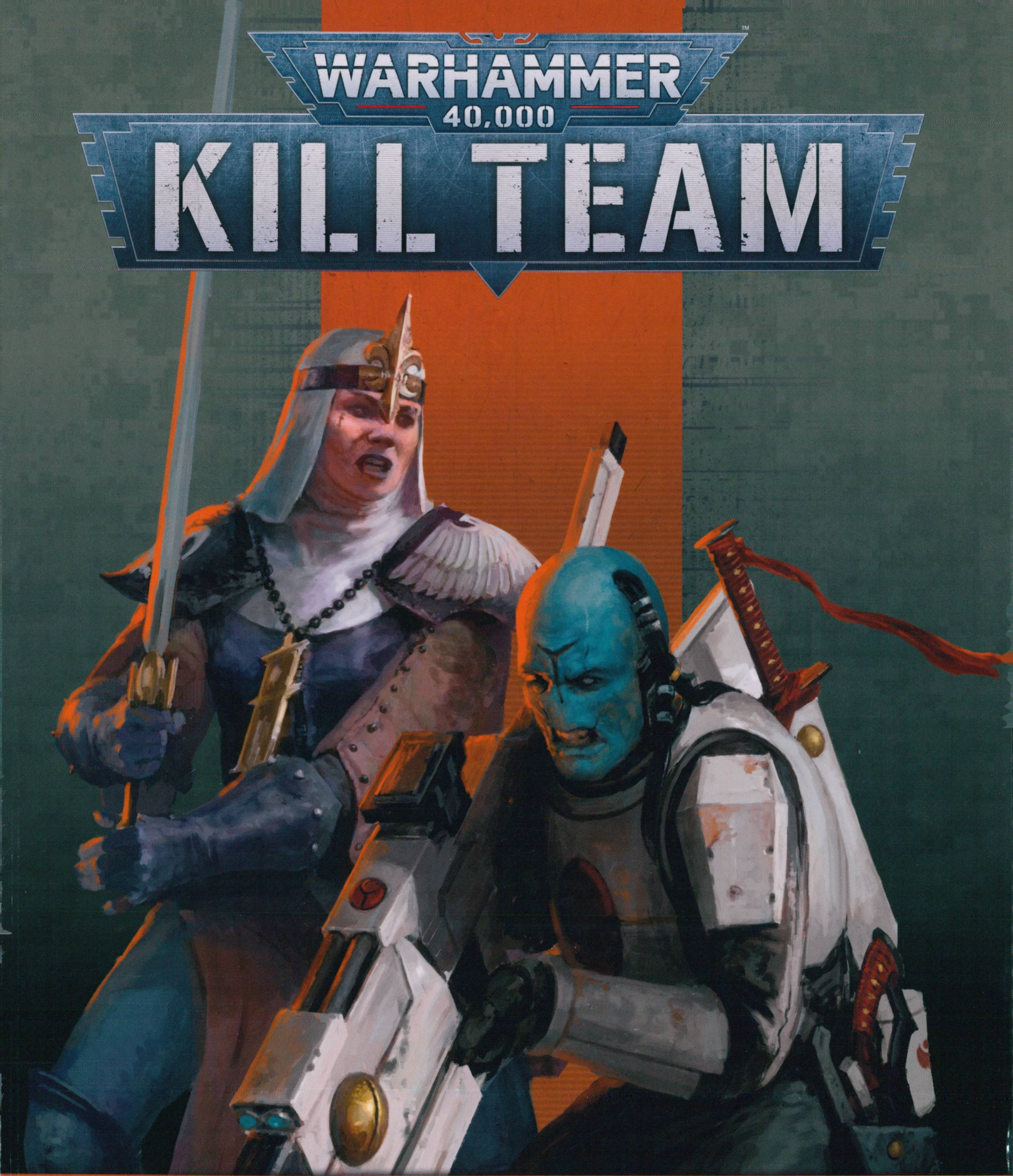
WARHAMMER 40,000

KILL TEAM



CHALNATH



KILL TEAM: CHALNATH

The God-Emperor's light no longer reaches every part of his realm. In the darkness beyond the Great Rift, fears swell and loyalties unravel. Nightmares and opportunists press in from every side, each scenting the tang of weakness. The xenos-fuelled sedition at Vedik has cracked the once unblemished faith of this system. Faith must be renewed, lest all fall into ruin.

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INTRODUCTION

Welcome to *Kill Team: Chalnath*. This book reveals the battle for the soul of the Vedik System and the opposing ideals at the heart of the war. Within these pages are detailed the two principal factions that war for supremacy there – the Adepta Sororitas and the T'au Empire – and how their kill teams wage a shadow war as part of a swiftly escalating engagement.

The Vedik System lies in the galactic east, beyond the Great Rift, in the darkened region known as the Imperium Nihilus. Like many systems that survived the turmoil of the Rift's opening, Vedik did not escape unscathed. Its billions of people are cut off from the rest of the Imperium. Xenos raids on the system's fringe have increased, while rumours of heretical cults are whispered and civil unrest rises. A growing sense of isolation and abandonment have weakened faith in the Imperial Creed, and despite the efforts of local Adeptus Ministorum priests to brutally clamp down on such heresy, the crumbling belief has allowed xenos overtures from the T'au Empire to take root. Into this fearful and weakened region, the Battle Sisters of the Adepta Sororitas have been drawn by a strange twist of fate and the battle for Vedik's soul has begun. Open warfare now rages as the Imperium strives to bolster the population's failing faith and the T'au aggressively attack to take what they now see as a part of their expanding empire. Both sides pour ever greater forces into the system while xenos raiders and Chaos forces exploit its weakened defences. Among the escalating war, countless kill teams of specialist operatives battle each other through the bowels of dense cities, amongst ruined shrines, through the outskirts of frontier shanty towns and in countless other killzones.

Kill Team: Chalnath gives you a glimpse into this intensifying war zone and the carnage wrought by the kill teams that operate there. Within this book, you will find rules for fielding Novitiate kill teams of the Adepta Sororitas and Pathfinder kill teams of the xenos T'au Empire. You will also discover tables from which to generate names, a collective demeanour and a base of operations for your specialists. Adding these elements to the story of your kill team is a great way to give it a unique character and a personality all of its own. They can also feed into your kill team's ongoing story, suggesting ways in which your operatives might approach different missions. There are many unique missions to be found in this book, filled with killzone-specific special rules and tactical challenges that exemplify the desperate and often hidden conflicts fought between the warring kill teams in the Vedik System.

In addition, this book contains stunning photographs of expertly painted Citadel miniatures set amongst the grim and ruined architecture of Vedik's cities and frontier outposts. Along with evocative illustrations, these depict the zealous warriors of the Adepta Sororitas and the technologically advanced aliens of the T'au Empire, and can serve as inspiration for the colour schemes and narratives of your own collection.



WAR ZONE VEDIK

The T'au Empire is always growing, and has launched a number of campaigns of expansion to bring more worlds into its territory. Despite setbacks, technological disasters and heavy losses incurred at the hands of unenlightened races, the T'au prevailed. Now, in the Nem'yar Atoll, they work to bring their ideal of the Greater Good to the planets around them.

Under the leadership of Commander Shadowsun, the T'au rapidly secured a number of worlds in the Nem'yar Atoll. Keeping her forces' momentum, she set her eyes on a number of other systems. One was known to the Imperium as Vedik. Isolated and facing economic ruin, it was vulnerable and its people realised it. Many needed hope. The T'au knew they could offer it.

Vedik's leaders were completely unaware of the wars raging in nearby systems, all they knew is that they were completely alone. Water caste T'au, wily negotiators and diplomats all, reached out to them. They brokered trade deals with Rogue Traders and provided a market for foodstuffs. They spoke of peace and stability in dangerous and uncertain times. Before long the T'au earned the trust of many politicians from Vedik's worlds, with some Water caste officials even holding seats on local legislative councils. In many places Water caste traders set up shop in markets. Through these channels the T'au learned how the worlds they targeted worked. They learned who was less sympathetic to the ideals of the Greater Good. They made contact with elements of the population and defence forces disaffected with planetary leaderships. They gave gifts to people in high places, many of these beautiful objects actually being sophisticated bugging drones that allowed the T'au even greater insight into the corridors of power. They learned state secrets, or indeed embarrassing private truths that served as useful leverage. Those Imperial servants concerned by the T'au's presence were powerless to stop them.

This all changed, however, when a fleet of battered Imperial ships entered the system without warning. Many were loaded with Adepta Sororitas of the Order of Our Martyred Lady. Part of a much larger War of Faith, they had been separated from the rest of their forces. No one, Imperial or T'au, had any reason to expect them. When the Sisters' leader demanded information and supplies, many priests and politicians alerted her to what had been happening in the system. Some had always argued against the T'au, others were affected by a sudden – and convenient – change of heart when the Sisters arrived. The Sisters took their sudden arrival in the Vedik System as a sign from the God-Emperor – he had obviously brought them there to purge the area of the xenos and restore it to his rule. The T'au withdrew their ships and as many of their number as possible after the Sisters launched direct attacks against them, knowing the assets they currently had available could not stand up against the new threat. Many T'au were left behind, however, and were forced to make their own efforts to avoid Imperial retribution.

The Adepta Sororitas deployed to all of the Vedik System's inhabited worlds, establishing themselves in capital cities and wherever they felt it was most important to shore up faith in the Emperor. They captured, tortured and purged those they deemed traitors. Preachers who accompanied them roused mobs to torch abandoned Water caste businesses, as well as those of suspected collaborators.

The T'au were not willing to give Vedik up, however. Upon Shadowsun's command, fleets of ships were sent to the system, filled with troops. The vanguard of these forces were made up of Pathfinders. Hundreds of kill teams were despatched to the system's worlds, to rescue isolated T'au, connect with allies who would help overturn Imperial rule and to undermine defences to prepare the way for larger T'au forces.

Shadowsun's forces had to move fast. More Imperial ships were appearing, also from the War of Faith that the initial ships to arrive belonged to. The Sisters believed that this was as a result of the God-Emperor answering their prayers, and were even more convinced that they had arrived in the Vedik System to purge the xenos taint and reignite the beacon of faith. With reinforcements arriving, they strengthened their positions and fought harder. For the T'au, it was a race against time – they had to secure Vedik soon or the Imperium's numbers might grow too great for them to defeat.



WAR ZONE VEDIK

The Vedik System is home to tens of billions of souls. Its resource-rich worlds and numerous interplanetary trade fleets made it a tempting prize for the T'au Empire. The T'au returned to Vedik after initially being driven away by the Adepta Sororitas, this time with more ships and warriors. Dealing with this escalating xenos threat, as well as a growing insurrection, the Battle-Sisters were increasingly stretched more thinly.

BHASCA

Seat of the Vedik System's Imperial governor, Bhasca is a fortress world. Its continents are strewn with bastion-cities, armoured manufactorums, arsenal-palaces and bunker complexes. They are shielded by layers of curtain walls that rise from cracked plains up to artificial plateaus of plascrete and iron. Beneath these immense crusts are shielded generatoria temples that power barely understood force fields. Despite such indomitable defences, Bhasca has a weakness beneath its fortified upper surface: its people. Its workers, its militia and the nobility who form the governor's court have grown fearful and desperate in the system's isolation. When the T'au first made themselves known on Bhasca, they already had experience exploiting frailties on Vedik's other worlds. On the capital planet, the mixture of greed, disillusionment and fear gave them many ways in which to introduce the benefits of the Greater Good.

The fighting on Bhasca has concentrated primarily around its bastion-cities and palaces, through the fortresses' defence networks and along trench lines that stretch for hundreds of miles between them. Vicious firefights around the principal port of Reknahvar resulted in an early victory for the Adepta Sororitas. Execution kill teams silenced the T'au sentries and the ignition of fuel dumps diverted enough attention to allow the Sisters to break through. This enabled the governor to recommence safely importing foodstuffs from the system's agri world of Herkuniat. So far, Reknahvar remains the Sisters' only decisive success. Many of the bastion-cities are in a state of civil war or else are mostly loyal to the T'au. Until the Sisters can bring in greater numbers, their task remains one of holding on to their few acquisitions until reinforcements arrive.

VARIKAR

The death world of Varikar is a fog-shrouded and nightmarish place. Gritty slate beds, slick with airborne moisture, cover most of the equatorial belt, sandwiched between icy environs to the north and south. Frequent tectonic activity thrusts up slivers of dark slate splinters that are sharp enough to slice through flak jackets. Daily earthquakes cause shards from the highest upthrusts to break off, fall and skewer anyone unlucky enough to wander beneath. Gullies newly opened by earthquakes, whose slippery sides have consumed entire armoured columns, lead to cavernous depths containing greater danger still. Predatory species of monstrous, worm-like creatures burrow through the bedrock, and colonies of voracious arthropods consume anything living they can catch.

Varikar's lethality and its lack of profitable resources have made it central to many illegal activities in the system. Gun runners, smugglers and mutant exclaves maintain a mobile existence. They move their camps regularly to avoid the most dangerous of Varikar's denizens and the worst tremors. The T'au quickly assumed a strong presence on Varikar, using the smugglers' contacts and discreet shuttle runs to ferry propaganda and arms around the system. Imperial forces have struggled to contain the xenos; for every temporary port they destroy, the T'au establish another. Desperate battles among the frigid peaks and through the predator-haunted caverns have claimed hundreds of Battle Sisters so far as they hunt down their elusive xenos prey.

ST KORNAZ'S HOPE

Ostensibly a mining colony, St Kornaz's Hope is designated a feudal world by dint of its low technology base and rigid hereditary rulership.

Massive slum-stacks perch atop delver colonies in which millions toil to extract minerals and chemicals that are shipped to the system's manufactorums. The system's planetary governor on Bhasca stokes fractious political manoeuvring, armed confrontations and the occasional assassination among the rival dynasties. This competition ensures their holdings try to outdo each other in production and serves to keep no one dynasty from amassing too large a power base. Their private armies provide St Kornaz's Hope with its defence militia; regiments of poorly armed conscripts wearing ostentatious uniforms of great variety, cavalry squadrons riding gene-altered quadrupeds and a core of veteran Guardsmen invalided out of regular service.

St Kornaz's Hope has seen some of the fiercest fighting in the Vedik System. It was the first planet to suffer invasions from the vanguard elements of the T'au reprisals. They were supported by pockets of hidden Fire Warriors and Pathfinders who had stayed behind, concealed, when the Adepta Sororitas first reached the system. They ran disruption and obfuscation missions, seeding rebellion among slave gangs and arming criminal gangs. After an initial period of heavy losses, several of the planet's dynasties eventually put aside their mutual hatred and coordinated their attacks against the xenos.

TAMAGHAN

The penal colonies of Tamaghan are fortified bastions crammed with electro-shielded cells, each bastion housing thousands of prisoners from both Vedik and further afield. An army of brutal guardians – the Grey Wardens – fulfils the roles of gaolers and planetary militia, and they are well armed. The bastions dot the unforgiving landscape of ash wastes, holding the most psychopathic offenders that await execution, arco-flagellation or worse. Those convicted of lesser crimes are marched into the wastes each day to dig for meagre tubers to feed the inmates. At the poles are Tamaghan's most inaccessible compounds; black towers warded with strange runes and guarded by off-worlders answering to the Adeptus Astra Telepathica. In these two megalithic prisons are housed witches and psychic mutants awaiting the infamous Black Ships.

Though filled with the worst elements of the Vedik System, the penal world of Tamaghan remained unflinchingly loyal to the Imperium. Priests of the Adeptus Ministorum preached bellowing sermons from armoured pulpits before mobs of prisoners. In each of Tamaghan's self-isolating colonies, their fiery rhetoric was broadcast from gargoyle-like emitters and sung by cherubic servitors. A devotional furore filled the convicts, convinced by the priests that their newfound piety would offer a sliver of redemption in the eyes of the Emperor. When the T'au attacked in force, claiming to free the prisoners and welcome them into the Greater Good, they were met with armies of frothing fanatics led by the world's zealous priests.

POSENOI

Across the surface of the ocean world of Posenoi, gigantic rigs suspended on thrumming anti-grav arrays follow the currents. Their visible structures primarily comprise generatoria, macro-exhaust funnels and comms arrays. Beneath the grey waters, connected to the rigs by flexible ducts - armoured to withstand the battering of Posenoi's waves - are habitats, hydroponics stations, auto-filtration trawlers and docking facilities. Dozens of these snaking ducts, studded with airtight pods, stretch down into the water column from each rig like tendrils. Posenoi is a rich source of algal nutrients that form the basic foodstuff of Vedik's toiling masses, as well as promethium which the rigs install giant reservoirs to capture.

The war for Posenoi is fought in the air, through the maze-like industrial rigs and even underwater. Modified Tetra and Piranha craft ferried sub-aqua Pathfinder teams to infiltrate fronds of habitat pods, aiming to make contact with armed sympathisers. Many of their hit-and-run strikes have been stymied by bands of Novitiates stationed in the habitats' shrine temples. Zephyrim of the Argent Shroud launched interceptions against T'au orbital transports in mid-flight, and duelled Vespid kill teams among the dense network of the rigs' spires. Midnight raids in the heart of the rigs' industrial warrens, such as that led by Canoness Preceptor Hadeth at Grappa Cephalon, have secured many back for the Imperium. The survival of Vedik's labourers and military infrastructure is dependent on Posenoi's resources and the Adepta Sororitas have diverted more and more assets to its security.

FACTIONS AT WAR

Though the Nem'yar Atoll is but a minute part of the Imperium Nihilus, and the Vedik System much smaller still, many races fight for glory, dominance or to satisfy base cravings across its worlds. Many pursue their campaigns seeking nothing less than total supremacy, whether that be for their deities, their ideals, or the acquiring of resources.

