thunderous footfalls.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Cluster rocket system	48"	Heavy 4D6	5	-1	1	Blast
Destroyer missile	72"	Heavy 1	12	-5	2D3	The bearer can only shoot with each destroyer missile it is equipped with once per battle. Each time the bearer is selected to shoot, it cannot shoot with more than two of the destroyer missiles it is equipped with.
Pulse blastcannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Focused shot	24"	Heavy 2	16	-4	12	-
- Dispersed shot	48"	Heavy 6	12	-2	4	-
Pulse driver cannon	72"	Heavy 3D3	10	-4	3	Blast
Thunderous footfalls	Melee	Melee	User	-2	2	-

OTHER WARGEAR	ABILITIES
Counterfire defence system	The bearer gains the **COUNTERFIRE DEFENCE SYSTEM** keyword.
Drone controller	In your Command phase, you can select one **DRONE** unit within 6" of the bearer. Until the start of your next Command phase: • **DRONE** models in that unit have a Ballistic Skill characteristic of 4+. • **GUN DRONE** models in that unit lose the Threat Identification Protocol ability
Early warning override	• Each time the bearer fires Overwatch, it scores hits on unmodified hit rolls of 5+, instead of 6. • Each time you use the Fire Overwatch Stratagem, if the bearer is on the battlefield and its unit is selected to fire Overwatch, reduce the CP cost of that Stratagem by 1CP (to a minimum of 0CP). Note that the CP cost is only reduced by 1CP for that use of the Stratagem; any future usages of it cost the normal amount of CPs.
Multi-tracker	Each time a ranged attack made by the bearer targets a unit containing 6 or more models, an unmodified hit roll of 6 scores 1 additional hit. Maximum 1 per model.
Target lock	Each time the bearer makes a ranged attack, the target does not receive the benefits of Light Cover against that attack.
Velocity tracker	Each time a ranged attack is made by the bearer against a unit that can **FLY**, add 1 to that attack's hit roll. Maximum 1 per model.

WARGEAR OPTIONS

- This model's pulse driver cannon can be replaced with 1 pulse blastcannon.
- This model's twin T'au flamer can be replaced with one of the following: 1 twin airbursting fragmentation projector; 1 twin burst cannon.
- This model can be equipped with one of the following: 1 early warning override; 1 Stormsurge multi-tracker.
- This model's velocity tracker can be replaced with 1 counterfire defence system.

ABILITIES

Stabilising Anchors: This model can perform the following action:

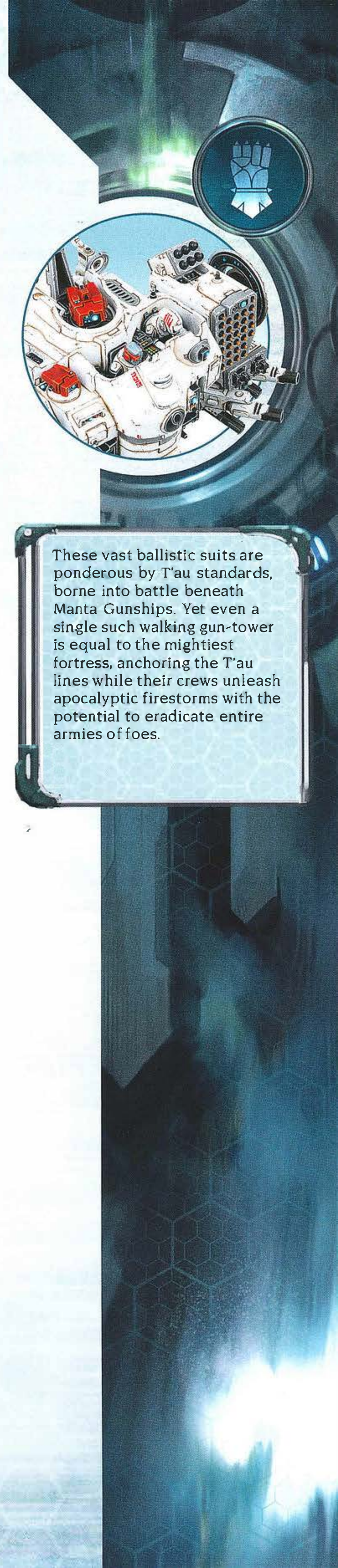
'Deploy Anchors (Action): At the start of your Movement phase, any number of **STORMSURGE** models from your army can start to perform this action. The action is completed at the start of your next Shooting phase. If this action is successfully completed, until the end of the phase, each time this model makes a ranged attack, you can re-roll the hit roll.'

Walking Battleship: This model is eligible to declare a charge in a turn in which it Fell Back. Each time this model makes a Normal Move, Advances or Falls Back, it can be moved across other models (excluding **MONSTER** and **VEHICLE** models) as if they were not there.

Explodes: When this model is destroyed, roll one D6 before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D6 mortal wounds.

Stormsurge Shield Generator: This model has a 4+ invulnerable save.

FACTION KEYWORDS: **T'AU EMPIRE, <SEPT>**
KEYWORDS: **VEHICLE, TITANIC, STORMSURGE**



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

WEAPON PROFILES

Below you will find the weapon profiles for all the weapons that T'au Empire models can be equipped with. If a weapon has the Blast ability, the details of this ability can be found in the Warhammer 40,000 Core Book.

WEAPON DEFINITIONS

Some rules refer to 'ion weapons' or 'plasma weapons' and so on. The definitions of these weapons for the purposes of such rules can be found below:

BURST WEAPONS

A burst weapon is any weapon whose profile includes the word 'burst' (burst cannon, high-output burst cannon, etc.), and any Relic or Prototype System that replaces such a weapon.

ION WEAPONS

An ion weapon is any weapon whose profile includes the word 'ion' (ion cannon, ion rifle, etc.), and any Relic or Prototype System that replaces such a weapon.

MISSILE WEAPONS

A missile weapon is any weapon whose profile includes the word 'missile' (missile pod, smart missile system, etc.), and any Relic or Prototype System that replaces such a weapon.

PLASMA WEAPONS

A plasma weapon is any weapon whose profile includes the word 'plasma' (plasma rifle, twin plasma rifle, etc.), and any Relic or Prototype System that replaces such a weapon.

PULSE WEAPONS

A pulse weapon is any weapon whose profile includes the word 'pulse' (pulse carbine, pulse pistol, etc.), and any Relic or Prototype System that replaces such a weapon. Note that Shade is also a pulse weapon.

MELEE WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Crushing bulk	Melee	Melee	+1	-1	1	-
Dawn Blade	Each time an attack is made with this weapon, select one of the profiles below to make that attack with.					
- Strike	Melee	Melee	x2	-3	3	-
- Sweep	Melee	Melee	+1	-2	1	Each time an attack is made with this weapon profile, make 2 hit rolls instead of 1.
Fidelity	Melee	Melee	+2	-2	2	Each time an attack is made with this weapon, an unmodified hit roll of 6 scores one additional hit.
Ghostkeel fists	Melee	Melee	+1	-1	2	-
Honour stave	Melee	Melee	+2	-1	2	Each time an attack is made with this weapon, subtract 1 from that attack's hit roll.
Krootox fists	Melee	Melee	User	-2	2	-
Kroot rifle (melee)	Melee	Melee	User	-1	1	-
Ripping fangs	Melee	Melee	User	-1	1	-
Riptide fists	Melee	Melee	+1	-2	2	-
Ritual blade	Melee	Melee	+1	-1	1	-
Stingwing claws	Melee	Melee	User	-1	1	-
Thunderous footfalls	Melee	Melee	User	-2	2	-
Supreme honour blade	Melee	Melee	+2	-1	2	-

RANGED WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Accelerator burst cannon	18"	Assault 8	6	-1	1	-
Airbursting fragmentation projector	24"	Assault D6	4	-1	1	Blast. This weapon can target units that are not visible to the bearer.
Burst cannon	18"	Assault 6	5	0	1	-
Cluster rocket system	48"	Heavy 4D6	5	-1	1	Blast
Cyclic ion blaster	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	18"	Assault 3	7	-2	1	-
- Overcharge	18"	Assault 3	8	-2	2	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Cyclic ion raker	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	36"	Heavy 6	7	-2	2	-
- Overcharge	36"	Heavy 6	8	-2	3	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Destroyer missile	72"	Heavy 1	12	-5	2D3	The bearer can only shoot with each destroyer missile it is equipped with once per battle. Each time the bearer is selected to shoot, it cannot shoot with more than two of the destroyer missiles it is equipped with.
Dispersed fusion blaster	18"	Assault 2	7	-4	2	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of 3.
Flechette launcher	18"	Assault 5	3	0	1	-
Fireblade pulse rifle	36"	Rapid Fire 1	5	-2	2	-
Fusion blaster	18"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Fusion collider	24"	Heavy 3	9	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
Grenade belt	6"	Grenade 2D6	5	-1	1	Blast. The bearer can only shoot with this weapon once per battle.
Heavy burst cannon	36"	Heavy 12	6	-2	2	-
Heavy rail rifle	60"	Heavy 2	9	-4	D3+3	Each time a successful wound roll is made for an attack with this weapon, the target suffers 1 mortal wound in addition to any other damage.
High-energy fusion blaster	24"	Assault 1	8	-4	D6	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+2.
High-intensity plasma rifle	36"	Assault 2	8	-4	3	-
High-yield missile pod	30"	Heavy 4	7	-2	2	-
High-output burst cannon	18"	Assault 10	5	-1	1	-
Kroot gun	48"	Heavy 2	7	-1	2	-
Kroot pistol	12"	Pistol 1	5	-1	1	-
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-
Ion accelerator	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	72"	Heavy 6	7	-3	3	-
- Overcharge	72"	Heavy 6	8	-3	4	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Ion cannon	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	60"	Heavy 3D3	7	-2	2	-
- Overcharge	60"	Heavy 3D3	8	-2	3	Blast. Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer's unit suffers 1 mortal wound after shooting with this weapon.
Ion rifle	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	30"	Heavy 3	7	-2	1	-
- Overcharge	30"	Heavy 3	8	-2	2	If any unmodified hit rolls of 1 are made for attacks with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Light missile pod	24"	Assault 2	7	-1	2	-
Longshot pulse rifle	48"	Rapid Fire 1	5	-2	1	-
Missile pod	30"	Assault 2	7	-2	2	-
Neutron blaster	18"	Assault 2	5	-3	2	-
Piranha burst cannon	18"	Assault 6	6	0	1	-
Piranha fusion blaster	18"	Assault 1	8	-4	D6+2	Each time an attack made with this weapon targets a unit within half range, that attack has a Damage characteristic of D6+4.