T'AU EMPIRE

With each passing day, more T'au ships enter the Vedik System. Warriors from many septs and auxiliaries from most of the T'au race's allies fill them alongside Earth caste engineers, Water caste diplomats and Air caste combat pilots. At their head is Shas'o Tash'var Ol'shas Shoh, known as Commander Brightflame, placed in overall control by Commander Shadowsun herself. Despite the collapse of the peaceful effort to bring the Vedik System over to the T'au Empire, the T'au are determined that even in the face of renewed Imperial military power they will not fail. T'au troops deployed to every inhabited planet, kill teams in the vanguard. They armed sympathetic insurgents against the Adepta Sororitas and the fanatics the Sisters riled up. The kill teams destroyed ammunition and fuel depots. They wiped out patrols. They escorted Water caste negotiators who engaged in dialogues with trading guilds and gangs to win Imperial citizens over to the Greater Good. They re-established links with T'au troops who were left behind after the initial withdrawal and had gone into hiding.



Besides open armed conflict with the Imperium, the T'au are fighting against bizarre Human cults. Even before the arrival of the Adepta Sororitas, T'au kill teams put down outbreaks of what their Human allies described as 'mutation' and 'witchcraft'. Such actions brought many Imperial citizens over to the Greater Good. They saw the objects of their fears destroyed by the T'au, and saw how the xenos race's power could protect them from such terrors. Even some enforcer precincts threw their lot in with the T'au after seeing them kill mutants, criminals and heretics of many different stripes. The T'au learned that a significant part of demonstrating the value of the Greater Good to many races, Human included, was to defeat enemies their own beliefs had apparently failed to destroy.

IMPERIUM

The worlds of the Vedik System are all but completely isolated from the rest of the Imperium. Before the sudden arrival of the Adepta Sororitas they were extremely vulnerable. Mutations had spread. Terror ran rampant. Economic ruin was imminent. Xenos threats circled. Defence militias, Astra Militarum forces and enforcers were overstretched in dealing with it all. It became easy for the system's elite to see the benefits of what the T'au were offering, and many made moves to embrace it.

The Adepta Sororitas changed everything. They established missions on every inhabited planet, immediately conducting purges, restoring artefacts and bolstering the faith with the deployment of every kill team. Alongside them came armies of preachers. Though the Sisters were relatively few in number, the great mobs roused by missionaries were many times their number. They strung up councillors and merchants in the streets for having dealings with the T'au. Many stormed underhives and hab-blocks to root out those they deemed heretics and traitors. A significant number of the local nobility gave this new disorder their full backing, desperately wishing to evade the merciless purges themselves. Imperial citizens are divided. Some see the arrival of the T'au as a test – if they throw back the xenos they believe the Emperor will restore the communications the worlds have lost with the rest of his realm. Others, however, have benefited a great deal from the arrival of the T'au, and see the violent actions of the Sisters and the zealots as further proof of the superiority of the Greater Good.

Other Imperial troops are fighting alongside the Adepta Sororitas. There are millions of Astra Militarum and defence militia hailing from the Vedik System's worlds, as well as more who were a part of the Sisters' War of Faith. Tempestus Scions are also found within the Imperium's ranks. They have been at the forefront of the search and destroy missions to locate T'au left behind after the xenos' initial withdrawal, as well as in stamping out groups believed to be sympathetic to the T'au.

GENESTEALER CULTS

The Patriarchs of the Vedik System's Genestealer Cults had not planned to rise for some time when the T'au first made their inroads into the Imperial hierarchy. They watched, listened and waited to see what the T'au were doing. The elements of the cults already seeded among the Imperial ruling classes attempted to dissuade councils from giving the T'au room to expand. They were mostly unsuccessful. On Olcadees the T'au even rooted out and destroyed some elements of the present Genestealer Cult without the Imperial authorities being aware. Nevertheless, the cults judged that the Star Children would overcome the T'au as they had planned to overthrow the Humans. Thus they were content to wait. They prepared as they always did, stockpiling weapons, infiltrating defence forces and assassinating low-level figures of authority. The sudden arrival of dozens of Imperial ships changed everything, the fanatical Battle Sisters they carried upsetting the balance of power. The zealous mobs that arose after their arrival were vigilant and belligerent, giving the cults less room to breathe. On Olcadees and Tamaghan the cults moved more quickly, fighting more openly. Their enemies would grow too strong otherwise.

ORKS

Some Orks arrived in the Vedik System accidentally, spat out by the Great Rift. Others were en route to join the greenskin fleets to the east of the Nem'yar Atoll, in the region known to the T'au as the Ful'na Nebulae. Regardless, all found the erupting conflicts in the Vedik System to be a scrap worth stopping for. Many were drawn unaccountably to the region. Most very quickly forgot about their original plans as they got stuck into the action sooner than they had expected. Most were drawn to the fortress world of Bhasca, where the large Imperial garrisons offered the greatest prospects for heavy fighting. Sneaky kill teams of the Blood Axes clan infiltrated garrisons; kill teams of large, brutish Orks from the Goffs tested their mettle against bunker complexes; and Deathskulls clan kill teams took weapons and gubbinz from all those they killed. Many other Orks went to the death world of Varikar, especially those of the Snakebites clan. The Human population was hardened by their daily struggle to survive, and the native fauna were large and vicious. There were big fights and big hunts to be had.

FORCES OF CHAOS

It is not uncommon for Imperial planets to harbour incredibly secretive cults whose members worship the Dark Gods. Some follow inspiring demagogues. Others are in thrall to cruel sorcerers. Some have many thousands of members. Others have barely a handful. Following the Great Rift's emergence, not only did existing cults grow larger and bolder, but many more were established as waves of warp energy rippled through the galaxy. The turmoil engulfing the Vedik System as the fighting escalates further is an opportunity for many cults to grow, claim territory and perform grander rituals for their dark patrons. Though this increased activity attracts attention, and many nascent cults have been put down by T'au and Battle Sister kill teams alike, this has not dissuaded any followers of the Dark Gods. All over Yannapad, Olcadees and Tamaghan, cults are conducting rites and desecrating sites sacred to the Imperial faith.

DRUKHARI

The sadistic and piratical raiders of the Drukhari took great advantage of the galaxy-wide disorder caused by the Great Rift's emergence. The Vedik System is just one more region where they have carried out numerous realspace raids to feast on the pain of terrified peoples on isolated worlds. But it is also a unique treasure trove for the Drukhari. In their campaign to wrest the Vedik System from the Imperium, the T'au have brought with them auxiliaries from a number of alien races. Kroot, Nicassar, Demiurg, Vespids, Greet, Nagi, Thraxians – all are part of the T'au coalition. They are desirable to the Haemonculus Covens for experimentation, as well as to Wych Cults for the putting on of dramatic displays of violence in Commorragh's arenas. Many of Commorragh's wealthiest will pay a great sum for specimens of rare or unusual species, and so kill teams of ambitious Drukhari of all kinds have flocked to the Vedik System in the hope of gaining fame and fortune.

TYRANIDS

The Tyranids in the Nem'yar Atoll are largely remnants of destroyed splinter fleets, creatures reduced to following base animal instincts. Though much lower in number than typical Tyranid invasions, they are still deadly. They fall upon prey worlds to feed, and thanks to the large number of different species present, the Vedik System is a great source of varied sustenance. Small groups of Tyranids hunt independently as well as source the richest feeding grounds for the rest of their kind. Though the ocean world of Posenoi and agri world of Herkuniat have faced the brunt of much of the Tyranids, T'au and Imperial patrols alike are finding the telltale signs of these aliens on other worlds, whether it be claw marks in the mud or the bloody remains of the consumed.

'THE ABSENCE OF FAITH IS THE MARK OF THE WEAK.

THE ABSENCE OF FAITH IS THE MARK OF THE HERETIC.

THE ABSENCE OF FAITH IS THE MARK OF DAMNATION.'

- Ephrael Stern



ADEPTA SORORITAS

The warrior zealots of the Adepta Sororitas are among the most devout of all the God-Emperor's soldiers. They guard against the manifold threats facing Mankind's faith, ruthlessly purging the Imperium of heresy, witchcraft and mutation. With roared prayers rising above the din of their weapons fire, the Sisterhood of the Adepta Sororitas gives praise to the God-Emperor as it cleanses his realm of the impure.

The Adepta Sororitas fights in the name of the Imperial Creed; the sole religion permitted in the Imperium. Its members are angelic guardians of the faith and the dread instrument of punishment for those who fail to keep the Creed's strictures. They comprise a vast Sisterhood of fanatical and deadly warriors – known as the Sisters of Battle – who crusade throughout the galaxy on innumerable Wars of Faith. Each is a devoted and pious servant of the Imperium, rigorously drilled both physically and spiritually so that they might prove worthy in the eyes of their God-Emperor. Fortified with their stringent training and faith, they go to war clad in hardened suits of advanced power armour and cut down their faithless enemies with righteous blows, fuelled by the power of their devotion.

The Adepta Sororitas is the fighting force of the Adeptus Ministorum, the over-arching institution that governs the Imperial Creed. It is made up of a great many Orders spread throughout the Imperium, enabling the Sisters to respond to threats wherever they arise. The oldest of these, the Orders Majoris, date back thousands of years to the founding of the Adepta Sororitas, when they grew from a small sect known as the Daughters of the Emperor. The Sisters of Battle maintain the Daughters' focus on martial perfection and purity of faith. The majority of the Orders are Orders Militant, each an armed force many thousands in strength. Though each has its nominal home upon either Holy Terra or the prime cardinal world of Ophelia VII, each Order Militant oversees large parishes that can extend across many sectors of Imperial territory. The Sisters are a common sight, escorting ordained members of the Ecclesiarchy, hunting down apostates and heretics, and guarding the numerous shrines, temples and cathedrums within their parish. In addition to the Orders Militant, the Adepta Sororitas includes many non-militant Orders whose Sisters specialize in defending the faith in their own way. Some manage field infirmaries and medicae stations to heal the sick in body and soul, some cry praises from sacred texts and employ linguistic studies to the identification of heretical tracts, and numerous others possess specialisms limited to a single Order, or even a single world.

The Sisters live existences of ascetic purity and fervent prayer, practices which they begin at an early age. Most are recruited from the Schola Progenium, where many of the Imperium's elite warriors and officers are produced. Taken into the Schola as orphans, they are indoctrinated into unquestioning love for the Emperor. Those whose physical and spiritual mettle prove strong enough – and who survive the scourging lashes of the disciplinarian drill-abbots – are handed over to the Adeptus Ministorum for service in the Adepta Sororitas. As Novitiates, they endure a gruelling regimen of fasting, prayer and martial training that harks back to the disciplines espoused by the Daughters of the Emperor. Combat drills are carried out with the same devotion as the most sacred and hallowed rituals, and physical conditioning is hailed alongside the recitation of vows and catechisms as a means of safeguarding one's soul against heresy.

Those who rise to become a full Sister of one of the Orders harbour a righteous repugnance for those who abandon their duty to the God-Emperor. From individual kill teams to huge armies comprising tens of thousands, the Adepta Sororitas wage crusades and Wars of Faith against those they deem a threat to the Imperium. They crush heretical uprisings, hunt down rogue psykers and sorcerous witches and purge whole worlds of mutant abominations. The Sisters of Battle punish worlds that have dealt with abominable xenos races or harboured idolatrous beliefs. They also protect sacred sites and holy relics, and help to push back the boundaries of Imperial dominance, spreading the Emperor's light ever further.

ADEPTA SORORITAS KILL TEAMS

Adepta Sororitas kill teams are strongly bonded as a unit, even when its members are drawn from disparate squads. Steeped in their Order's traditions and sacred rites, the kill team will pray together before each mission. Specialists, front line fighters, veterans of dozens of campaigns and Novitiates straight out of the Schola Progenium fight together as a loyal Sisterhood of insoluble faith.

The Battle Sisters of the Adepta Sororitas are well trained in a broad variety of strategies. Alicia Dominica and the rest of their founding Matriarchs were highly skilled combatants and commanders, and the Sisters meticulously study their teachings, as well as the works of saints and heroines who followed after them. The deployment of small bands of operatives in contested killzones is a tactic the Sisterhood employs wherever the situation warrants it. In the Vedik System – with its high number of inhabited planets, embedded insurrectionists, xenos with initially unknown intent and relatively small number of military assets to call upon – the use of kill teams by Canoness Preceptor Hadeth was widespread from the start of the campaign. The Chorus of Retribution, an Order of Our Martyred Lady kill team specialising in the capture and interrogation of heretic dissenters, gathered intelligence which led to the storming of a hidden T'au arms cache. A kill team from the Order's 3rd Preceptory sabotaged a power relay that fed a xenos camouflage shield. The shield's failure revealed a Water caste outpost whose presence had been obscured, and allowed it to be destroyed by batteries of Exorcist battle tanks. Two kill teams collectively operating under the orders of Palatine Roshana stalled the advance of a T'au armoured column. One set up servo-hailers and amped-up vox casters among ruins to bombard the xenos' systems with a confusing din of prayers and lumenaudial pulses, while the other placed cherub-borne orbital emitters that called down bright spears of lance fire from the Sisters' ships.

Adepta Sororitas kill teams are commonly established in advance, though some may be formed in the field through necessity, sometimes from squad remnants. Their members are usually selected from amongst those Sisters whose skills, faith and determination make them suited for the task at hand. Others may be assigned to a kill team to atone for some minor lapse in dedication, their commander granting them this chance to reaffirm their vows in the successful completion of a mission. It is also not unheard of for Sisters to request such a position after a period of meditative prayer, feeling they were granted the vision of a holy quest. Such blessed individuals are accepted by the other operatives with glad hearts, the team's spirits bolstered by the knowledge that a saint, or even the Emperor himself, has anointed their duties.

Novitiates training with the Order – both those destined to become Battle Sisters and those who will ultimately dedicate their lives to non-militant Orders – often see action as part of a kill team. Their youthful zealotry is focused and controlled by an experienced Sister Superior, who directs them in battle and in prayer. The Beneficence of Jagdetha – a Novitiate kill team named for the saint whose tears washed away impurity – infiltrated a hydro-processing plant in Thule Hive. There, they laced the post-filtration pipe network with a sanctified microdiffusion of Jagdetha's tears, carried by the team's Novitiate Pronatus. It spread to half the city's potable water supplies and, within three days, a third of the hive were dead, with the surviving renegades too weakened to resist a full assault, their corruption of mind no match for the power of the saint's purity.

Mission parameters are often dispensed to the kill team with as much solemnity and ritual as moments of communal prayer. The kill team will give thanks to the Emperor, their Matriarch and any saints whose intercession they seek. To fight as a small unit, so far from the main body of their forces, reminds them of the way in which the Matriarchs fought together, shoulder to shoulder, against horrendous foes. Bonded in faith and Sisterhood, each one would gladly give her life for the others, the mission's success greater than any of their lives. The missions undertaken by Adepta Sororitas kill teams are necessarily affected by the needs of the wider war, the enemies the Sisters face and the conditions in which they battle. Kill teams study traditional quests in minute detail alongside the legendary acts of the Order's heroines and the deeds of saintly figures on ancient battlefields. The Order of Our Martyred Lady is known to set near-suicidal teams loose upon strong defence points, into guarded command bunkers and even against the flanks of large enemy formations. Their lives are never thrown away wastefully, however, for such would be an incalculable sin. These soon-to-be martyrs exult in the chance to lay down their lives for the God-Emperor, and with each Sister that falls, their comrades unleash shouts of praise and redouble their efforts. Their selfless exploits are broadcast among the Order's squads, inspiring their Sisters to greater feats.

The Order of the Valorous Heart routinely undertakes missions to shatter fuel reservoirs and drain water sources. On Herkuniat, the Purgators Penitent kill team employed tactical-use defoliants and toxic chemicals that rendered the only viable crossing of the Crookhill River impassable – the hazardous smog that arose coated the intakes of the T'au's

anti-grav vehicles and caused their engines to stutter and fail. Kill teams of any Order may be tasked with erecting a sacred icon or banner overlooking the site of a full assault. Such visible symbols, surrounded by laud hailers and incense generators, can inflame the battle ardour of the Sisters' armies as they fight.

Sisters of Battle are no strangers to hardship and privation. Without a second thought, they will embark on weeks-long treks through death world jungle, baking wastelands or the corrosive agony of saltmist marshes if their mission demands it. While the enemy awaits the Sisters' full-scale assault from one direction, Adepta Sororitas kill teams approach from unexpected directions – having skirted enemy redoubts and defence lines – all while reporting back on the heretical enemy's disposition. Adepta Sororitas kill teams may be assigned to defend or liberate Ecclesiarchy shrines or temples, some of which might sit atop many miles of underground catacombs, mausoleum complexes and relic galleries fashioned over centuries by the priests and their followers. Issued with the sacred icons, haptic gestures or scriptural pronouncements needed to activate any hidden doorways, Sisters are able access these labyrinths. On Mount Yllanti – a towering massif on Bhasca – the fortified arsenal-palace had been taken over by T'au claiming to be guarding it for their human allies. The palace's high position and imposing defences made it resistant to a full on attack, but it sat atop a honeycomb of ancient passages sealed with metre-thick blast doors. Under the cover of Mount Yllanti's forested foothills, six kill teams entered hidden entranceways to the catacombs by whispering the Sacrament of Argus to concealed cherubic listening devices. Their infiltration went unnoticed, and within hours the palace fell. Its defenders were slaughtered, its collaborators seized and its gates opened to welcome marching columns of vengeful Sisters.



ORDERS OF SANCTITY

The Orders Militant of the Adepta Sororitas are religious and martial institutions, each steeped in their own traditions and sacred rites. The six most ancient – the Orders Majoris – were each established upon the guiding principles of a different founding Matriarch – legendary warrior-saints of the Adepta Sororitas. These Orders, and countless minor Orders that descend from them, are spread throughout the Imperium. They guard their parishes, strike out from more distant fortified sanctuaries and fight wherever the faith is threatened.



ORDER OF OUR MARTYRED LADY

Once known as the Order of the Fiery Heart, the Sisters of this Order cleave to the teachings of Saint Katherine. When their Matriarch was slain during one of her many Wars of Faith, her demise sent shock waves of anguish throughout the Adepta Sororitas. Katherine's Order channelled their grief into an endless quest for retribution and vengeance. In her honour, they became the Order of Our Martyred Lady, embodying her burning passion in battle. The Order developed a cult of martyrdom in the wake of her death that is unparalleled amongst the Adepta Sororitas. All Sisters are taught that sacrifice in the name of the Emperor is a blessing, but Katherine's devotees embrace the ideal so fervently that to some it appears they have a death wish. Should a Sister fall, they offer up their soul willingly to the God-Emperor and their death is met with shouts of praise from their comrades, who redouble their efforts in the name of such martyrs.