RANGED WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma rifle	30"	Assault 1	8	-4	3	-
Pulse blastcannon	Before selecting targets, select one of the profiles below to make attacks with					
- Focused shot	24"	Heavy 2	16	-4	12	-
- Dispersed shot	48"	Heavy 6	12	-2	4	-
Pulse blaster	Before selecting targets, select one of the profiles below to make attacks with.					
- Close range	8"	Assault 2	6	-2	1	-
- Long range	14"	Assault 2	5	-1	1	-
Pulse carbine	24"	Assault 2	5	0	1	-
Pulse driver cannon	72"	Heavy 3D3	10	-4	3	Blast
Pulse pistol	12"	Pistol 1	5	0	1	-
Pulse rifle	36"	Rapid Fire 1	5	-1	1	-
Quad ion turret	Before selecting targets, select one of the profiles below to make attacks with.					
- Standard	30"	Assault 8	7	-2	1	-
- Overcharge	30"	Assault 8	8	-2	2	Each time an unmodified hit roll of 1 is made for an attack with this weapon profile, the bearer suffers 1 mortal wound after shooting with this weapon.
Quill grenades	6"	Grenade D6	4	0	1	Blast
Rail rifle	30"	Heavy 1	8	-4	3	Each time a successful wound roll is made for an attack with this weapon, the target suffers 1 mortal wound in addition to any other damage.
Railgun	72"	Heavy 1	14	-6	D3+6	Each time an attack is made with this weapon, invulnerable saving throws cannot be made against that attack. Each time a successful wound roll is made for an attack with this weapon, the target suffers 3 mortal wounds in addition to any other damage.
Seeker missile	72"	Heavy 1	9	-3	2D3	The bearer can only shoot with each seeker missile it is equipped with once per battle.
Seeker missile rack	72"	Heavy D3+1	9	-3	2D3	-
Semi-automatic grenade launcher	Before selecting targets, select one of the profiles below to make attacks with.					
- Fusion grenade	20"	Assault 1	6	-1	3	-
- EMP grenade	20"	Assault 1	3	0	1	Each time a successful hit roll is made for an attack with this weapon, if the target is a VEHICLE unit (excluding TITANIC units) whose characteristics change as it loses wounds, then, until the start of your next Shooting phase, it halves the number of wounds it has remaining when determining what characteristics to use.
Shaper Kroot rifle	24"	Rapid Fire 2	4	-1	1	-
Shade	24"	Assault 2	5	-2	2	-
Smart missile system	30"	Heavy4	5	-1	1	This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon, the target does not receive the benefits of Light Cover against that attack.
Supremacy railgun	72"	Heavy 2	12	-4	D3+3	Each time a successful wound roll is made for an attack with this weapon, the target suffers D3 mortal wounds in addition to any other damage.
T'au flamer	12"	Assault D6+2	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.
Twin airbursting fragmentation projector	24"	Assault 2D6	4	-1	1	Blast. This weapon can target units that are not visible to the bearer.
Twin burst cannon	18"	Assault 12	5	0	1	-
Twin plasma rifle	30"	Assault 2	8	-4	3	-
Twin smart missile system	30"	Heavy 8	5	-1	1	This weapon can target units that are not visible to the bearer. Each time an attack is made with this weapon, the target does not receive the benefits of Light Cover against that attack.
Twin T'au flamer	12"	Assault 2D6+4	4	0	1	Each time an attack is made with this weapon, that attack automatically hits the target.

POINTS VALUES

You can use this section to determine the points (pts) value of each unit in your army. Each entry lists the unit's size (i.e. how many models the unit can contain) and how many points the unit costs. If an entry has a unit cost of 'x pts/model', then the unit costs x points for every model in that unit. You must then add points for each weapon, or item of wargear, that is included in that unit if it is listed in that unit's entry (weapons and wargear not listed in a unit's entry cost no additional points to include in that unit).

For some of the models that can take multiples of the same piece of wargear, the points values for that wargear are presented as three separate values, e.g. '+5/+10/+15 pts'. Where this is the case, these numbers represent the points cost for taking that piece of wargear for the first time, the second time, and the third or more time respectively on the same model. So for example, if a model took that piece of wargear twice, it would cost 15 points – 5 points for the first piece and 10 points for the second. If they had taken that wargear three times, however, it would cost 30 points – as it would cost an additional 15 points to take the wargear for a third time. Whereas, if they had taken it four times, it would cost 45 points – costing an additional 15 points to take the wargear for the fourth time.

The model counts for **DRONE** models are not included in the unit entries here (excluding **TACTICAL DRONES**); please refer to the units' datasheets themselves to determine how many **DRONES** a unit can be equipped with.

PROTOTYPE SYSTEMS

Alternating Fusion Blaster	25 pts
Dominator Fragmentation Launcher	25 pts
DW-02 Advanced Burst Cannon	15 pts
E-H Disruption Suite	30 pts
Internal Grenade Racks	15 pts
Novasurge Plasma Rifle	20 pts
Resonator Warheads	30 pts
Sensory Negation Countermeasures	15 pts
Starflare Ignition System	20 pts
Stimm Injectors	10 pts
Thermoneutronic Projector	20 pts
Wide-spectrum Scanners	20 pts

HQ

Aun'Shi (pg 105)

Unit size	1 model
Unit cost	85 pts

Aun'Va (pg 105)

Unit size	3 models
Unit cost	80 pts

Cadre Fireblade (pg 103)

Unit size	1 model
Unit cost	50 pts
• Gun Drone	+8 pts
• Marker Drone	+10 pts
• Shield Drone	+12 pts

Commander Farsight (pg 99)

Unit size	1 model
Unit cost	130 pts

Commander in Coldstar Battlesuit (pg 102)

Unit size	1 model
Unit cost	100 pts
• Airbursting fragmentation projector	+10/+15/+20 pts
• Burst cannon	+10/+15/+20 pts
• Fusion blaster	+15/+20/+25 pts
• Gun Drone	+8 pts
• High-output burst cannon	+15 pts
• Marker Drone	+10 pts
• Missile pod	+10/+15/+25 pts
• Plasma rifle	+10/+15/+20 pts
• Shield Drone	+12 pts
• Shield generator	+10 pts
• T'au flamer	+5/+10/+15 pts

Commander in Crisis Battlesuit (pg 100)

Unit size	1 model
Unit cost	90 pts
• Airbursting fragmentation projector	+10/+15/+20 pts
• Burst cannon	+10/+15/+20 pts
• Cyclic ion blaster	+10/+20/+25 pts
• Fusion blaster	+15/+20/+25 pts
• Gun Drone	+8 pts
• Iridium battlesuit	+10 pts
• Marker Drone	+10 pts
• Missile pod	+10/+15/+25 pts
• Plasma rifle	+10/+15/+20 pts
• Shield Drone	+12 pts
• Shield generator	+10 pts
• T'au flamer	+5/+10/+15 pts

Commander in Enforcer Battlesuit (pg 101)

Unit size	1 model
Unit cost	110 pts
• Airbursting fragmentation projector	+10/+15/+20 pts
• Burst cannon	+10/+15/+20 pts
• Cyclic ion blaster	+10/+20/+25 pts
• Fusion blaster	+15/+20/+25 pts
• Gun Drone	+8 pts
• Marker Drone	+10 pts
• Missile pod	+10/+15/+25 pts
• Plasma rifle	+10/+15/+20 pts
• Shield Drone	+12 pts
• Shield generator	+10 pts
• T'au flamer	+5/+10/+15 pts

Commander Shadowsun (pg 98)

Unit size	1 model
Unit cost	150 pts

Darkstrider (pg 106)

Unit size	1 model
Unit cost	60 pts

Kroot Shaper (pg 103)

Unit size	1 model
Unit cost	25 pts

Ethereal (pg 104)

Unit size	1 model
Unit cost	60 pts
• Gun Drone	+8 pts
• Hover drone	+5 pts
• Marker Drone	+10 pts
• Shield Drone	+12 pts

Longstrike (pg 107)