ORDER OF THE SACRED ROSE

Following the tenets of Saint Arabella, the Sisters of the Sacred Rose believe themselves not only holy servants of the God-Emperor, but conduits of his divine will. They trust in the Emperor's preordained plan for all of Mankind with strong conviction, which gives rise to their air of devout serenity. The Order of the Sacred Rose makes war in a state of calm grace, and its Sisters' discipline under fire and in the face of overwhelming odds is inspirational to servants of the Imperium. They press the attack wherever their foes show weakness, and stand firm in locked formations against aggressive tactics. Assured in the Emperor's providence, they seamlessly pair their faith with their battle skills and are rewarded with miraculous feats performed by their warriors, which they ascribe to his intervention.

ORDER OF THE EBON CHALICE

As leader of those who became known as the Matriarchs, Alicia Dominica was first to command the Adepta Sororitas, and her Order of the Ebon Chalice was the first of the Orders Militant to be created. The Sisters of this Order honour her as a warrior of martial and spiritual perfection. She is praised throughout the Sisterhood, and the warriors of the Ebon Chalice view themselves as first among the Sororitas. Their duty, as they see it, is to embody Dominica's perfection in all that they do. They are puritanical in their rigid application of ancient dogma, and they believe in being the Order that all others must strive to emulate. They demand from themselves nothing less than the exacting standards of their founder in martial precision and spiritual purity, and adhere to tactics and rites they have honed over millennia to annihilate the enemies of the Imperium.

ORDER OF THE ARGENT SHROUD

The Order of the Argent Shroud teaches that deeds have more power than words when it comes to purifying the spirit and purging corruption. The Sisters of this Order take their inspiration from the Matriarch Saint Silvana. Not a single word uttered by her survives, but her deeds are well recorded, and on numerous occasions Silvana is said to have thrown herself in harm's way to protect her allies. The Sisters of the Argent Shroud are similarly dynamic. They enter war zones like silver arrows, and rarely communicate their intended tactics to their allies. Throwing themselves into the bloodiest conflicts, they boldly advance into overwhelming numbers of the foe, following their lightning-fast assaults with rapid withdrawals before striking again at their reeling enemies. The Order of the Argent Shroud's propensity for hit-and-run attacks make them some of the Sisterhood's deadliest shock troops.

ORDER OF THE BLOODY ROSE

The Sisters of the Bloody Rose harness their hatred and most violent impulses so that they may be unleashed upon the enemies of their faith. Followers of the aggressive and brooding Saint Mina, they bellow prayers that would be whispered by other Orders. In place of contemplative meditation, the Sisters learn to light the fires of rage within themselves, and Novitiates intone litanies of heretical deeds during combat trials to instil a righteous fury in their hearts. However, the Order of the Bloody Rose teaches that anger must be focused, for to lose oneself entirely to apoplexy is a great sin. Its warriors advance in disciplined manoeuvres, unleashing withering firepower and performing cunning feints. Only when the battle lines close do its Sisters charge, crashing into enemy lines and screaming praise to the Emperor.

ORDER OF THE VALOROUS HEART

To the Order of the Valorous Heart, to avoid the blessings of hardship and pain is to succumb to the temptations of laxity and heresy. In their battle tactics, they adhere to the concepts of stoicism and forbearance. These practices stem from their Matriarch, Saint Lucia. Level-headed and constant in life, Lucia was captured and tortured over long months before her eventual martyrdom, enduring her agony without recanting her faith. In battle, the Order's Sisters often first make sure to cut off their foes' lines of supply. They sabotage fuel and water reserves, and incinerate swathes of local flora. In the hellish conditions they create, with their enemies trapped, the Sisters of the Valorous Heart excel. They advance inexorably, ignoring often grievous wounds, and drive the desperate enemy before them until their foes are utterly crushed.

NON-MILITANT ORDERS

The Adepta Sororitas maintain a number of non-militant Orders, whose Sisters provide the Sisterhood with a host of specialist skills. Though much of their vital work is carried out away from the battlefield, its members are trained with the Orders Militant during their Novitiate period, and many accompany Wars of Faith as fully fledged Sisters, applying their sacred craft alongside the ranks of Battle Sisters. Orders Hospitaller comprise Sisters learned in the healing arts. Their members operate on the fallen in gruelling conditions to provide battlefield ministrations, healing the faithful in body and spirit. The Orders Pronatus maintain and restore the holiest of relics, while the Sisters Dialogus – experts in holy texts – serve as scholars and advisors. In battle, the Sisters Dialogus chant rousing hymns and roar out oaths that are taken up in turn by their fellow Sisters.

WEAPONS AND WARGEAR OF THE ADEPTA SORORITAS

The Adepta Sororitas are an elite military institution within the Imperium. The enormous wealth of the Ecclesiarchy, coupled with millennia-old treaties, ensures their warriors are equipped with the weapons they require to purge the mutant, the heretic and the witch. Every piece of their sacred wargear has been blessed by choirs of the faithful, their weapons anointed with holy oils and inscribed with litanies of purity.

The boltgun is considered a holy weapon by warriors of the Adepta Sororitas. Each is a unique artefact melding the arcane engineering of the Tech-Priests of Mars with the skill of expert artificers and the sanctification of the God-Emperor. The Battle Sisters of the Adepta Sororitas commonly bear the Godwyn-De'az pattern bolter as standard. Like its pistol versions and much heavier support variants, the bolter fires large, self-propelled and mass-reactive shells known as bolts. Almost miniature missiles, each armour-piercing bolt speeds towards its target with a secondary propellant charge. Once it penetrates its target, advanced mass-detectors inside the shell cause it to detonate. The explosion can tear open armoured panels, cause horrendous cratered wounds in hulking monstrosities and messily spread the remains of a heretic across a large area with a single hit.

Boltguns are much more than a weapon to the Adepta Sororitas. They are a symbol of the Emperor's divine judgement – the first and foremost of the holy trinity of bolter, flamer and melta weapons with which the Sisters deliver justice to the manifold enemies of Mankind. Flamer weapons all employ liquid promethium that is ignited upon release. Held in sealed canisters, the volatile mixture is sprayed at high pressure, engulfing the enemy in a sheet of burning death. They are highly favoured by the Adepta Sororitas, not only for their ability to root out hiding foes, but for the painful and cleansing end they deliver to those who oppose the Emperor. Melta technology uses sub-molecular thermal agitation, melting or evaporating matter in moments. Living tissue caught in a melta weapon's lancing beam is horribly and explosively vaporised, while plasteel and even solid rock run in shining rivulets before the ferocious heat.

Novitiates who have not yet been accepted as full Sisters are not permitted to use bolt weapons until they have proved themselves worthy in the eyes of the God-Emperor – or, more accurately, in the eyes of their stern superiors. Some are gifted with thrice-blessed autoguns or sanctified autopistols. These automatic weapons undergo cleansing rites that can last days, or even weeks to ensure they are sufficiently purified for their purposes. These weapons typically use caseless ammunition that is much easier to manufacture than a bolt. Auto weapons benefit from a high rate of fire; the additional cartridges or clips of cheaper ammunition, coupled with the rigorous training the Novitiates receive, make them ideal for laying down a withering hail of shots.

Rarer and more powerful weaponry is commonly only granted to those with extensive experience, specialised training and unwavering devotion. Power swords are sheathed in a disruptive energy field that tears through armour, flesh and bone – the wielder driving the blade easily towards the heart of even the most heavily armoured traitor. Plasma pistols, meanwhile, employ dangerous energies to unleash a blinding bolt of coruscating power that burns with the heat of a star. They can even be lethal to their bearer, as damaged or overworked plasma cells have been known to explosively vent plasma.

The operatives of Adepta Sororitas kill teams often carry a variety of other weapons and equipment. Frag grenades are ideal for clearing out dug-in opponents and obliterating snipers' nests in explosions of razor-sharp shrapnel, while krak grenades make short work of heavy armour, locked hatches or reinforced comms arrays. Some Sisters may be honoured with holy amulets or ancient relics of saintly heroines to carry to war, or perhaps mortal remains of legendary warriors and exquisite tapestries retelling their inspirational deeds. Sisters who are not members of the Orders Militant, or who are training to become so, bear the tools or relics of their specialist calling. All members of the Adepta Sororitas, however, also carry a chaplet ecclesiasticus. This string of adamantine beads is hung with icons of the Sisterhood and Ecclesiarchy. Each bead represents an act of humble penitence, and in the case of senior Sisters, each bead can represent tens or hundreds of such acts. It is a personal icon worn at all times, and a powerful reminder of the selfless duty each Sister aspires to.

KILLZONE

SLUM-STACK 451-A

In the earliest conflicts among Vedik's worlds, the Adepta Sororitas rapidly sought to bolster the faith in as many population centres as possible, and to acquire as much information as they could on T'au movements and how deeply their heretical ideals had infected Vedik's society. One such insertion was into the southernmost slum stacks of Saint Kornaz's Hope.

Slum-stack 451-A had been a thorn in the side of Lord Gezzik – the planet's hereditary ruler – for decades. Its wretched workforce serviced the planet's most productive delver colony far below the surface, yet the squalid conditions meant that the slum festered with criminal gangs, disease and corruption. Lord Gezzik, whose rejuvenat-fuelled lifespan far outstretched those of his lower-class workers, was used to riots erupting in 451-A every few generations. He purged it at each uprising, before refilling it with slave workers from his other holdings.

The latest insurrection was different. Two overseer bunkers at the slum's periphery had their security systems shorted out by concealed EMP charges. The fortified enforcers' gatehouse at Pit Head Kappa was destroyed by a volley of supersonic munitions. In days, the slum-stack was in uproar. The T'au presence on St Kornaz's Hope had been thought to have left the planet in the wake of the Battle Sisters' arrival, yet the few rioters caught alive by the ruler's enforcers revealed, upon torture, that some xenos remained.

As a rich source of valuable chemical and mineral deposits, the system's governor was adamant that the colony beneath 451-A could not halt production, especially in light of the demands made upon the system's resources by the Adepta Sororitas. For their part, the Sisters of Our Martyred Lady saw what the T'au had seen – a huge population whose faith had been allowed to ebb away and who grasped at any offered succour. From the Adepta Sororitas commandery deployed to St Kornaz's Hope, kill teams were despatched to Slum-stack 451-A to restore order and faith. Fully fledged Battle Sisters and Novitiates alike descended into the maze-like warren of shanty dwellings and alleyways interspersed with rigid Mortalis-pattern bulkheads.

At first, enemy contact was dispersed and infrequent, but the T'au soon increased their attacks. Pockets of those left behind managed to outflank the Adepta Sororitas thanks to their greater knowledge of the stack's layout, purloined from those who collaborated with the xenos. At Autotrans Hub 93, the T'au laid mines and drew many unsuspecting Sisters in with a diversionary drone attack. The resulting detonations and pinpoint sniper fire slew dozens of Battle Sisters, beginning a weeks-long shadow war that saw Autotrans Hub 93 change hands many times. Sororitas kill teams undertook punitive and execution missions, coordinating with surviving overseers and local Enforcers to breach defences set up by heretics and purge them from existence. Others were tasked with the reconsecration of abandoned shrines – many created and formerly preserved by the slave labourers – as well as the tearing down of fanes raised to the Greater Good.



THE PROOF OF FAITH

Novitiates of the Adepta Sororitas are expected to prove their faith in the God-Emperor through a number of gruelling duties. They purge themselves of sin, physically and mentally, through exhaustive training. They commit to hours of daily prayer, learning the sacrifices of the saints. Until they are judged worthy of induction into one of the Sisterhood's orders, Novitiates are armed and armoured more simply than fully ordained Sisters, such as the hard-bitten Sisters Superior who lead them. Even at this stage, however, each Novitiate bears the holy fleur-de-lys symbol of the Adepta Sororitas.

e the arduous devotions necessary to specialise; this may be in the healing arts, in bombastic oratory, hand-to-hand combat, or in one of the more esoteric disciplines of the Adepta Sororitas. Novitiates are also expected to fight in battle. They are given the opportunity to repay the Emperor's unfailing beneficence, steeling themselves in war against the heretics who would dare renounce the Imperial Creed.











Superior



Novitiate Militant



Novitiate Militant



Novitiate Exactor



Novitiate Preceptor



Novitiate Condemnor



Novitiate Hospitaller



Novitiate Duellist



Novitiate Penitent

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Adepta Sororitas warriors and the title of your kill team. It also provides you with ideas with which you can build the character and background of your kill team. If you wish to randomly generate these, you can roll the appropriate number of D6 for each of the tables presented here.

KILL TEAM NAME

Adepta Sororitas Novitiate kill teams sometimes take a name related to the Order to which they belong or connected to a holy quest given to them. Others may dedicate themselves to a particular saint; if you would like to do so, you can use the Operative Name Generator opposite to select an appropriate name. In other cases, a Novitiate kill team's Superior may ennoble them in the memory of a glorious crusade of legend, or as angels of vengeance for a particular act of heresy. Many are named for the ideals the kill team is expected to embody, or to signify the vows they have taken. The generator below lets you create your team's name in such a way, by pairing an element representing their ideals with one that represents the manner in which they have vowed to express them, or the object to whom they have made their vow. To generate your Novitiate kill team name, roll first on the top table, then on the bottom table. Alternatively, pick a name using whichever combination feels appropriate, or use them as inspiration to create your own.

'THERE IS NO LIGHT BUT THE LIGHT OF THE EMPEROR! THERE IS NO FAITH BUT FAITH IN THE EMPEROR! THERE IS NO TRUTH BUT THE TRUTH OF THE EMPEROR!'

- First Exclamation of the Dialogus Order of the Resounding Vow



D6	NAME
1	Penitents
2	Cleansing Fire
3	Purgators
4	Chastisers
5	Guardians
6	Humble Sisters

D6	NAME
1	Illuminatum
2	Of Blood
3	Of the Creed
4	Of the Heroine Unbowed
5	Redemptive
6	Of Wrath

ADEPTA SORORITAS NAMES

2D6	FORENAME	SURNAME
2	Danica	Serenitas
3	Constantia	Bellicos
4	Eleanor	Sacristus
5	Mariah	N'bata
6	Lisbett	Lucinias
7	Kataryn	Honourifica
8	Helenica	Dasyrov
9	Isadore	Caritas
10	Amelia	Vengor
11	Elyza	Shengg
12	Hyldeth	Khazentia

BASE OF OPERATIONS

D6	LOCATION
1	**Reconsecrated Shrine:** Among this war zone's ruins, this kill team has established their operating base within a defiled shrine – one they have rededicated to the saints and ritually cleansed of foulness.
2	**Invasion Cathedrum:** Along with much larger forces, this kill team strikes out at the foe from a gigantic invasion cathedrum – dropped into a forward position from orbit – within which they occupy a series of connected cells.
3	**Under the Eyes of Saints:** This kill team has discovered an unobtrusive hideaway directly beneath a miraculously intact image of a saint. Blessed by the gaze of so holy a figure, their operating base remains hidden and their missions sanctified.
4	**Underground Imperial Cult:** Guerilla survivors loyal to the Emperor have eagerly shared their network of underground passages, collapsed rooms and newly dug trenches, allowing this kill team to manoeuvre unobserved through the killzone.
5	**Mausoleum:** This kill team has established itself among the mortal remains of pious servants of the Emperor within a small, crumbling vault.
6	**Sororitas Rhinos:** This kill team range along the war zone's flanks on distant ambush and interception missions within the blessed hulls of Rhino-armoured transports, their holy weapons and wargear routinely sanctified at the on-board shrines.

BACKGROUND

D6	HUMBLE ORIGINS
1	**Shrine Guardians:** The honour these Battle Sisters have been given is great, for they are charged with defending places holy to the Emperor.
2	**Merciless:** Even amongst the Adepta Sororitas, these Sisters' disgust for the mutant, the alien and the heretic is violent in the extreme.
3	**Unproven:** Never before have these Battle Sisters seen open war. Now is their chance to prove their faith and earn their place amongst their comrades, and they do not mean to waste it.
4	**Prefects of the Drill-abbots:** During their years in the Schola Progenium, these warriors' martial and spiritual superiority saw them hand-picked by the fearsome Drill-abbots to ruthlessly enforce discipline in their fellow students.
5	**Eyes Opened to Wickedness:** The depths to which traitors, mutants and witches will sink in their heresy has recently been laid bare before this kill team. With hatred in their hearts, they vehemently yearn to enact the Emperor's vengeance.
6	**Students of the Saints:** From the Schola Progenium's authoritarian educators to the rigid Dogmata of the Order they now serve, this kill team have assiduously studied the ancient saints of legend and aspire to emulate specific deeds of legend.

SQUAD QUIRK

D6	TRAIT
1	**Fanatical:** These zealous warriors never retreat, never back down and never concede defeat.
2	**Vow of Silence:** Speech has been forbidden these warriors until they fulfil their duty.
3	**Flagellants:** These warriors welcome pain as a gift from the Emperor that brings martial clarity.
4	**Serene:** The grace of the Emperor fills these warriors; they remain calm no matter what.
5	**Hymnal to Glory:** As they fight, these Battle Sisters raise their voices in a soaring hymn to the magnificence of the holy God-Emperor.
6	**Ritualised Maintenance:** Between battles, this kill team rigidly cleave to a prescribed order of cleansing and blessing their weapons, their voices raised in synchronous prayer as they give thanks for their tools of punishment.



The chapel was dedicated to Saint Banitha the Healer. Novitiate Khrystine had never heard of her.

Five lashes for my ignorance, she vowed to take when she and her squad returned to their base-chancel.

Her boots made a series of crunches as she strode over the rubble that was all that remained of the chapel's roof. The walls were also broken and crumbled.

Khrystine crouched over some of the rubble, running her fingers over the rough edges. The part she examined was painted. She could not make out what the painting had depicted. No doubt a glorious image of the saint and the Emperor, but Khrystine could never know that now. She made sure she never touched the painting itself.

I am not worthy, she thought.

'No sign of much erosion,' she said. 'Someone, or something, knocked this down.'

'Agreed, Novitiate,' said Novitiate Superior Ireska.