Unit size	1 model
Unit cost	160 pts
• Accelerator burst cannon	+5 pts
• Ion cannon	+10 pts
• Seeker missile	+5 pts
• Smart missile system	+5 pts

TROOPS

Breacher Team (pg 109)

Unit size	10 models
Unit cost	85 pts
• Guardian Drone	+10 pts
• Gun Drone	+8 pts
• Markerlight	+5 pts
• Marker Drone	+10 pts
• Shield Drone	+12 pts
This unit can also include:	
DS8 Tactical Support Turret	+10 pts
• Missile pod	+10 pts

Kroot Carnivores (pg 110)

Unit size	10-20 models
Unit cost	6 pts/model

Strike Team (pg 108)

Unit size	10 models
Unit cost	80 pts
• Guardian Drone	+10 pts
• Gun Drone	+8 pts
• Markerlight	+5 pts
• Marker Drone	+10 pts
• Shield Drone	+12 pts
This unit can also include:	
DS8 Tactical Support Turret	+10 pts
• Missile pod	+10 pts

ELITES

Crisis Battlesuits (pg 111)
Unit size ..... 3-6 models
Unit cost ..... 30 pts/model
- Airbursting fragmentation projector ..... +5/+10/+20 pts
- Burst cannon ..... +5/+10/+20 pts
- Cyclic ion blaster ..... +10/+20/+25 pts
- Fusion blaster ..... +10/+15/+25 pts
- Gun Drone ..... +8 pts
- Iridium battlesuit ..... +5 pts
- Marker Drone ..... +10 pts
- Missile pod ..... +10/+15/+20 pts
- Plasma rifle ..... +5/+10/+15 pts
- Shield Drone ..... +12 pts
- Shield generator ..... +5 pts
- T'au flamer ..... +5/+10/+15 pts

Crisis Bodyguards (pg 112)
Unit size ..... 2-6 models
Unit cost ..... 35 pts/model
- Airbursting fragmentation projector ..... +5/+10/+20 pts
- Burst cannon ..... +5/+10/+20 pts
- Cyclic ion blaster ..... +10/+20/+25 pts
- Fusion blaster ..... +10/+15/+25 pts
- Gun Drone ..... +8 pts
- Iridium battlesuit ..... +5 pts
- Marker Drone ..... +10 pts
- Missile pod ..... +10/+15/+20 pts
- Plasma rifle ..... +5/+10/+15 pts
- Shield Drone ..... +12 pts
- Shield generator ..... +5 pts
- T'au flamer ..... +5/+10/+15 pts

Firesight Marksman (pg 115)
Unit size ..... 1 model
Unit cost ..... 70 pts

Ghostkeel Battlesuit (pg 114)
Unit size ..... 1 model
Unit cost ..... 160 pts
- Flare launcher ..... +15 pts
- Fusion blaster ..... +5 pts

Krootox Riders (pg 110)
Unit size ..... 1-3 models
Unit cost ..... 25 pts/model

Stealth Battlesuits (pg 113)
Unit size ..... 3-6 models
Unit cost ..... 25 pts/model
- Drone controller ..... +5 pts
- Fusion blaster ..... +5 pts
- Gun Drone ..... +8 pts
- Homing beacon ..... +5 pts
- Marker Drone ..... +10 pts
- Shield Drone ..... +12 pts
- Target lock ..... +5 pts

FAST ATTACK

Kroot Hounds (pg 118)
Unit size ..... 4-12 models
Unit cost ..... 6 pts/model

Pathfinder Team (pg 116)
Unit size ..... 10 models
Unit cost ..... 90 pts
- Drone controller ..... +5 pts
- Grav-inhibitor Drone ..... +10 pts
- Gun Drone ..... +8 pts
- Ion rifle ..... +5 pts
- Marker Drone ..... +10 pts
- Neuroweb system jammer ..... +5 pts
- Pulse Accelerator Drone ..... +10 pts
- Rail rifle ..... +5 pts
- Recon Drone ..... +15 pts
- Semi-automatic grenade launcher ..... +5 pts
- Shield Drone ..... +12 pts

Piranhas (pg 117)
Unit size ..... 1-5 models
Unit cost ..... 60 pts/model
- Piranha fusion blaster ..... +10 pts
- Seeker missile ..... +5 pts

Tactical Drones (pg 115)
Unit size ..... 4-12 models
- Gun Drone ..... +8 pts
- Marker Drone ..... +10 pts
- Shield Drone ..... +12 pts

Vespid Stingwings (pg 118)
Unit size ..... 5-13 models
Unit cost ..... 12 pts/model

HEAVY SUPPORT

Broadside Battlesuits (pg 119)
Unit size ..... 1-3 models
Unit cost ..... 75 pts/model
- Gun Drone ..... +8 pts
- High-yield missile pod ..... +10 pts
- Marker Drone ..... +10 pts
- Missile Drone ..... +15 pts
- Seeker missile ..... +5 pts
- Shield Drone ..... +12 pts
- Twin plasma rifle ..... +10 pts
- Twin smart missile system ..... +15 pts

Hammerhead Gunship (pg 121)
Unit size ..... 1 model
Unit cost ..... 145 pts
- Accelerator burst cannon ..... +5 pts
- Ion cannon ..... +10 pts
- Seeker missile ..... +5 pts
- Smart missile system ..... +5 pts

Riptide Battlesuit (pg 120)
Unit size ..... 1 model
Unit cost ..... 240 pts
- Fusion blaster ..... +10 pts
- Ion accelerator ..... +10 pts
- Shielded Missile Drone ..... +15 pts
- Smart missile system ..... +5 pts

Sky Ray Gunship (pg 122)
Unit size ..... 1 model
Unit cost ..... 135 pts
- Accelerator burst cannon ..... +5 pts
- Smart missile system ..... +5 pts

DEDICATED TRANSPORT

Devilfish (pg 123)
Unit size ..... 1 model
Unit cost ..... 95 pts
- Seeker missile ..... +5 pts
- Smart missile system ..... +5 pts

FLYERS

Razorshark Strike Fighter (pg 124)
Unit size ..... 1 model
Unit cost ..... 155 pts

Sun Shark Bomber (pg 125)
Unit size ..... 1 model
Unit cost ..... 165 pts

LORDS OF WAR

Stormsurge (pg 129)
Unit size ..... 1 model
Unit cost ..... 330 pts
- Pulse blastcannon ..... +10 pts
- Twin airbursting fragmentation projector ..... +5 pts
- Twin burst cannon ..... +5 pts

FORTIFICATIONS

Tidewall Droneport (pg 127)
Unit size ..... 1 model
Unit cost ..... 80 pts
- Gun Drone ..... +8 pts
- Marker Drone ..... +10 pts
- Shield Drone ..... +12 pts

Tidewall Gunrig (pg 128)
Unit size ..... 1 model
Unit cost ..... 125 pts

Tidewall Shieldline (pg 126)
Unit size (Tidewall Shieldline) ..... 1 model
Unit cost (Tidewall Shieldline) ..... 80 pts
Unit size (Tidewall Defence Platform) ..... 0-1 model
Unit cost (Tidewall Defence Platform) ..... 80 pts

GLOSSARY

Below you will find a glossary that contains a number of terms used in this Codex.

Any number of models can each have their Weapon A replaced with Weapon B: When this wargear option is selected for a unit, any number of models in that unit that are equipped with Weapon A can each have its weapon replaced with Weapon B. It is possible for only some of the models in that unit to have their weapon replaced and for others not to.

Burst weapon (pg 130): A weapon whose profile includes the word 'burst', or a Relic that replaces a burst weapon.

Cadre Command (pg 55): Detachment ability for **T'AU EMPIRE** Detachments.

Farsight Enclaves Detachment (pg 55): A Detachment in a Battle-forged army where every model has the **FARSIGHT ENCLAVES** keyword (excluding models with the **T'AU AUXILIARY** or **UNALIGNED** keywords).

From: The sept that a unit belongs to is the sept they are from. A unit is from a certain sept if they have that sept's name listed on its Faction keyword line.

Independent Power (pg 55): Detachment ability for **T'AU EMPIRE** Detachments.

Ion weapon (pg 130): A weapon whose profile includes the word 'ion', or a Relic that replaces an ion weapon.

Markerlights (pg 93): Markerlights allow a unit to perform the Fire Markerlights action in order to give enemy units Markerlight tokens.

Missile weapon (pg 130): A weapon whose profile includes the word 'missile', or a Relic that replaces a missile weapon.

Plasma weapon (pg 130): A weapon whose profile includes the word 'plasma', or a Relic that replaces a plasma weapon.

Prototype Systems (pg 70-71): A unique upgrade that can be given to **COMMANDER**, Crisis Shas'vre, Crisis Bodyguard Shas'vre or Ghostkeel Shas'vre models (excluding named characters).

Pulse weapon (pg 130): A weapon whose profile includes the word 'pulse', or a Relic that replaces a pulse weapon.

Signature System (pg 74-75): A type of Relic that can be given to **T'AU EMPIRE CHARACTER** models.

Sept (pg 55): **T'AU EMPIRE** units with the **<SEPT>** keyword will belong to one sept (or Farsight Enclaves). When you include such a unit in your army, you must select a sept's keyword or **FARSIGHT ENCLAVES** to replace this keyword with.