Khrystine rose to her feet. Much of the chapel was in ruins. Marble busts had been destroyed. Bronze statues toppled and scorched.

What was left of the walls and the frescoes painted on them were vandalised, much of it with the lewd scrawls of the ignorant and depraved. But there was something else. Khrystine moved closer to one part of the graffiti.

'"The Emperor does not protect. Only the Greater Good does."'

Khrystine immediately averted her eyes.

'The Emperor is my shield and my sword. He is the light in the darkness, he empowers my soul,' she recited, recalling the words of the sanctifying hymn from memory.

'The xenos... the T'au... did this,' she spat. She gestured to the writing, not looking at it.

'Yes, they did,' said Ireska, who was examining another section of the wall. 'There is no level of blasphemy they will not sink to. We will purge them all, Novitiates. In the Emperor's name.'

'In the Emperor's name,' Khrystine echoed.

Khrystine had heard reports from the other squads about ruined places of worship that had the marks of xenos weapon impacts or the graffiti of their traitorous followers. None of the Novitiates had seen the T'au anywhere, though. Despite the aggressiveness of the Sisters' patrols they had yet to draw the xenos into open conflict where they could crush them.

They are cowards all, Khrystine thought. 'I want them dead.'

'As do we all, Novitiate,' said Ireska. 'They have evaded us thus far, but we will find them eventually. Remember, we are on this world because the Emperor guided us here. Nothing He does is without purpose, even if we cannot see it ourselves. He has laid out the challenges before us, knowing that the task He sets us will be hard. He knows that we will be made stronger for it all, strong enough to face down His many enemies, in all their incalculable horror.'

Khrystine nodded.

'Check the area for any signs of the enemy, Novitiates,' said Ireska.

Khrystine and the others fanned out around the ruined site. She found no sign of the T'au besides the desecration they and their Human followers had inflicted. More defaced frescoes, more shattered columns, more toppled statues. She gripped her autogun hard. Her hands shook. There was nowhere else for her anger to go.

No amount of vengeance will satisfy this, she thought.

They found nothing. They couldn't even find tracks to follow.

Ireska gathered them all in the central part of the chapel.

'There's nothing here besides what we already knew. The xenos and their weak followers are active in the–'

Her head vanished in a pulse of blinding blue light.

A cloud of pink mist was left in its place.

'Ambush!' roared Sybille, the squad's Novitiate Dialogus. 'To cover!'

As Khrystine made for a crumbled wall section, Novitiate Hospitaller Helgha grabbed her by the arm.

'Help me with the body, we cannot leave it there. It needs protection until we can give it the funerary rites.'

Khrystine picked up Ireska's headless corpse by the shoulders. Blood pumped from the fatal wound all over Khrystine's tabard and robes. She and Helgha carried the body into cover even as T'au fire struck the rubble around them.

'Send them into the abyss, sisters!' roared Sybille through her vox-amplification system. By now the rest of the squad were firing at a treeline a hundred metres from the ruined chapel. The air was filled with the staccato of rapid autogun fire.

Enemy fire came straight back at them, its noises strange, like pulses of energy. When the alien shots impacted the rubble and walls the sound was almost like splashes.

Khrystine opened fire, following the actions of the rest of her sisters as well. She looked in vain for any sign of muzzle flashes to mark the enemy presence, but for now saw nothing.

She ducked when an enemy shot struck the ruins near her position. The skin on her face was seared by the heat. She resisted touching the wound, knowing that would only make it worse.

He is the balm for my wounds, she recited in her head.

She rose again over her cover and fired off more shots in long but controlled bursts.

She glanced to her right and left. Most of the squad were with her, firing into the treeline. Sybille was still reciting litanies. They were effectively pinned down. Only open space was between them and the enemy. Any attempt to charge the xenos would result in slaughter.

There was a scream. One of the other Novitiates was hit. Helgha rushed to her.

There was no sign of the enemy advancing.

Why are they still attacking? Khrystine wondered. They had killed the Sisters' leader, and a frontal assault over the open ground for them was just as suicidal as it was for the Novitiates. She would have expected them to withdraw by now.

They must be pinning us down for some reason, she thought.

Khrystine saw one of the T'au at the very edge of the open space. She curled a lip in disgust.

God-Emperor, see my aim true, allow me to purge Your enemies, she prayed. She fired at the alien. The rounds were accurate but never struck the alien. Khrystine saw a number of ripples against some kind of invisible field when the slugs struck it.

They are just holding us here, immune to our fire, Khrystine realised. *What vile xenos trickery is this?*

She looked around to the squad's flanks, peering through gaps in the broken walls and rubble. Then she saw them. In the middle was a large floating machine, nearly twice the height of the T'au next to it. Built into its lower half was some kind of multi-barrelled cannon, cycling and ready to fire. One of the T'au was wearing a different kind of helmet to the one she had seen earlier. Another had what looked like some kind of bionic arm. All were moving quickly.

'Throne,' she said, rushing to a fallen column to use as cover against the oncoming xenos. As soon as Khrystine got there she opened fire to force them down.

'Flankers!' she yelled, hoping her fellow Novitiates would see what she was doing.

The T'au's return fire was punishing. Khrystine ducked just in time to avoid the onslaught of fire from the hovering machine's cannon. She curled up behind the column, making herself as small as possible. The impact of the energy blasts warmed the marble to the point that she could feel it through her armour, and the skin on her hands was nicked by fragments of stone splintered off by the shots.

Khrystine gritted her teeth.

God-Emperor, give me Your strength to break Your foes.

She opened her eyes and saw two of her team running to her position to aid her. They were cut to ribbons by the heavy fire.

Clutching her autogun, she crawled to the end of the column and tried to find a target. She couldn't see any of the xenos, nor could she see their hovering machine.

She heard a distinct hiss and pop, then saw an object land near her face. It was a disc, about the size of a frag grenade.

Everything went white.

***

When Khrystine came to, her head throbbed. Every time she blinked she saw stars. She could feel a warm trickle of blood running from her nose.

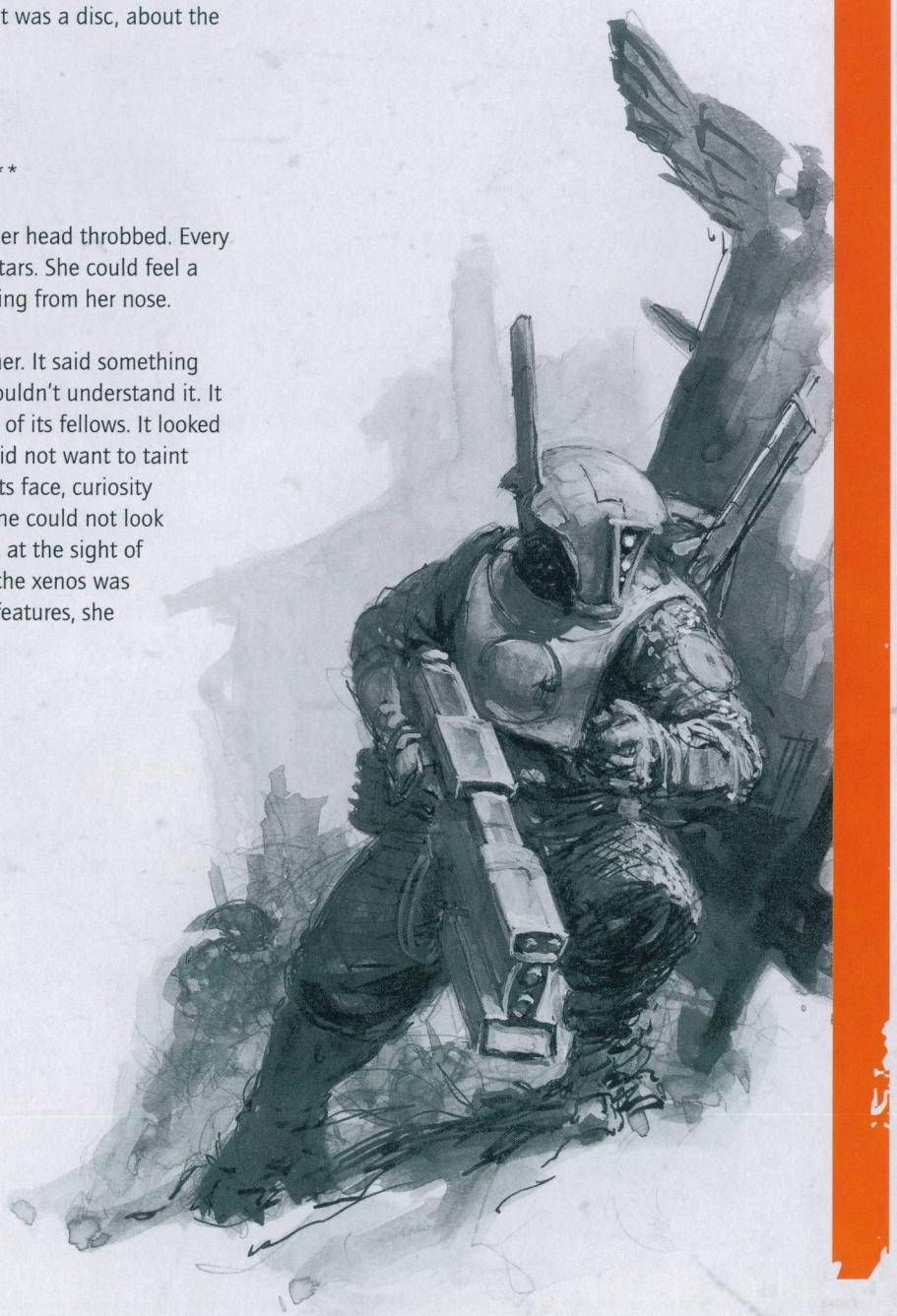
A T'au warrior stood over her. It said something in its own language; she couldn't understand it. It exchanged words with one of its fellows. It looked at Khrystine. Though she did not want to taint her gaze by looking upon its face, curiosity got the better of her and she could not look away. Her stomach lurched at the sight of it. Her pulse quickened. If the xenos was expressing anything in its features, she could not read it.

'You come with us,' it said in a strange accent.

Khrystine was still too disoriented to process the shock of hearing an alien speak Imperial Low Gothic.

'You answer our questions,' it said.

It raised up its gun and struck her in the head with the weapon's butt.



THE T'AU EMPIRE

The T'au believe that it is their destiny to bring the light of truth to the galaxy. A dynamic race of boundless ambition, they have great unity of purpose, superb technology and an incredible capacity for innovation. The T'au are a growing galactic power, and they believe that what they have achieved so far is but the start.

Thanks to their forward thinking, advanced technology and sense of purpose, the T'au have transformed lifeless worlds into glorious colonies that support thriving populations. T'au space is lit with artificial planets, orbital docks and relay stations. The T'au have unwavering confidence in themselves. They believe that it is their destiny to rule the galaxy now, and believe in the total superiority of their culture and technology over that of any other race. They see a galaxy that is bleak, and believe it is their task to bring enlightenment to it. They are not in denial of the challenges that lie ahead of them, but are completely convinced that there is no single obstacle their technology and resolve cannot overcome.

The T'au are driven to all this by a strong ideological concept – the T'au'va. This translates as the Greater Good. This means that the good of the many, or the good of the society, is more important than the needs of the few, or the individual. It means that every action the T'au take is, and should be, one that works to advance the whole of society.

The T'au's constant expansion and their great ideological drive inevitably leads them into contact with other races, and therefore conflict. This has only persuaded them of the importance of their goal even more, however – the greater the horror, ignorance and hostility they encounter, the more they become convinced of the galaxy's need for the Greater Good.

Though war and conflict have been ever present in the T'au's ceaseless expansion, it is not their goal. As much as possible, they bring alien races they encounter within the fold of their empire peacefully. To ensure this end is reached, the T'au have become masters of diplomacy. They offer great rewards to races that join the empire, whether that be advanced technologies, access to trade or military aid against enemies that cannot be persuaded of the value of joining the T'au Empire. The T'au are also patient, willing to negotiate for years, even decades, if necessary. Such is the subtlety of the T'au's diplomacy, that very often the races they encounter will believe it was their own idea to join the fold. Over the years, many dozens of races have become part of the T'au Empire.

Nonetheless, the T'au are not afraid of military conflict. They know their cause is just, and if war is the only means by which a people may be made to submit, or to protect the empire from harm, then so be it. The T'au apply their minds to the art of war with the same brilliance as they do to great engineering projects, areas of scientific discovery and diplomatic endeavours. Their warriors prepare for battle from birth, are wholly devoted to the Greater Good and are equipped with high-tech wargear. Their commanders are master tacticians and life-long students of the nuances of battle.

The T'au race is divided into five rigid castes, each responsible for different functions in society, and each has evolved over time to meet the requirements of their role. T'au are born into their caste and breeding between castes is forbidden. The Fire caste are the warriors, evolved to be bigger and stronger. They are guided by the Code of Fire, which stresses martial arts and loyalty. The Earth caste are artisans, workers, builders, scientists, engineers and farmers. The Water caste are bureaucrats, politicians, negotiators, administrators, merchants, traders and diplomats. The Air caste pilot ships and crew them, spending most of their time in space. The Ethereal caste are the unquestioned leaders of the T'au. Their role is a combination of spiritual and political command, and they have absolute authority over other T'au.

In the Vedik System, and in the Nem'yar Atoll in general, the T'au are being tested like never before. In the form of the Imperium, the Orks, the Tyranids, Genestealer Cultists, Aeldari and the forces of Chaos, they have powerful and numerous foes. The T'au forces in the Vedik System come from every sept – in the true spirit of the Greater Good, they will need to combine their strengths if they are to successfully bring light to this most dark of places.



'WE ARE THE FIRST TO SIGHT THE ENEMY, THE FIRST TO ENGAGE, AND THE LAST TO LEAVE THE BATTLEFIELD. TO FIGHT IN THE PATHFINDER TEAMS IS TO ACCEPT THE INEVITABILITY OF ONE'S DEATH IN SERVICE OF THE GREATER GOOD. FOR US, THERE IS NO SHAME NOR FEAR IN THAT HONEST TRUTH. A BRIGHT FUTURE CAN ONLY BE EARNED THROUGH SACRIFICE.'

- Pathfinder Shas'ui Mor'kami

T'AU KILL TEAMS

The T'au are wholly committed to mobile and rapid-strike warfare. The entire Fire caste is built and equipped for the fluid tactics such a fighting style requires. Discipline and fitness are drilled into Fire Warriors from birth, and their training is highly rigorous. To them, war is an art form, and every T'au of the Fire caste is honed to wage it to the highest standard.

The T'au are ideally suited to kill team warfare. Their commitment to the Greater Good ensures their willingness to take on the most dangerous missions. Their discipline, adaptability and focus on fluid tactics ensures they can rapidly respond to changing circumstances. The careful planning that is a hallmark of the T'au style of warfare ensures they train for a multitude of eventualities and operate with great efficiency. With their forces stretched over their ever expanding territory, the T'au are used to the idea of being outnumbered – a common occurrence for troops engaging in clandestine operations behind enemy lines. The T'au also are extremely patient and find no shame in tactical withdrawals, both strengths in unconventional warfare where the killing of the enemy might not be a primary objective. They see close combat as particularly barbaric and abhor unnecessary losses – by utilising careful strategy and technology, T'au kill teams keep their foes at arm's length as well as reduce the likelihood of excessive losses.

Given the pre-eminence of mobility in T'au military philosophy, their rejection of holding ground for its own sake and their willingness to engage in forms of guerrilla warfare if outnumbered, virtually any squad in a T'au army can competently function as a kill team. Every squad is well versed in hit-and-run tactics and infiltration techniques, and all of its members are keen students of military strategy. In the war for the Vedik System, many T'au commanders gave their squads operational independence. One of these officers was Shas'el T'au Shi'ur, fighting in the dense equatorial jungles of the feral world of Yannapad. Dozens of squads of the four hunter cadres he commanded patrolled the jungles and took action they deemed necessary based on what situations they encountered. They fed any intelligence gathered back through the chain of command to be of use to their fellow T'au. By fighting in such a manner, with no rigid pattern, it was all but impossible for the Adepta Sororitas to corral and overcome the xenos. The Sisters could not estimate the T'au's numbers, predict where they would strike next or force open battle.

The T'au are raised from birth to master a number of military philosophies. The two most favoured of these are Mont'ka, which translates as 'the killing blow', and Kauyon, which means 'the patient hunter'. The former relates to the hunter chasing down their prey, the second relates to them luring their prey to them. Many T'au express a preference for one or the other, and kill teams are no different. The Pathfinder kill team led by Shas'ui Tash'var Mont'yr were experts in Kauyon. On St Kornaz's Hope they lured multiple platoons of defence militia into carefully orchestrated traps. The kill team's marksman cut down officers, while its systems interference operative closed down enemy communications. They inflicted massive casualties before withdrawing along predetermined extraction routes. Pathfinder Kill Team Darkstrike of the Vior'la sept had long mastered Mont'ka. On the fortress world of Bhasca they were one of a number of kill teams ordered to reconnoitre the outer defences of the citadel known to the Humans as the Hallowkeep. The kill team did more than assess the defences. They went on daring raids to take prisoners. They caved in dugouts using grenade assaults. They killed sentries. They undermined the defences in such a way that the commander of the eventual T'au assault singled out their efforts among dozens of others for praise.

Given the independence with which kill teams operate and the reliance each member has on those around them, many kill teams form extremely strong bonds. As a result, many take part in the bonding ritual of the ta'lissera, where the T'au of a unit or group make pledges of unconditional support to their comrades. It is the highest form of commitment a T'au can make. Kill Team Icestorm took the ta'lissera after the successful retrieval of high-ranking Water caste member Por'o Dal'yth J'karro from the labyrinthine factory-complexes of the world the Imperium called Olcadees. They spent weeks evading pursuing enemies, setting traps and ambushes for them. Three separate attempts of extraction were aborted due to Imperial interventions. They eventually escaped having suffered no losses. The kill team known as the Firetides were assigned a mission on the hyper-predator-infested death world of Varikar to infiltrate one of the Imperium's fenced compounds. This location housed the command hierarchy for a group of several Astra Militarum regiments. The Firetides' task was to disable the generator that fed power through the settlement's perimeter barricades and so ensure the world's monsters could storm into it unabated. They were informed that they were not expected to survive. With nothing ahead of them but this singular task, they took the bonding ritual together as a sign of their commitment to carrying out the mission no matter the cost.

T'au kill teams are formed for a great many reasons. A commander's preferred tactics, the sept they hail from and the battlefield situation can all play a factor. Some kill teams are trained and equipped especially for unconventional warfare. Pathfinder Kill Team 1-3-0

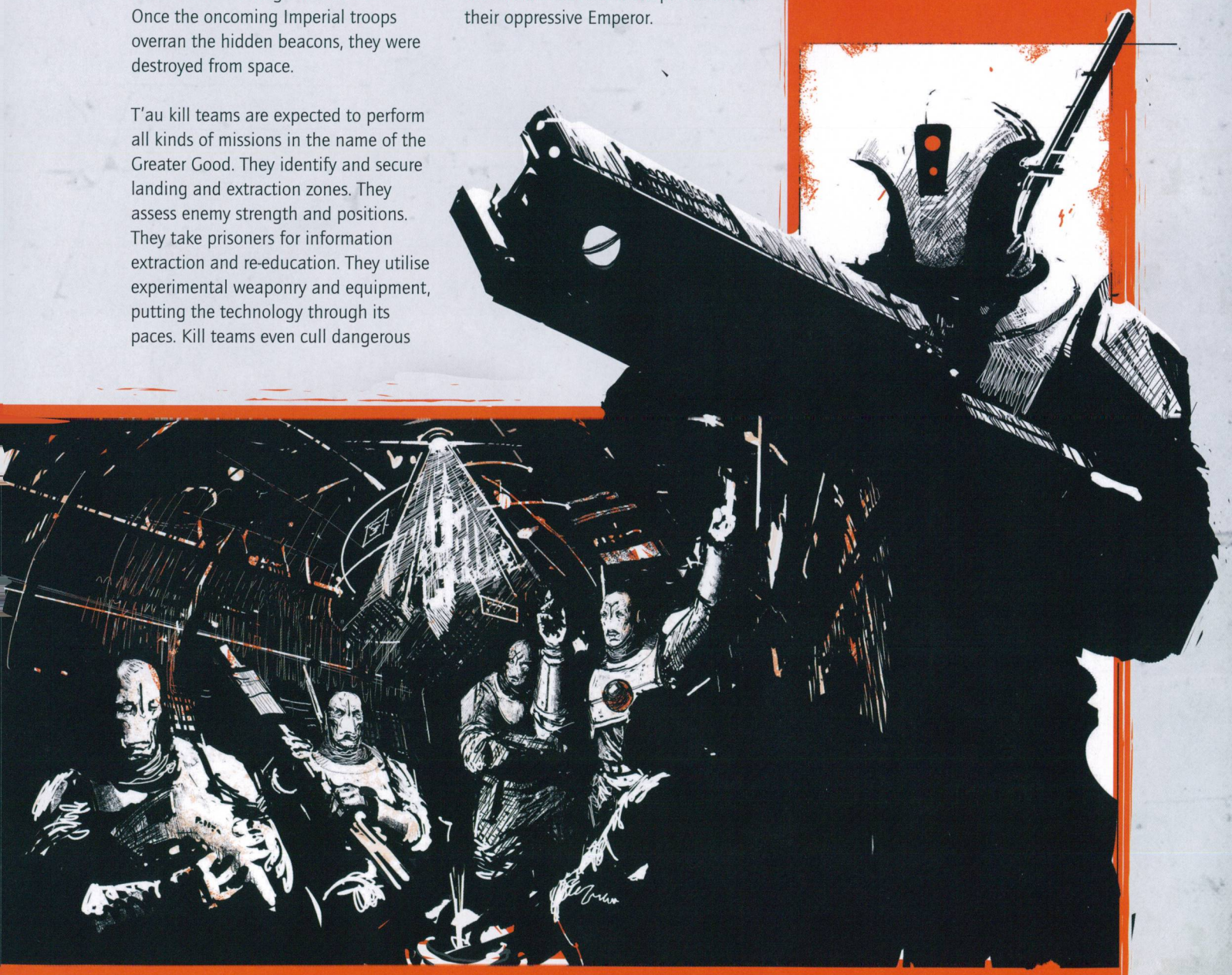


trained together from birth to conduct reconnaissance and assassination missions. First deployed on the ocean world of Posenoi, they used sub-aqua craft to infiltrate Imperial-held islands and claimed fifty-seven priority kills within their first month of action. Others are formed in battle and assigned a task in the heat of the moment. During a desperate withdrawal on the penal world of Tamaghan, Shas'la Fal'shia Myr'lo was ordered to take the survivors of her strike team and plant targeting beacons for orbiting T'au vessels. Once the oncoming Imperial troops overran the hidden beacons, they were destroyed from space.

T'au kill teams are expected to perform all kinds of missions in the name of the Greater Good. They identify and secure landing and extraction zones. They assess enemy strength and positions. They take prisoners for information extraction and re-education. They utilise experimental weaponry and equipment, putting the technology through its paces. Kill teams even cull dangerous flora and fauna on worlds set to be colonised. In the Vedik System they have trained and armed Human insurgents on virtually every inhabited planet so that they can overthrow Imperial rule. The T'au know that the Vedik System is vulnerable, and they know they can bring all of the benefits of the Greater Good to it. Through widespread deployment of kill teams the T'au not only harmed the Imperial presence militarily, but undermined its authority. Their victories show the populace that the Greater Good is more powerful than their oppressive Emperor.

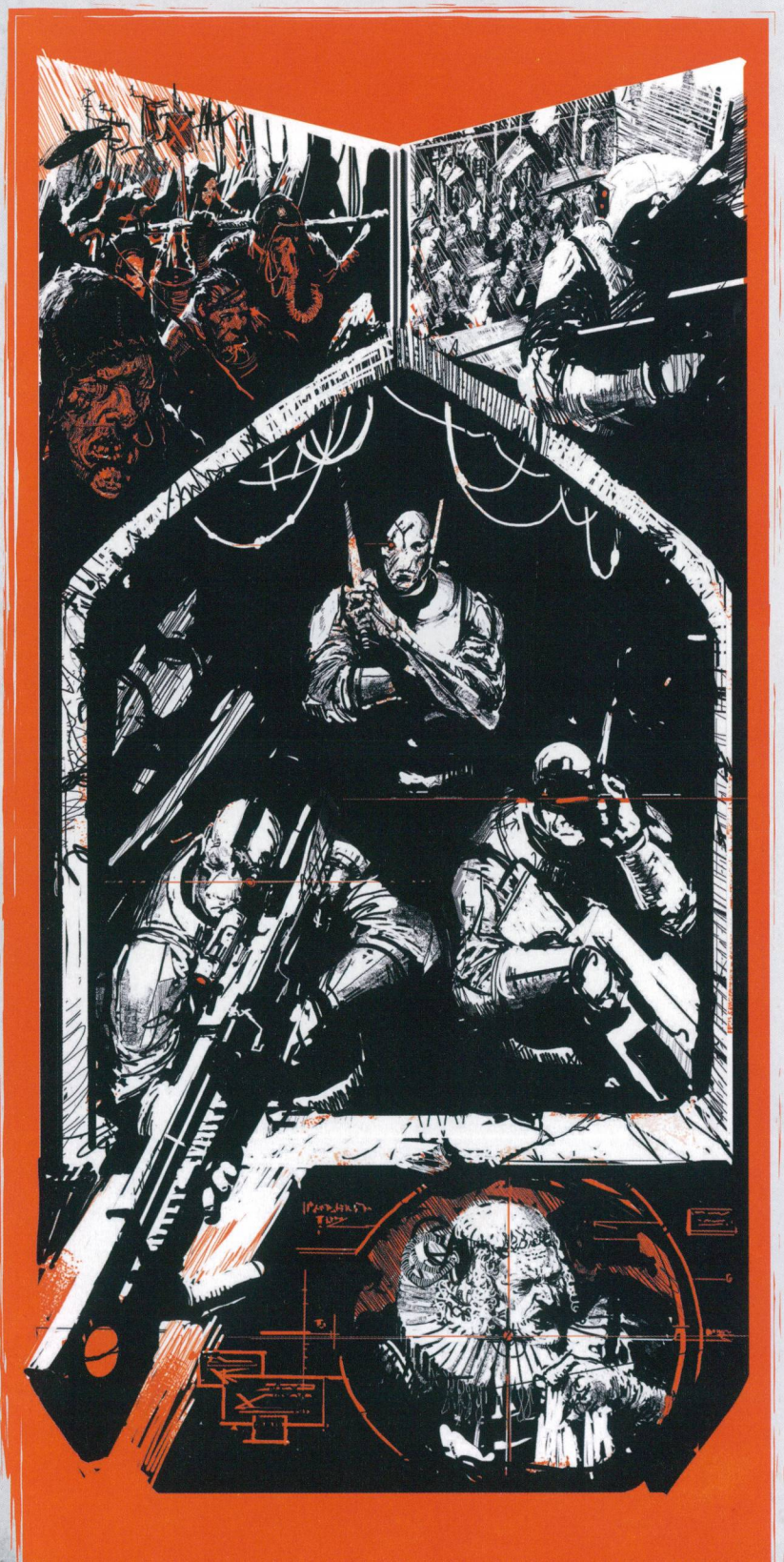
'LAUNCH AN AMBUSH NOT TO SLAY, BUT RATHER TO SEIZE THE INITIATIVE AND THEREBY WIN THE WAR.'

- Commander Puretide



T'AU SEPTS

The T'au Empire has developed through distinct phases of exploration, conquest and settlement, referred to as the 'spheres of expansion' – of which there have been five to date. This method requires the building up of considerable resources followed by waves of exploratory missions and military campaigns. Once a system is colonised and transformed into a stable settlement, it serves as the point from which to launch a later expansion. These established colony systems are known as septs.



A sept system is named for its prime, or 'sept', world. In addition to planets and moons, septs include holdings such as listening posts, shield satellites, orbital cities and mining operations. All of these are linked by stable starship routes, space stations, sensor relays and other communications networks. To grow to a point where it has all of these resources, a sept might well take many generations, and in this time it becomes unique. Each sept has its own cultural nuances, varying numbers of different alien races that have joined with the T'au and varying proportions of the different T'au castes. The Fire Warriors denote their sept on their armour using coloured stripes, with each sept having its own hues. The majority of the largest and most advanced septs belong to the very first sphere of expansion, whilst those of later expansions are typically less developed, having had less time to establish themselves.

T'AU SEPT

T'au is the birthplace of the T'au race. It is the centre of their culture and bureaucracy, and it is here that the race's high council is convened by Ethereal Supreme Aun'Va. This sept produces rigorously drilled fire warriors who are experts in utilising overlapping fields of fire to envelop their enemies in a storm of pulse energy. They also specialise in massed concentration of fire against one target at a time to ensure its total destruction, resulting in target prioritisation being a key skill all Fire Warriors trained on T'au develop.

VIOR'LA SEPT

Vior'la translates from the T'au language as 'hot-blooded', and the Fire Warriors trained in the sept's highly respected Fire caste academies are highly aggressive and particularly skilled. This has proven a great boon to Vior'la's commanders as they have been required to break many Ork invasions. In battle, their commanders harness the fiery temperament of their warriors, ordering them to advance into dangerously close ranges with their enemies to maximise the killing power of their fire.

DAL'YTH SEPT

Dal'yth is famous for the efficiency of its Water caste merchants and diplomats, and its people live side by side with many of the T'au's allied alien races. The sept was ravaged during the Damocles Crusade, with many of its outer colonies and cities destroyed by Imperial invaders, though the sept quickly recovered thanks to its many trade ports. Dal'yth's troops have mastered the art of elaborate traps and sudden ambushes, are experts at harrying and outmanoeuvring foes and are known to use camouflage fields to elude and outwit their enemies.

SA'CEA SEPT

The capital world of Sa'cea sept is renowned among the T'au for its hot climate and dense populations. As a result, a large number of Sa'cea's warriors – who are regarded by many T'au as being particularly honourable – are trained extensively for urban warfare given that the world of Sa'cea has numerous large hab-complexes. They become experts in close-ranged combat as well as mastering fire discipline and combined-arms operations.

BORK'AN SEPT

Bork'an sept has a number of rich mining worlds and therefore a very significant Earth caste presence. The sept is renowned throughout the T'au Empire for its numerous and highly productive science divisions, and it has become an unrivalled centre of learning and academia. Bork'an's scientists and engineers produce large numbers of advanced prototype weapons, which they eagerly hand over to enthusiastic Fire Warriors to test them in the field.

FARSIGHT ENCLAVES

The Farsight Enclaves are a breakaway faction of T'au led by Command O'Shovah – also known as Commander Farsight. Once considered one of the T'au Empire's greatest warriors, his betrayal haunts the T'au to this day. His followers settled what is now called the Farsight Enclaves in mysterious circumstances. O'Shovah was fighting Orks beyond the Damocles Gulf at the north-western edge of the T'au Empire. He and his armies fell out of contact with the rest of the empire after a battle on the world of Arthas Moloch, in which all of the Ethereals accompanying O'Shovah were killed. Only later were Farsight's breakaway colonies discovered by the rest of the T'au Empire.

O'Shovah's warriors are experts in the art of the Mont'ka – a Fire caste tactical philosophy that translates as 'the killing blow' and is the race's most aggressive style of warfare. The warriors of the Farsight Enclaves master furious drop-zone assaults, attacking from low orbit. They are experts in engaging the enemy in close quarters to bring overwhelming fire against them.

FIFTH SPHERE SEPTS

T'au expansion efforts in the Nem'yar Atoll moved at great pace in the Fifth Sphere Expansion. Within months of its commencement, many worlds had been colonised and transformed into thriving hubs of T'au culture. The Water caste established their colonial headquarters on Fe'saan at the heart of the Nem'yar Atoll, a world whose central location makes it strategically vital for the patrol fleets that are continually despatched around the Fifth Sphere colonies.

Kor'tal sept orbits a black hole, rather than a sun, and thus exists in perpetual blackness. Its warriors are expert night-fighters. The sept is of immense importance, for the Earth caste harvest pure dark matter from the black hole, a resource which has all manner of potential military and industrial purposes. Yo'vai was founded upon a flat, circular expanse. Earth caste theorists posit that some ancient civilisation must have constructed the world, pointing to the geometric forms of its landmasses and the lack of a planetary core as evidence. The Fire caste has claimed much of its territory for training grounds.

OTHER SEPTS

The T'au Empire is made up of many more septs, developed across all spheres of expansion and with their own histories and traditions that affect the psychology and culture of the T'au from there. T'au'n was the first sept ever established. D'yanoi has seen many Ork invasions and is isolated due to a fierce and unusual space storm. The sept of Fal'shia is home to numerous munitions factories and is known for the quality of its weapons. N'dras, long thought abandoned by other T'au, is in fact home to unique weapons-testing facilities. The unfortunate sept of Ke'lshan has suffered from numerous invasions, notably from the Tyranids of Hive Fleet Gorgon. Its people are less trusting of aliens than others. Tash'var is a frontier sept that has fought many wars against the Orks and suffered from numerous piratical raids, making its people tenacious and hardy. Vash'ya has a large fleet presence and orbital defence platforms. Its troops are thus well versed in boarding actions and ship defence. The T'au of Mu'gulath Bay have a deep hatred for the armies of Humanity, following the almost complete destruction of their world at the hands of the Imperium during the Damocles Crusade.





Shas'ui Pathfinder



Transpectral Interference Pathfinder



Shas'la Pathfinder



Shas'la Pathfinder



Shas'la Pathfinder



Medical Technician Pathfinder



Assault Grenadier Pathfinder



Drone Controller Pathfinder



Marksman Pathfinder





VANGUARD OF THE T'AU'VA

A T'au Empire force is a dynamic presence on the battlefield. At the leading edge of the empire's continuous expansion, teams of Pathfinders brave the dangers of deadly wildernesses, murderous aliens and horrifying abominations. Accordingly, the flexible armour worn by Pathfinders can bear a variety of hues and disruptive patterns to help camouflage against the worst of these perils. Some battle-colours worn by these Fire Caste warriors are instead determined by the nature, character and history of their sept.

All Pathfinders bear the icon of their caste, symbolising their adherence to the Code of Fire. They also display markings that indicate their place within the Fire Caste's hierarchy. This designator is formed of stripes that denote the warrior's team, supplemented by a series of dots, whose placement reflects the cadre to which the team belongs. Some veteran Pathfinders may carry a ceremonial knife or else bear the stylised icon of a blade upon their armour, so as to symbolise their team's Ta'lissera bonding ritual.



NAMES AND DEMEANORS

This section is a tool to help you forge the names of your T'au warriors and the name of your kill team. There are also tools to help you develop the history and demeanour of your kill team. To use the warrior name generator below, select your warrior's rank and sept (T'au soldiers are always from the Fire caste), and then roll (or pick from) the D66 table to find their individual name. Note that some T'au warriors will have more than one, so if you can't choose, feel free to pick multiple!

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'eir
Fi'rios
Mu'gulath Bay
Fe'saan
Kor'tal
Yo'vai
Sa'cea
Ksi'm'yen

D66	T'AU 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



KILL TEAM NAME

The T'au name their Pathfinder kill teams in all manner of ways. Some may be referred to by a number alone. Others are named for their leader. If you wish to name your team in this way, you can choose an 'individual' name from the operative name generator or roll on it, and name your kill team 'Kill Team [Name]'. For example, your kill team might be called Kill Team Kais. Some teams are given code names, and ways of forming your own Pathfinder kill team code name are demonstrated in the generator below. Roll on, or choose your favourite option from, the first table. Then do the same with the second. For example, if you rolled a 1 for the first table, and rolled a 3 on the second table, your Pathfinder kill team name would be the Darksuns, or if you want it could be called Kill Team Darksun.