Sept Detachment (pg 55): A **T'AU EMPIRE** Detachment in which every **T'AU EMPIRE** unit that is from a sept is from the same sept.

Sept Signature System (pg 55): A Signature System associated with a specific sept. These are only available to **CHARACTER** models that are part of a sept Detachment (and only if they, and your **WARLORD**, are drawn from the associated sept).

Sept Stratagem (pg 55): A Stratagem associated with a specific sept. These are only available if your army includes a Sept Detachment of the associated sept. All Sept Stratagems have the T'au Empire label.

Sept Tenets (pg 55): Detachment ability for **T'AU EMPIRE** Detachments.

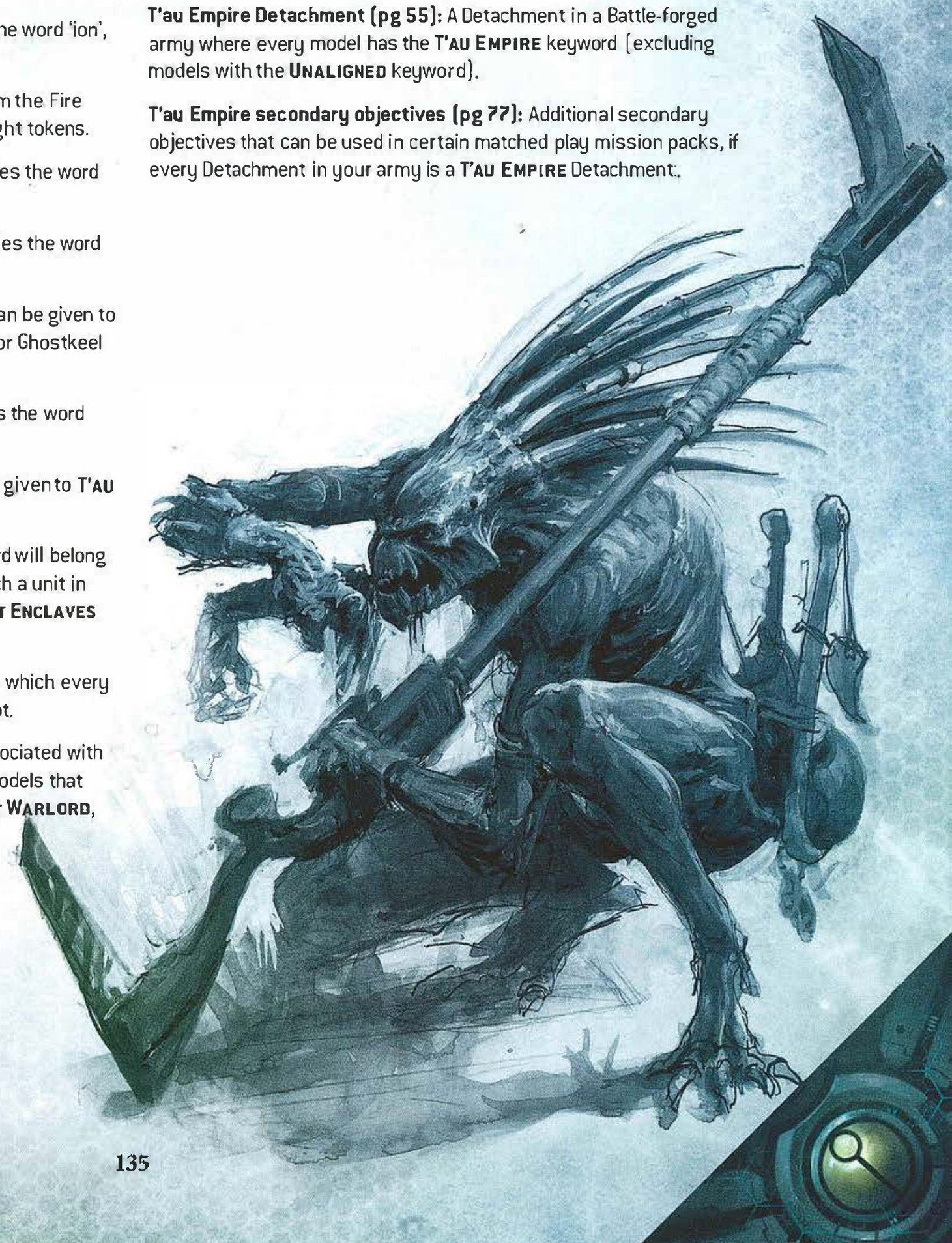
<Sept> unit: A unit that is from a sept and has the name of a sept as a Faction keyword on its datasheet. Note that units that are from a specified sept, such as named characters like Aun'shi, are also **<SEPT>** units. Farsight Enclaves units with the **FARSIGHT ENCLAVES** Faction keyword are also **<SEPT>** units.

Sept Warlord Trait (pg 55): A Warlord Trait associated with a specific sept. These are only available to **WARLORDS** that are part of a Sept Detachment (and only if they are from the associated sept).

Stratagem label: A Stratagem's labels are written beneath its title and can include: T'au Empire; Battle Tactic; Epic Deed, Strategic Ploy; Requisition; Wargear. A Stratagem can have more than one label; for example, a Stratagem with 'T'au Empire – Wargear Stratagem' has both the T'au Empire and Wargear labels.

T'au Empire Detachment (pg 55): A Detachment in a Battle-forged army where every model has the **T'AU EMPIRE** keyword (excluding models with the **UNALIGNED** keyword).

T'au Empire secondary objectives (pg 77): Additional secondary objectives that can be used in certain matched play mission packs, if every Detachment in your army is a **T'AU EMPIRE** Detachment.



REFERENCE

Below you will find a bullet-pointed summary of several T'au Empire rules.

<SEPT> KEYWORD (PG 92)

- When you include a unit with the **<SEPT>** keyword, nominate which sept (or **FARSIGHT ENCLAVES**) it is from.
- Replace every instance of the **<SEPT>** keyword on that unit's datasheet with the name of your chosen sept.

CADRE COMMAND (PG 55)

- If your army is Battle-forged, for each Detachment with this ability (excluding **FARSIGHT ENCLAVES** Detachments), that Detachment cannot contain more than one **COMMANDER** model.
- If your army is Battle-forged, for each **FARSIGHT ENCLAVES** Detachment with this ability, that Detachment cannot contain more than two **COMMANDER** models.

DETACHMENT ABILITIES (PG 55-65)

- If your army is Battle-forged, **T'AU EMPIRE** Detachments gain the Sept Tenets and Cadre Command abilities.
- If your army is Battle-forged, **FARSIGHT ENCLAVES** Detachments gain the Independent Power ability.
- If your army is Battle-forged, Troops units in **T'AU EMPIRE** Detachments gain the Objective Secured ability (see the Warhammer 40,000 Core Book).

DIPLOMAT POWER (PG 79)

- In Crusade, when assimilating a star system, each of the planets will have a Diplomat Power. This represents the number of Diplomat points your Crusade force needs to earn in order to perform a Diplomatic Takeover of that planet.

INDEPENDENT POWER (PG 55)

- If your army is Battle-forged, for each Detachment with this ability, that Detachment cannot contain any **ETHEREAL** models.

MARKERLIGHTS (PG 93)

- **MARKERLIGHT** units can perform the Fire Markerlights action.
- Action begins at the start of your Movement phase, ends at the start of next Shooting phase.
- When action is completed, for each **MARKERLIGHT** model, select one enemy unit within 36" that is eligible for a ranged attack and roll one D6: on a 3+, that enemy unit gains a Markerlight token.
- **VEHICLE** and **DRONE** models can move without the action failing, but only those models can fire their markerlights in their respective units.
- When a unit with Markerlight tokens is targeted by ranged attacks by a **T'AU EMPIRE** unit (excluding **T'AU AUXILIARY** units), add 1 to hit rolls and afterwards remove one token.

MILITARY POWER (PG 79)

- In Crusade, when assimilating a star system, each of the planets will have a Military Power. This represents the number of Military points your Crusade force needs to earn in order to perform a Military Takeover of that planet.

PHILOSOPHIES OF WAR (PG 92)

- Philosophies of War only applies if every model in your army is from the same sept (excluding **T'AU AUXILIARY, SUPREME COMMANDER** and **UNALIGNED** models).
- At the start of the battle, select either the Mont'ka or Kauyon Tactical Philosophy.
- Until the end of the battle, **T'AU EMPIRE** units (excluding **T'AU AUXILIARY** units) gain new abilities based on the Tactical Philosophy that was selected and the current battle round number.

PROTOTYPE SYSTEMS (PG 70-71)

- If your army is Battle-forged, you can upgrade **COMMANDER**, Crisis Shas'vre, Crisis Bodyguard Shas'vre or Ghostkeel Shas'vre models with a Prototype System.
- Doing so increases a model's Power Rating and points value.
- A model cannot have more than one Prototype System.
- Your army cannot contain more than one model with the same Prototype System.
- Crusade armies must use the Prototype System Requisition to gain Prototype Systems.
- You cannot give named characters Prototype Systems.

SEPT TENETS (PG 55-65)

- If every unit in a Detachment is drawn from the same sept, all **T'AU EMPIRE** units in that Detachment that are drawn from that sept gain a Sept Tenet.
- The Sept Tenet gained depends on what sept they are from.
- If a sept does not have an associated Sept Tenet, you must create one for them. To do so, select two tenets from pages 62-65.