D6	NAME
1	Dark
2	Shadow
3	Silent
4	Ghost
5	Bright
6	Cold

D6	NAME
1	Star(s)
2	Wind(s)
3	Sun(s)
4	Moon(s)
5	Sword(s)
6	Wave(s)

BASE OF OPERATIONS

D6	LOCATION
1	**Optimised Tetras:** The warriors of the kill team have a number of Tetra anti-grav reconnaissance vehicles, which they have heavily customised for their own purposes.
2	**Stealthtide Module:** Based around a number of interlinked Tidewall Droneports, the Stealthtide Module is a mobile defensive system rigged with a number of highly advanced protective systems to help it remain undetected.
3	**We March for the Greater Good:** The kill team has no fixed base of operations, instead carrying all of their specialist wargear themselves and utilising customised drones to haul heavier equipment.
4	**High Ground:** The kill team has carefully chosen high ground overlooking a wide expanse of enemy territory.
5	**Orbital Presence:** The kill team has space allocated to it and its needs aboard a T'au ship in orbit.
6	**Outfitted Devilfish:** The kill team has a rugged Devilfish transport that it lives in and uses to patrol ground.

BACKGROUND

D6	BOND
1	**Warriors of the Fifth Sphere:** This kill team are flush with hope and optimism, determined to bring the Greater Good to an area of space the T'au have never seen before.
2	**Survived Trials of Fire:** The warriors of this kill team have survived where many Pathfinders have not.
3	**Heroes of the Greater Good:** This kill team is renowned across the Empire for its heroic actions, and has been the subject of several propaganda campaigns.
4	**Elite of the Academies:** This kill team has been hand-picked from the Fire caste academies for their tactical innovation and strategic genius.
5	**Fourth Sphere Veterans:** This kill team was part of the fateful Fourth Sphere Expansion, and their traumatic experiences have left them with a deep distrust of non-T'au species.
6	**Sniper Team:** This kill team is comprised of expert sharpshooters whose pinpoint shots can bring down any foe.

SQUAD QUIRK

D6	PHILOSOPHY
1	**Experimenters:** This kill team has become especially well-known among Earth caste engineers for their skills in testing new weapons and technology.
2	**Eager:** Made up of relatively new Pathfinders, this kill team is eager to prove itself and serve the Greater Good – with their lives, if needs be.
3	**Vengeful:** This kill team has suffered a great loss at the hands of a particular alien race, and wishes to revisit their suffering in kind.
4	**Canny Tacticians:** This kill team excels at luring the enemy into ill-advised actions, launching strike-and-fade attacks to draw their quarry into deadly ambushes.
5	**No Heroes:** This kill team gladly carries out the most unpleasant and distasteful missions, knowing that they do so in the name of the Greater Good.
6	**No One Left Behind:** The ta'lissera bond within this kill team is so strong that its warriors would never abandon a comrade in peril, even at the cost of their own lives.

THE RULES

Welcome to the rules section of *Kill Team*: *Chalnath*. Over the following pages, you will find all the rules content for this expansion of Warhammer 40,000: Kill Team.

TAC OPS

On the page opposite you will find additional Tac Ops available to you when using **PATHFINDER** and **NOVITIATE** kill teams, allowing you to better reflect these two factions' individual aims and fighting styles.

ARMY LISTS

On pages 39-48 and 54-66, you will find army lists for **NOVITIATE** and **PATHFINDER** kill teams respectively, providing you with new rules to bring these kill teams to the killzone and wage skirmish warfare against your enemies, no matter your preferred way to play. In each of the army lists, you will find the following content:

- **Kill Team Selection Requirements:** The operatives required to build the faction's kill team.
- **Abilities:** Any important and universal abilities that kill team has.
- **Strategic Ploys:** Bespoke Strategic Ploys available to you when using that kill team.
- **Tactical Ploys:** Bespoke Tactical Ploys available to you when using that kill team.
- **Datacards:** The rules for each operative that can be selected in that kill team.
- **Equipment:** A selection of equipment that operatives from that kill team can be equipped with.

SPEC OPS

On pages 49-53 and 67-71, you will find Spec Ops rules for **PATHFINDER** and **NOVITIATE** kill teams respectively, providing you with new narrative play rules for these kill teams in Spec Ops campaigns. In each of the sections, you will find the following content:

- **Battle Honours:** Unique Battle Honours available to operatives from that kill team that gain a rank, no matter their chosen specialism.
- **Rare Equipment:** A collection of rare equipment you can add to that kill team's stash.
- **Assets:** Unique assets you can add to that kill team's base of operations.
- **Requisitions:** Specific Requisitions you can use to further support that kill team on their Spec Ops journey.
- **Spec Ops:** Bespoke Spec Ops you can assign to that kill team.

KILLZONE: CHALNATH

On pages 72-74, you will find all the rules for Killzone: Chalnath, detailing the terrain features it includes, and all the relevant traits that each terrain feature has.

SHADOW OPERATIONS MISSION PACK

On pages 75-93, you will find a new mission pack titled Shadow Operations: Chalnath. This mission pack includes nine exciting new missions for your games of Warhammer 40,000: Kill Team. They can be used with any mission sequence, meaning they are suitable for any of the three ways to play.

'BLESSED ARE THE BOLTGUN, THE FLAMER AND THE MELTA, FOR THEY ARE THE HOLY TRINITY OF FIREARMS AS ORDAINED BY THE ALMIGHTY EMPEROR OF MANKIND, AND THEY ARE THE TOOLS BY WHICH WE SHALL DESTROY HIS FOES.'

- Sister Furenza Palos

TAC OPS

NOVITIATES

If your faction is **NOVITIATE**, you can use the Novitiate Tac Ops listed below, as specified in the mission sequence.

PURGE WITH FLAME

Novitiate – Faction Tac Op 1

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- If two or more enemy operatives are incapacitated by attacks made by weapons with the Inferno x special rule, you score 1VP.
- If an enemy **LEADER** operative is incapacitated by an attack made by a weapon with the Inferno x critical hit rule, you score 1VP.

RECONSECRATE GROUND

Novitiate – Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select one objective marker that is not within ⬟ of your drop zone:

- At the end of any Turning Point, if friendly operatives control that objective marker, you score 1VP.
- At the end of the battle, if friendly operatives control that objective marker, you score 1VP.

GLORY TO THE MARTYRS

Novitiate – Faction Tac Op 3

Reveal this Tac Op when a friendly operative is incapacitated while within ◯ of the centre of an objective marker.

- If another friendly operative is incapacitated while within ◯ of the centre of that objective marker, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

PATHFINDERS

If your faction is **PATHFINDER**, you can use the Pathfinder Tac Ops listed below, as specified in the mission sequence.

MARK ENEMY MOVEMENTS

Pathfinder – Faction Tac Op 1

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- At the end of any Turning Point, if at least half of the enemy operatives in the killzone (rounding down and a minimum of 3 enemy operatives) have one or more markerlight tokens, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

PATIENT HUNTER

Pathfinder – Faction Tac Op 2

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- At the end of any Turning Point, if you scored more victory points than your opponent for the mission objective during that Turning Point, and more than half of your operatives (rounding down) have a Conceal order, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

KILLING BLOW

Pathfinder – Faction Tac Op 3

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- At the end of any Turning Point, if the total Wounds characteristic of enemy operatives that were incapacitated during that Turning Point is greater than the total Wounds characteristic of friendly operatives that were incapacitated during that Turning Point, and more than half of your operatives (rounding down) have an Engage order, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.



ARCHETYPE: SECURITY OR RECON

NOVITIATE KILL TEAM

Below you will find a list of the operatives that make up a NOVITIATE kill team, including, where relevant, any wargear those models must be equipped with.

OPERATIVES

- 1 **NOVITIATE SUPERIOR** operative equipped with one of the following options:
  - Boltgun; gun butt.
  - Bolt pistol or plasma pistol; power weapon.

- 9 NOVITIATE operatives selected from the following list:
  - **NOVITIATE MILITANT** operative each separately equipped with one of the following options:
    - Autopistol; novitiate blade
    - Autogun; gun butt
  - **NOVITIATE PENITENT**
  - **NOVITIATE PRONATUS**
  - **NOVITIATE EXACTOR**
  - **NOVITIATE RELIQUARIUS**
  - **NOVITIATE HOSPITALLER**
  - **NOVITIATE PRECEPTOR**
  - **NOVITIATE DIALOGUS**
  - **NOVITIATE DUELLIST**
  - **NOVITIATE CONDEMNOR**
  - **NOVITIATE PURGATUS**

NOVITIATE MILITANT operatives can be selected up to nine times, **NOVITIATE PURGATUS** operatives can be selected up to two times and each other option above can be selected once.

NEW CRITICAL HIT RULES

Below you will find a common critical hit rule that certain NOVITIATE operatives have.

Inferno x: Each time a friendly operative fights in combat or makes a shooting attack with this weapon, in the Roll Attack Dice step of that combat or shooting attack, if you retain any critical hits, the target gains x Inferno tokens. X is the number after the weapon's Inferno (e.g. Inferno 1). At the end of each Turning Point, roll one D6 for each Inferno token an enemy operative has: on a 4+, that enemy operative suffers 1 mortal wound. After rolling, remove all Inferno tokens that operative has.



ABILITIES

ACTS OF FAITH

Keep a pool of Faith points. At the start of each Turning Point, if there are any friendly **NOVITIATE** operatives in the kill zone, you gain 3 Faith points. In addition, you gain one Faith point at the end of an activation, if any of the following apply:

- During that activation, a friendly **NOVITIATE** operative with the Combat specialism incapacitated an enemy operative in a combat.
- During that activation, a friendly **NOVITIATE** operative with the Marksman specialism incapacitated an enemy operative with a shooting attack.
- During that activation, a friendly **NOVITIATE** operative with the Staunch specialism performed a mission action.
- A friendly **NOVITIATE** operative with the Scout specialism was activated and finished that activation within ⬟ of the enemy drop zone.

Faith points can be subtracted so that friendly **NOVITIATE** operatives can perform Acts of Faith listed below. Each Act of Faith will specify when it can be used, its effect and how many Faith points you must subtract from your total to use it. If you cannot subtract the required Faith points from your total, you cannot use that Act of Faith.

Unless otherwise specified, only one Act of Faith can be used during each activation (friendly or enemy). For example, a shooting attack is made against a friendly **NOVITIATE** operative. In the Roll Defence Dice step of that shooting attack, that operative's controlling player decides to subtract 2 Faith points to use Divine Shield to retain one failed save as a successful normal save. No other Acts of Faith can then be performed during that activation (other than Faithful Blessing).

ACTS OF FAITH

Act of Faith	Cost
Faithful Blessing: When a friendly **NOVITIATE** operative fights in combat or makes a shooting attack, in the Roll Attack Dice or Roll Defence Dice step of that combat or shooting attack, re-roll one of your attack or defence dice. This Act of Faith can be used more than once in each activation, and can be used with other Acts of Faith.	1 Faith point
Guiding Light: When a friendly **NOVITIATE** operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, retain one of your failed hits as a successful normal hit.	2 Faith points
Vengeful Strike: When a friendly **NOVITIATE** operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, retain one of your successful normal hits as a critical hit instead.	3 Faith points
Divine Shield: When a shooting attack is made against a friendly **NOVITIATE** operative, in the Roll Defence Dice step of that shooting attack, retain one of your failed saves as a successful normal save.	2 Faith points
Armour of Contempt: When a shooting attack is made against a friendly **NOVITIATE** operative, in the Roll Defence Dice step of that shooting attack, retain one of your successful normal saves as a critical save instead.	2 Faith points
Emperor's Protection: When a friendly **NOVITIATE** operative suffers a mortal wound, ignore that mortal wound. This Act of Faith can be used more than once in each activation.	1 Faith point
Blessed Rejuvenation: When a friendly **NOVITIATE** operative is activated, it regains D3 lost wounds. This Act of Faith can be used a maximum of two times in each activation.	2 Faith points
Blinding Aura: When an enemy operative performs a shooting attack, select one friendly **NOVITIATE** operative. Until the end of that activation, while that friendly operative is more than ◯ from that enemy operative, that friendly operative is treated as being in Cover.	2 Faith points

STRATEGIC PLOYS

If your faction is **NOVITIATE**, you can use the following Strategic Ploys during a game.

EYES OF THE EMPEROR 1CP

Until the end of the Turning Point, remove the Range special rule from autopistols, bolt pistols and plasma pistols that friendly **NOVITIATE** operatives are equipped with.

SANCTIFIED ROUNDS 1CP

Until the end of the Turning Point, add 1 to both Damage characteristics of autoguns and autopistols that friendly **NOVITIATE** operatives are equipped with.

AEGIS OF THE EMPEROR 1CP

Until the end of the Turning Point, each time an enemy operative within ⬟ of a friendly **NOVITIATE** operative performs a psychic action, that enemy operative suffers 1 mortal wound.

DEFENDERS OF THE FAITH 2CP

At the start of the Firefight phase, one friendly **NOVITIATE** operative that is within ◯ of the centre of each objective marker can:

- Perform a free **Shoot** action if it has an Engage order.
- Perform a free **Fight** action if it has an Engage order.

TACTICAL PLOYS

If your faction is **NOVITIATE**, you can use the following Tactical Ploys during a game.

GLORIOUS MARTYRDOM 1CP

Use this Tactical Ploy when a friendly **NOVITIATE** operative is incapacitated. Each enemy operative within ◯ of and Visible to that operative suffer 1 mortal wound, and you gain D3 Faith points.

BURNING WRATH 1CP

Select one friendly **NOVITIATE PURGATUS** operative. Until the end of the turning point, that operative's Ministorum flamer has the following profile:

Name	A	BS	D
Ministorum flamer	5	2+	3/4
Special Rules			
Inferno 2, Rng ⬟, Torrent ◯			

RIGHTEOUS CONDEMNATION 1CP

Use this Tactical Ploy after rolling your attack dice for a shooting attack made by a friendly **NOVITIATE CONDEMNOR** operative. You can re-roll any or all of your attack dice for that shooting attack.



NOVITIATE MILITANT

Novitiates Militant are Battle Sisters in training. They have yet to earn the power armour and boltguns of fully fledged Battle Sisters, but are zealous warriors of the Emperor nonetheless, eager to join the ranks of their Order Militant.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Autogun	4	3+	2/3	-	-
Autopistol	4	3+	2/3	Rng	-
Gun butt	3	4+	2/3	-	-
Novitiate blade	4	3+	4/5	Balanced	-

ABILITIES

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UNIQUE ACTIONS

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NOVITIATE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVITIATE MILITANT

NOVITIATE SUPERIOR

A fully fledged Battle Sister of an Order Militant, a Superior has the task of leading Novitiates in battle. They make command decisions, steer the faith of their charges and serve as inspirational examples of how a warrior of the Adepta Sororitas acts at all times.



M	APL	GA
3	2	1

DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
Bolt pistol	4	2+	3/4	Rng	-
Boltgun	4	2+	3/4	-	-
Plasma pistol *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	2+	5/6	Rng, AP1	-
- Supercharge	4	2+	5/6	Rng, AP2, Hot	-
Gun butt	3	2+	2/3	-	-
Power weapon	4	2+	4/6	Lethal 5+	-

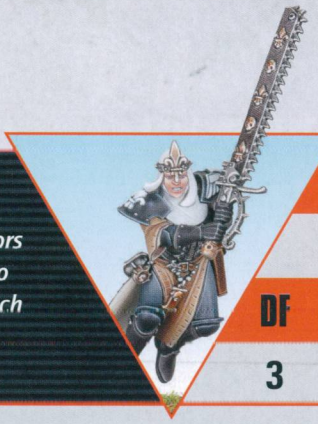
ABILITIES

Lead by Example: Each time this operative is activated, if it performs any mission actions or if any enemy operatives are incapacitated as a result of any actions it performs during that activation, you can select one Ready friendly **NOVITIATE** operative Visible to and within of it. After this operative's activation ends, you can activate that operative.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, LEADER, NOVITIATE SUPERIOR

NOVITIATE PENITENT

Some Novitiates are ordered to wield brutal eviscerators as a mark of shame for minor transgressions. Urged to earn their redemption face-to-face with the enemy, such Sisters will fight with unrestrained fury to earn back their honour.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Autopistol	4	3+	2/3	Rng	-
Penitent eviscerator	4	4+	5/6	Brutal	Reap 2

ABILITIES

Zealous Rage: The first time this operative performs a **Fight** action in each of its activations, in the Roll Attack Dice step of that combat, you can re-roll any or all of your attack dice.

UNIQUE ACTIONS

Absolution Through Destruction (1AP): Perform a **Fight** action with this operative, then perform another **Fight** action.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVITIATE PENITENT

NOVITIATE PURGATUS

Novitiates Purgatus have the holy duty of bringing cleansing flame to the enemies of Mankind. When they unleash their Ministorum flamers at the enemy, they leave little more than ash behind.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Ministorum flamer	5	2+	2/3	Rng, Torrent	Inferno 1
Gun butt	3	4+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Burning Advance (1AP): Perform a free **Dash** action with this operative, then perform a free **Shoot** action with it.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVITIATE PURGATUS

NOVITIATE PRONATUS

To serve in the Orders Pronatus a candidate must learn everything there is to know of countless kinds of relics, as well being highly skilled warriors. They are expected to retrieve and guard highly precious – and sometimes extremely dangerous – artefacts.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⌖ Autopistol	4	3+	2/3	Rng ⬟	-
⚔ Gun butt	3	4+	2/3	-	-

ABILITIES

Relic Seeker: Each time this operative is activated, it can perform one mission action at any point during its activation without subtracting any action points.

UNIQUE ACTIONS

Raise Relic (1AP): You gain 2 Faith points. If this operative performs this action while within ○ of the centre of an objective marker, or while within ⬟ of the enemy drop zone, you gain 3 Faith points instead.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVITIATE PRONATUS

NOVITIATE EXACTOR

Some zealous Novitiates are given neural whips with which to inflict physical and mental anguish on the foe. On ocassion, the bearer will turn these weapons on fellow Novitiates they feel are lacking in commitment and need to be dissuaded from lapses in bravery and faith.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⌖ Neural whips	5	3+	2/3	Rng ■, Lethal 5+	Stun
⚔ Neural whips	5	3+	2/3	Lethal 5+	Stun

ABILITIES

UNIQUE ACTIONS

Whip into Frenzy (1AP): Select one friendly NOVITIATE operative (excluding a **NOVITIATE SUPERIOR** operative) within ■ of and Visible to this operative. Add 1 to that operative's APL. In addition, if that operative is a **NOVITIATE PENITENT** operative, until the end of that operative's next activation, add ○ to its Movement characteristic.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVITIATE EXACTOR



NOVITIATE RELIQUARIUS

Some Novitiates bear inspiring icons, such as an ornate tapestry, a reliquary containing a saint's mortal remains or a simulacrum of a famous artefact. Novitiates who look upon such relics know the holy power of the God-Emperor is with them, and fight all the harder for it.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⌖ Autopistol	4	3+	2/3	Rng ⬟	-
⚔ Gun butt	3	4+	2/3	-	-

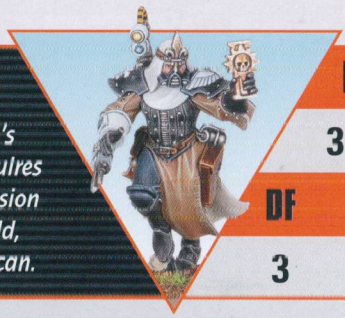
ABILITIES

Icon of Purity: Each time a friendly NOVITIATE operative is incapacitated, if this operative is within ⬟ of and Visible to it, roll one D6: on a 4+, that operative can immediately perform a free **Shoot** action.

UNIQUE ACTIONS

Plant the Icon (1AP): Perform this action while within ○ of the centre of an objective marker. Until this operative is next activated, if it is within ○ of the centre of that objective marker, halve the APL of enemy operatives (rounding up) when determining who controls that objective marker.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVITIATE RELIQUARIUS



NOVITIATE HOSPITALLER

Curing the physical and spiritual ills of the Imperium's battlefield wounded is an onerous task, one that requires countless hours of practice. Novitiates seeking admission into the Orders Hospitaller hone their skills in the field, aiding their fellow Novitiates in whichever way they can.

M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⌖ Autopistol	4	3+	2/3	Rng ⬟	-
⚔ Surgical saw	4	4+	2/3	Lethal 5+	-

ABILITIES

Mantra of Restoration: Once per Turning Point, the first time a friendly NOVITIATE operative would be incapacitated while Visible to and within ■ of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That operative is not incapacitated, has 1 wound remaining, and if it would have been incapacitated by a shooting attack, any remaining attack dice are discarded. That other friendly operative can then perform a free **Dash** action, but must finish that move within ▲ of this operative. Subtract 1 from both operatives' APL.

UNIQUE ACTIONS

Chirurgeon's Tools (1AP): Select one friendly NOVITIATE operative within ▲ of and Visible to this operative. That operative regains 2D3 lost wounds. An operative cannot be selected for this if it was revived using the Mantra of Restoration ability during the same Turning Point. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, MEDIC, NOVITIATE HOSPITALLER

NOVITIATE PRECEPTOR

These Novitiates are expected to rigidly enforce their Order's precepts, ensuring their fellows faithfully adhere to the prescribed standards. They are often chosen as their Superior's second in command, and serve as exemplars by eagerly striding into the fray to smite the Emperor's foes.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚔ Mace of the Righteous	4	3+	5/5	-	Inferno 2, Stun

ABILITIES

Unflinching Determination: Each time a shooting attack is made against a friendly **NOVITIATE** operative, in the Roll Defence Dice step of that shooting attack, if this operative is Visible to and within ■ of it, you can re-roll one of your defence dice.

UNIQUE ACTIONS

Glorious Hymnal (1AP): Until the end of the Turning Point, each time a friendly **NOVITIATE** operative fights in combat, in the Roll Attack Dice step of that combat, if it is within ⬟ of this operative, you can re-roll any or all of your attack dice results of 1 or 2.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVITIATE PRECEPTOR

NOVITIATE DIALOGUS

These Novitiates are in training to join the Orders Dialogus, while learning warfare under the guidance of experienced Battle Sisters. Their training in cryptography makes them of great value to kill teams – they can unlock obscure ciphers and find hidden patterns in communiques.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⌖ Autopistol	4	3+	2/3	Rng ⬟	-
⚔ Dialogus stave	3	4+	3/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Stirring Rhetoric (1AP): Select one friendly **NOVITIATE** operative within ⬟ of and Visible to this operative. Add 1 to its APL.

Auto-Broadcaster (1AP): Place a Condemning Sermon token within ⬟ of this operative. While an enemy operative is within ○ of the centre of your Condemning Sermon token, worsen the Ballistic Skill characteristic of ranged weapons it is equipped with by 1. In the Ready Operatives step of each Turning Point, remove your Condemning Sermon token.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVITIATE DIALOGUS

NOVITIATE DUELLIST

Some Novitiates have a natural affinity for bladework, their reaction times and dexterity greater than that of their fellow warriors. They take to the field eager to prove their skill, wishing to claim the heads of the most capable enemies and emulate the warrior-saints of legend.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Autopistol	4	3+	2/3	Rng ⬟	-
Duelling blades	4	2+	3/4	Lethal 5+	Expert Riposte*

ABILITIES

***Expert Riposte:** Each time this operative fights in combat using its duelling blades, in the Resolve Successful Hits step of that combat, each time you parry with a critical hit, also inflict damage equal to the weapon's Critical Damage characteristic.

UNIQUE ACTIONS

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NOVITIATE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVITIATE DUELLIST

NOVITIATE CONDEMNOR

Sorcerers and witches are among the Adepta Sororitas' most hated foes. Such psychic abominations are terrible threats to the Emperor's realm, and cutting them down is a key priority. Novitiates Condemnor are especially equipped to deal with this kind of enemy.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Condemnor stakethrower	4	3+	2/3	Silent	P1, MW2
Null rod	3	3+	3/3	-	Stun

ABILITIES

Null Rod: Each time an enemy operative is activated, if it is within ⬟ of this operative for that activation, its APL characteristic cannot be higher than 2. Each time an enemy operative would perform a psychic action, if it is within ⬟ of this operative, 1 additional AP must be subtracted to perform that action.

UNIQUE ACTIONS

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NOVITIATE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVITIATE CONDEMNOR

EQUIPMENT

NOVITIATE operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a + can be selected a maximum of two times, and each operative can be equipped with no more than one of each item.

ICON OF FAITH+ [2EP]

The operative gains the following ability for the battle:

Icon of Faith: Once per battle, this operative can perform one Act of Faith without you needing to subtract Faith points.

CHAPLET ECCLESIATICUS [2EP]

This operative gains the following ability for the battle:

Chaplet Ecclesiaticus: Each time this operative is activated, roll one D6: on a 6, add 1 to its APL.

ADAMANTINE-WEAVE SURPLICE [2EP]

This operative gains the following ability for the battle::

Adamantium-weave Surplice: This model has a Save characteristic of 3+ instead of 4+.

FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Frag grenade	4	3+	2/3
Special Rules			
Rng ⬟, Blast ●, Indirect, Limited			

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action:

Name	A	BS	D
Krak grenade	4	3+	4/5
Special Rules			
Rng ⬟, Indirect, AP1, Limited			

AUTO-CHASTISER [1EP]

This operative gains the following ability for the battle::

Auto-chastiser: Each time this operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of 1. If any of your re-rolled dice also result in 1, that operative suffers 1 mortal wound.

SAINTED RELIQUAE [2EP]

This operative gains the following ability for the battle::

Sainted Reliquae: Each time this operative strikes with a critical hit, you gain 1 Faith point.



NOVITIATE SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **NOVITIATE** as your faction keyword.

BATTLE HONOURS

Each time a **NOVITIATE** operative gains a Battle Honour, instead of determining one from its specialism, you can instead determine one from the Novitiate Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

NOVITIATE SPECIALIST

D6	Specialism
1	**Devout:** During the first Turning Point, this operative can perform the following action: **Pray for Guidance (1AP):** You gain 1 CP. Your kill team can only perform this action once.
2	**Pious:** Each time this operative performs one or more Acts of Faith during an activation, roll one D6: on a 5+, you gain 1 Faith point.
3	**Righteous Purpose:** Each time an attack dice would inflict critical damage on this operative, you can choose for that attack dice to inflict normal damage instead. .
4	**Glare of Condemnation:** Each time an enemy operative would perform a psychic action, if it is within ■ of one or more friendly operatives with this Battle Honour, 1 additional AP must be subtracted to perform that action.
5	**Determined:** Each time this operative is activated, if it is within ○ of the centre of an objective marker, add 1 to its APL.
6	**Quick of Thought and Action:** At the start of each Turning Point, if this operative is not within Engagement Range of an enemy operative, it can immediately perform a free **Dash** action.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **NOVITIATE**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. RELIC GUNSIGHT [3EP]

Select an autogun the operative is equipped with. It gains the following improvements for the battle:

- Improve its Ballistic Skill characteristic by 1.
- The operative can perform the following action:

TAKE AIM 1AP

Select one enemy operative Visible to this operative. Until the end of this activation, each time this operative makes a shooting attack, treat that enemy operative as if it has an Engage order for that shooting attack.

2. BLESSED BLADE [2EP]

Select a Novitiate blade the operative is equipped with. It gains the following improvements for the battle:

- Improve its Weapon Skill characteristic by 1.
- Add 1 to its Critical Damage characteristic.

3. BLESSED INCENSE [2EP]

NOVITIATE PRECEPTOR operative only. This operative's mace of the righteous gains the Rending critical hit rule and Brutal special rule for the battle.

4. INFERNO ROUNDS [3EP]

Select an autogun or autopistol the operative is equipped with. That weapon gains the Inferno 1 critical hit rule for the battle.

5. SAINT-TOUCHED CLOTH [2EP]

NOVITIATE RELIQUARIUS operative only. That operative gains the following ability for the battle:

Saint-touched Cloth: Add ■ to the range of this model's Icon of Purity ability.

6. PROCLAMATION BROADCASTER [2EP]

The operative gains the following ability for the battle:

Proclamation Broadcaster: Once in this battle, at the start of a Turning Point, this operative can use its Proclamation Broadcaster. If it does, you gain a number of Faith points equal to the number of other friendly **NOVITIATE** operatives Visible to and within ■ of this operative (to a maximum of 4 Faith points).

'RETREAT? I HAVE A SCORE OF THE EMPEROR'S FINEST BATTLE SISTERS AT MY COMMAND, AND YOU THINK A FEW HUNDRED ALIEN SAVAGES ARE CAUSE TO TURN OUR BACK AND FLEE? LET THE ENEMY COME, THEY SHALL FIND NEITHER OUR RESOLVE NOR OUR AIM WAVERING.'

- Sister Superior Lacena, Order of Our Martyred Lady

STRATEGIC ASSETS

Each time you would add an asset to your base of operations, if your faction is **NOVITIATE**, you can select one from the list below instead of selecting one from another source. As with any asset, you can never have more than one of each.

INCENDIARY BOMBS

The kill team is able to call in allied aircraft to strafe the area with promethium bombs, driving any enemy operatives out of cover.

At the start of the Set Up Operatives step of the mission sequence, you can call in Incendiary Bombs. If you do, select one terrain feature that includes any parts with the Vantage Point or Punishing Vantage Point trait. Enemy operatives that are set up on that Vantage Point or Punishing Vantage Point suffer 1 mortal wound.

SANITORIUM

The kill team's base of operations stores a wealth of medical equipment, allowing even grievous wounds to be treated in a sanitary environment.

You can select this asset if your kill team has a Med Bay asset and your dataslate includes a **NOVITIATE HOSPITALLER** operative. After taking Casualty tests for your kill team, select one operative that has any Battle Scars. Remove one Battle Scar from that operative.

SANCTUM

The kill team's base has a sacred chamber, dedicated to housing recovered relics until they can be returned to their rightful home, or a new sacred place.

At the end of each battle, if a **NOVITIATE PRONATUS** operative was selected for deployment, you can roll to determine if they have recovered any relics. Roll one D6, adding 1 if that **NOVITIATE PRONATUS** operative performed any mission actions during that battle: on a 6, they have recovered a relic and returned it to your Sanctum. Keep a note of the number of relics in your Sanctum. At the start of the first Turning Point of each battle, you gain a number of Faith points equal to the number of relics in your Sanctum (to a maximum of 3).



REQUISITIONS

In a Spec Ops campaign, if your faction is **NOVITIATE**, you can use the following Requisitions in addition to those presented in the Kill Team Core Book.

BLESSED MARTYRDOM 1RP

Each Sister slain in service to the Emperor knows their soul goes to join him and furthers his immortal will.

Purchase this Requisition after a game in which one or more friendly **NOVITIATE** operatives failed a Casualty test and were slain. For each friendly **NOVITIATE** operative that was slain in this manner, you can select one **NOVITIATE** operative on your dataslate. That operative gains 1 experience point.

FIELD PUNISHMENT 1RP

Failure is not tolerated within the ranks of the Adepta Sororitas. Any who fail their sisters, even Novitiates, must atone for their sins as a penitent and take up the ceremonial eviscerator kept for such occasions.

Purchase this Requisition after a game. Select one friendly **NOVITIATE** operative that was incapacitated and did not perform any mission actions. Remove that operative from your dataslate and replace it with a **NOVITIATE PENITENT** operative. The new operative has the same number of experience points as the operative that was removed (select its Battle Honours accordingly) and has the same Battle Scars (if any).

SAINT POTENTIA 1RP

It is only through struggle that true devotion is demonstrated. All who are faithful have the potential for sainthood, whether in life or in death.

Purchase this Requisition when a friendly **NOVITIATE** operative gains the Revered rank if your dataslate does not contain any **SAINT POTENTIA** operatives. That operative gains the **SAINT POTENTIA** keyword. At the start of each Turning Point, while a friendly **SAINT POTENTIA** operative is in the killzone, gain 1 Faith point. If a **SAINT POTENTIA** operative is slain while you have a Sanctum asset as part of your base of operations, gain 1 Relic.



SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **NOVITIATE**, you can select one from the list opposite instead of selecting one from another source.

PURGE THE UNCLEAN

A noted heretic has been identified working with enemy forces. Root them out and ensure they are unable to spread their heresy any further.

OPERATION 1: TRACK DOWN THE HERETIC

Hunt down and get a positive identification of the target.

Win six games.

OPERATION 2: PURGE WITH FIRE

An all-out assault must be mounted to cut out this threat. Forces must converge on the threat's location and ensure they do not survive. An example must be set to any who would consider spreading their false proclamations among the Emperor's people.

Complete a game in which you scored victory points from the 'Purge with Flame' Tac Op.

COMMENDATION

- Each friendly operative that was selected for deployment earns 1 XP.
- Gain 1 RP for each enemy operative that was incapacitated while it had any Inferno tokens.

If the enemy Leader was incapacitated by an attack made by a weapon with the Inferno x critical hit rule:

- Each friendly operative that has a weapon with the Inferno special rule gains an additional 1 XP.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.

RECLAMATION SWEEP

Many priceless relics have been lost in this sector. Front-line forces cannot be spared, but a small team should be able to carry out a discreet surgical strike into the area to reclaim what has been lost without bringing the wrath of the enemy down upon their heads.

OPERATION 1: RECON SWEEP

Scout out likely locations of destroyed shrines and reliquaries, ready to extract any relics you find.

Complete five games in which you scored victory points from the 'Reconsecrate Ground' or 'Triangulate' Tac Op.

OPERATION 2: COLLECT AND KEEP SAFE

With the relics located, we must now extract these and return them to safety.

Complete a game in which you scored victory points from the 'Retrieval' Tac Op.

COMMENDATION

- You can add up to three items of rare equipment to your stash, or you can increase your asset capacity by one.
- If you have a Sanctum asset, add 1 relic to it.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Extraction' Spec Op.

ARCHETYPE: RECON

PATHFINDER KILL TEAM

Below you will find a list of the operatives that make up a PATHFINDER kill team, including, where relevant, any wargear those models must be equipped with.

OPERATIVES

- 1 **SHAS'UI PATHFINDER** operative
- 12 **PATHFINDER** operatives selected from the following list:
  - **SHAS'LA PATHFINDER**
  - **BLOODED PATHFINDER**
  - **DRONE CONTROLLER PATHFINDER**
  - **ASSAULT GRENADIER PATHFINDER**
  - **MEDICAL TECHNICIAN PATHFINDER**
  - **TRANSPECTRAL INTERFERENCE PATHFINDER**
  - **COMMUNICATIONS SPECIALIST PATHFINDER**
  - **WEAPONS EXPERT PATHFINDER** equipped with fists and one of the following:
    - Rail rifle
    - Ion rifle
  - **MARKSMAN PATHFINDER**
  - **MB3 RECON DRONE**
  - **MV31 PULSE ACCELERATOR DRONE**
  - **MV33 GRAV-INHIBITOR DRONE**
  - **MV1 GUN DRONE**
  - **MV4 SHIELD DRONE**
  - **MV7 MARKER DRONE**

SHAS'LA PATHFINDER operatives can be selected up to twelve times, **WEAPONS EXPERT PATHFINDER** operatives can be selected up to two times, and each other operative above can be selected once. If you select an **MB3 RECON DRONE**, you can only select 10 other **PATHFINDER** operatives.

'THE GUE'LA CLAIM THAT THIS STAR IS THEIRS. THEIR DEFIANCE IS BUT THE LAST, DESPERATE ATTACK OF A WOUNDED ANIMAL THAT KNOWS IT IS DYING. AS WE WOULD WITH THE WOUNDED CREATURE, WE MUST PUT THEM OUT OF THEIR MISERY.'

- Commander Brightflame

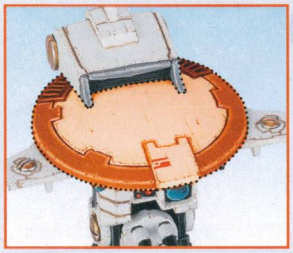


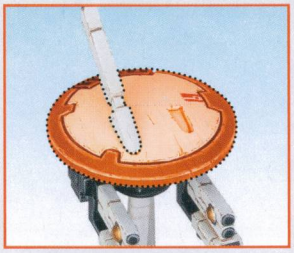
ACTIONS AND ABILITIES

Below you will find common actions and abilities referenced on the datacards of certain **PATHFINDER** operatives.

ARTIFICIAL INTELLIGENCE

- This operative cannot perform mission actions or the **Pick Up** action.
- For the purposes of determining control of objective markers, treat this operative's APL as 1 lower.
- Each time a shooting attack is made against this operative, in the Roll Defence Dice step of that shooting attack, if it has an Engage order, defence dice cannot be automatically retained as a result of Cover.
- When drawing a Visibility line from a **DRONE** operative, draw it from any part of the round disc at the top of the miniature.
- Unless otherwise specified, this operative cannot be equipped with equipment.





PULSE WEAPONS

A pulse weapon is any weapon whose profile includes the word 'pulse' in its name (pulse carbine, suppressed pulse carbine, etc.).

SAVIOUR PROTOCOLS

Each time a friendly **PATHFINDER** operative (excluding **DRONE** operatives) is selected as the target of a shooting attack, if there is a friendly **DRONE** operative with this ability Visible to and within ○ of it and not within Engagement Range of an enemy operative, if that friendly **DRONE** operative is not protecting any other operatives, it can protect that friendly **PATHFINDER** operative until the end of the Turning Point. If it does so, until the end of the Turning Point, each time a shooting attack is made against that friendly **PATHFINDER** operative, make that shooting attack against that friendly **DRONE** operative instead, even if it would not be a valid target. In the Roll Defence Dice step of that shooting attack, defence dice cannot be automatically retained as a result of Cover.

'IT IS SICKENING, THEIR FANATICISM. WHAT LENGTHS WILL THE GUE'LA GO TO TO REMAIN IN THE DARKNESS AND DESPAIR THEY CHOOSE TO MAKE OF THEIR LIVES? WHY WILL THEY NOT SEE THAT BUT SIMPLE ACQUIESCENCE WILL SEE LIGHT AND PROGRESS REACH EVEN THE BOWELS OF THEIR WORLD?'

- Por'vre T'aun Shel'var



MARKERLIGHTS

A markerlight is a device that projects a beam onto a target. Once an enemy has been 'painted' by such a beam, a torrent of targeting data is fed into the cadre tactical network, relaying ranges, triangulating optimum firing trajectories and superimposing aiming vectors to other T'au warriors, allowing them to engage the target with unerring accuracy.

MARKERLIGHT **1AP**

Select one enemy operative Visible to this operative. That enemy operative gains 1 Markerlight token. An operative cannot perform this action if it is within Engagement Range of an enemy operative. If an operative would perform this action and a **Shoot** action in the same activation, only the target of that **Shoot** action's shooting attack can be selected for this action.

Operatives gain Markerlight tokens as specified by the **Markerlight** action above. In the Ready Operatives step of each Initiative phase, remove one Markerlight token that each operatives has.

Each time a friendly **PATHFINDER** operative makes a shooting attack, it gains a number of cumulative benefits for that shooting attack depending on how many Markerlight tokens the target operative has. Operatives gain no markerlight benefits for shooting attacks made with EMP and fusion grenades.

Markerlight Tokens	Benefit
1+	In the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice.
2+	For that shooting attack, the active operative's ranged weapons gain the No Cover special rule.
3+	For that shooting attack, improve the Ballistic Skill characteristic of ranged weapons the active operative is equipped with by 1.
4+	In the Select Valid Target step of that shooting attack, the enemy operative is not Obscured.
5+	In the Select Valid Target step of that shooting attack, the enemy operative is treated as if it has an Engage order.

ART OF WAR

Pathfinder Shas'uis are accomplished leaders. They have spent years studying the philosophies of T'au warfare, and have years of experience in implementing them.

When a **SHAS'UI** operative uses its Art of War ability, select one Art of War below to be in effect until the end of the Turning Point.

Mont'ka

Each time a friendly **PATHFINDER** operative is activated, if it has an Engage order for that activation, it can perform a free **Dash** action during that activation.

Kauyon

Each time a shooting attack is made against a friendly **PATHFINDER** operative, before rolling your defence dice, if it is in Cover, one additional dice can be retained as a successful normal save as a result of Cover.



STRATEGIC PLOYS

If your faction is **PATHFINDER**, you can use the following Strategic Ploys during a game.

RECON SWEEP 1CP

Friendly **PATHFINDER** operatives that are wholly within ⬟ of any killzone edge can immediately perform a free **Dash** action, but only if they can finish that move wholly within ⬟ of a killzone edge that is not your own killzone edge.

TAKE COVER 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **PATHFINDER** operative (excluding a **DRONE** operative), if it is in Cover, improve its Save characteristic by 1 for that shooting attack.

BONDED 1CP

Until the end of the Turning Point, each time a friendly **PATHFINDER** operative makes a shooting attack, in the Roll Attack Dice step of that shooting attack, if it is within ■ of another friendly **PATHFINDER** operative (excluding a **DRONE** operative), you can re-roll one of your attack dice.

DETERMINED TACTICIAN 2CP

If a friendly **SHAS'UI** operative is in the killzone and it used its Art of War ability in the previous Turning Point, you can use this Strategic Ploy. Until the end of the Turning Point, while a friendly **PATHFINDER** operative is within ⬟ of and Visible to a friendly **SHAS'UI** operative, it treats the same Art of War that was in effect for your kill team in the previous Turning Point as being in effect for this Turning Point. Note that means for Mont'ka, it can only perform that free **Dash** action if it is within ⬟ of and Visible to a friendly **SHAS'UI** operative when that action is declared. You can only use this Strategic Ploy once.

TACTICAL PLOYS

If your faction is **PATHFINDER**, you can use the following Tactical Ploys during a game.

A WORTHY CAUSE 1CP

Use this Tactical Ploy at the start of the Firefight phase. Select one ready friendly **PATHFINDER** operative (excluding a **DRONE** operative) that is within ■ of any enemy operatives or within ○ of the centre of an objective marker and activate it. Once that operative has completed its activation, the player who has the Initiative activates an operative as normal.

SUPPORTING FIRE 1CP

Use this Tactical Ploy in the Firefight phase, when a **Shoot** action is declared for a friendly **PATHFINDER** operative. In the Select Valid Target step of that shooting attack, you must select an enemy operative that is within Engagement Range of a friendly operative and within ⬟ of the active operative, and that enemy operative cannot be in Cover as a result of friendly operatives' bases. Note, however, that in the Roll Defence Dice step of that shooting attack, the enemy operative can be in Cover as a result of friendly operatives' bases.

REPOSITION 1CP

Use this Tactical Ploy in the Firefight phase, when a friendly **PATHFINDER** operative is activated. Until the end of its activation, that operative can perform **Dash** actions if it is within Engagement Range of an enemy operative and when performing that action, it can move within Engagement Range of enemy operatives, but cannot finish that move within Engagement Range of enemy operatives (if that is not possible, it cannot perform the action).

SHAS'UI PATHFINDER

Shas'ui Pathfinders are veteran warriors who have fought in many campaigns. They have passed dangerous trials of fire to reach the rank, and are dynamic and accomplished tacticians more than capable of leading their team to victory.



M	APL	GA
3	2	1

DF	SV	W
3	5+	8

NAME	A	BS/WS	D	SR	!
Pulse carbine	4	3+	4/5	-	-
Bonding knife	3	4+	3/4	Balanced	-

ABILITIES

Art of War: Once per battle, when it is in your turn to use a Strategic Ploy, if this operative is in the killzone, it can use this ability. If it does, select one Art of War (page 56) to be in effect until the end of the Turning Point.

Holographic Readout: Once per battle, when a friendly PATHFINDER operative (excluding a **DRONE** operative) is activated within ■ of and is Visible to this operative, this operative can use this ability. If it does, until the end of the friendly PATHFINDER operative's activation, it can perform one mission action for one less AP (to a minimum of 0AP).

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

PATHFINDER, T'AU, <SEPT>, LEADER, SHAS'UI PATHFINDER

SHAS'LA PATHFINDER

Even the rank-and-file of Pathfinder teams are selfless adherents to the Greater Good, eagerly volunteering themselves for the most dangerous missions. They operate close to the enemy to learn all they can of them, as well as engaging them when necessary.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Pulse carbine	4	4+	4/5	-	-
Fists	3	5+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

PATHFINDER, T'AU, <SEPT>, SHAS'LA PATHFINDER

BLOODED PATHFINDER

Many experienced and respected Pathfinders earn the personal name of Mont'yr, which translates as 'Blooded'. Many bear highly advanced bionics in place of lost limbs, and are entrusted with specialist technology such as suppressed weapons.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Suppressed pulse carbine	4	3+	4/5	Silent	-
Bionic arm	3	4+	3/4	-	-

ABILITIES

-

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

PATHFINDER, T'AU, <SEPT>, BLOODED PATHFINDER

DRONE CONTROLLER PATHFINDER

Drone Controller Pathfinders receive additional training in remote piloting the drones that frequently accompany their teams. With careful work and patience they can manipulate a drone to carry out complex tasks that the drones cannot complete using solely their programming.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Pulse carbine	4	4+	4/5	-	-
Fists	3	5+	2/3	-	-

ABILITIES

Drone Scout: During deployment, if this operative was selected for deployment, you can set up one friendly **PATHFINDER DRONE** operative with a Conceal order anywhere in the killzone that is wholly within ⬟ of your drop zone, more than ⬟ from enemy operatives and more than ■ from the enemy drop zone.

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

Control Drone (1AP): Select one friendly **PATHFINDER DRONE** operative, then select one of the following:

- If that **DRONE** operative is Ready, after this activation ends, you can activate that **DRONE** operative and until the end of the Turning Point, it is not considered to have the first three bullet points of its Artificial Intelligence ability.
- If that **DRONE** operative has been activated during this Turning Point, perform a free **Dash** or **Shoot** action with it. If you perform a **Shoot** action, for that action's shooting attack, worsen the Ballistic Skill characteristic of its ranged weapons by 1.

This operative cannot perform this action if it is within Engagement Range of an enemy operative.

PATHFINDER, T'AU, <SEPT>, DRONE CONTROLLER PATHFINDER

TRANSPECTRAL INTERFERENCE PATHFINDER

Transpectral Interference Pathfinders are tasked with jamming enemy communications through the use of complex signal scramblers that can shut down electrical systems.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Pulse carbine	4	4+	4/5	-	-
Fists	3	5+	2/3	-	-

ABILITIES

Multi-spectral Sensor: Each time this operative makes a shooting attack, when selecting a valid target for that shooting attack, enemy operatives are not Obscured.

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

System Jam (1AP): Select one enemy operative Visible to this operative. Subtract 1 from its APL. This operative cannot perform this action if it has a Conceal order or if it is within Engagement Range of an enemy operative.

PATHFINDER, T'AU, <SEPT>, TRANSPECTRAL INTERFERENCE PATHFINDER

ASSAULT GRENADIER PATHFINDER

The most hot-blooded Pathfinders are trained to carry out extremely dangerous attacks against enemy positions, using their grenades to stun enemy troops and destroy bunkers. They are also outfitted with advanced helmets that render them immune to enemy efforts to stun them in turn.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Pulse carbine	4	4+	4/5	-	-
Fists	3	5+	2/3	-	-

ABILITIES

Grenadier: This operative is equipped with EMP, fusion and photon grenades (see page 66) and they do not cost any equipment points. Those grenades that have the Limited special rule can be selected for this operative's use twice, instead of once.

Nanocrystalline Headgear: You can ignore any or all modifiers to this operative's APL and to the Weapon Skill and Ballistic Skill characteristics of its melee and ranged weapons respectively.

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

PATHFINDER, T'AU, <SEPT>, ASSAULT GRENADIER PATHFINDER

COMMUNICATIONS SPECIALIST PATHFINDER

Communications Specialists are found in most Pathfinder kill teams, providing a connection with the team's Commanders, other kill teams and vital support assets.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Pulse carbine	4	4+	4/5	-	-
Fists	3	5+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

Signal (1AP): Select one friendly **PATHFINDER** operative within ● of and Visible to this operative. Add 1 to its APL. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

PATHFINDER, T'AU, <SEPT>, COMMUNICATIONS SPECIALIST PATHFINDER

MEDICAL TECHNICIAN PATHFINDER

In a Pathfinder kill team, the lives of the T'au are often in the hands of a Medical Technician. These selfless healers brave storms of enemy fire to reach the wounded.



M	APL	GA
3	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Pulse carbine	4	4+	4/5	-	-
Fists	3	5+	2/3	-	-

ABILITIES

Medic!: Once per Turning Point, the first time a friendly **PATHFINDER** operative (excluding a **DRONE** operative) would be incapacitated while Visible to and within ■ of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That friendly operative is not incapacitated, has 1 wound remaining, and if it would have been incapacitated as a result of a shooting attack, any remaining attack dice are discarded. That friendly operative can then perform a free **Dash** action, but must finish that move within ▲ of this operative. Subtract 1 from both operatives' APL.

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

Medikit (1AP): Select one friendly **PATHFINDER** operative (excluding a **DRONE** operative) within ▲ of and Visible to this operative. That operative regains 2D3 lost wounds. An operative cannot be selected for this ability if it was revived using the Medic! ability during the same Turning Point. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

PATHFINDER, T'AU, <SEPT>, MEDIC, MEDICAL TECHNICIAN PATHFINDER

WEAPONS EXPERT PATHFINDER

Weapons Experts Pathfinders wield their kill team's heavy weapons. Their task is a relatively simple one – to kill or destroy what their Shas'ui orders them to or what they deem to be an important target.



M	APL	GA
3"	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Ion rifle *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	5	4+	4/5	-	P1
- Overcharge	5	4+	5/6	AP1, Hot	-
Rail rifle	4	4+	4/4	AP1, Lethal 5+	MW2
Fists	3	5+	2/3	-	-

ABILITIES

-

UNIQUE ACTIONS

-

PATHFINDER, T'AU, <SEPT>, WEAPONS EXPERT PATHFINDER

MARKSMAN PATHFINDER

Marksman Pathfinders carry customised rail rifles with advanced optics and sophisticated inertial dampeners to ensure incredible accuracy. These Pathfinders are also issued with experimental dart ammunition that is all but inaudible to the foe when fired.



M	APL	GA
3"	2	1

DF	SV	W
3	5+	7

NAME	A	BS/WS	D	SR	!
Marksman rail rifle *Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:*					
- Standard	4	3+	4/4	AP1, Lethal 5+	MW2
- Dart round	4	3+	3/3	AP1, Silent	MW2
Fists	3	5+	2/3	-	-

ABILITIES

Inertial Dampener: Each time this operative performs an **Overwatch** action, for that action's shooting attack, do not worsen the Ballistic Skill characteristic of its marksman rail rifle as a result of performing an **Overwatch** action.

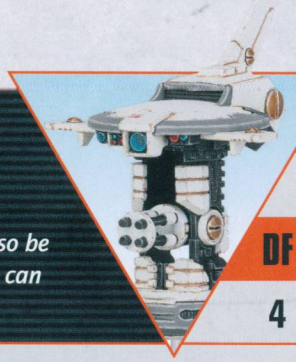
UNIQUE ACTIONS

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PATHFINDER, T'AU, <SEPT>, MARKSMAN PATHFINDER

MB3 RECON DRONE

These large drones are capable of collecting swathes of vital battlefield data that can make the difference between victory and defeat. Being larger, they can also be mounted with heavier weaponry – their burst cannon can effectively suppress or cut down enemy infantry.



M	APL	GA
3	2	1

DF	SV	W
4	4+	12

NAME	A	BS/WS	D	SR	!
Burst cannon	6	4+	3/4	Heavy, Ceaseless, Fusillade	-
Ram	3	5+	3/4	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 55)

Recon Suite: During the mission sequence, if this friendly operative was selected for deployment, after resolving your selected option in the Scouting step, you can select and resolve a Recon option in addition to any other options. Initiative is still determined by your original selection.

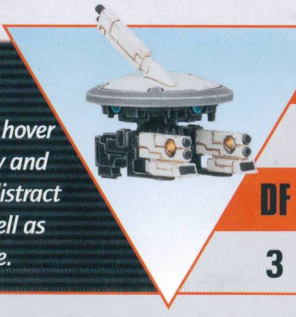
UNIQUE ACTIONS

Analyse (1AP): Select one enemy operative Visible to this operative, then select one other ready friendly **PATHFINDER** operative that is not within Engagement Range of an enemy operative. After this operative's activation ends, you can activate that other friendly operative, and during its next activation, each time it makes a shooting attack against that enemy operative, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice. This operative cannot perform this action if it is within Engagement Range of enemy operatives.

PATHFINDER, T'AU, <SEPT>, DRONE, FLY, MB3 RECON DRONE

MV1 GUN DRONE

Using anti-gravitic motors and jet-thrusters, Gun Drones hover over the landscape, moving quickly to engage the enemy and record battlefield data. On kill team missions they can distract enemies while the Pathfinders carry out their tasks as well as partake in attacks alongside the T'au warriors they serve.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
Twin pulse carbine	4	4+	4/5	Relentless	-
Ram	3	5+	3/4	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 55)

UNIQUE ACTIONS

-

PATHFINDER, T'AU, <SEPT>, DRONE, FLY, MV1 GUN DRONE

MV4 SHIELD DRONE

Shield Drones are fitted with shield generators rather than weaponry. It is their task to protect the Pathfinders they accompany. Their saviour protocols ensure that should a T'au come under direct threat, the Shield Drone will move with remarkable speed to protect them from harm.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚔ Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 55)

Shield Generator: This operative has a 4+ invulnerable save. Each time this operative would lose a wound that is not as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost.

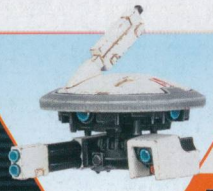
UNIQUE ACTIONS

-

PATHFINDER, **T'AU**, **<SEPT>**, **DRONE**, **FLY**, **MV4 SHIELD DRONE**

MV7 MARKER DRONE

The high-intensity markerlights used by Marker Drones are vital for the synergy of T'au forces. They indicate priority targets both for the Pathfinders they are alongside as well as other powerful T'au assets. Whatever they pick out will soon be obliterated by overwhelming firepower.



M	APL	GA
3	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚔ Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 55)

High-intensity Markerlight: Each time this operative performs the **Markerlight** action, the selected enemy operative gains 2 Markerlight tokens instead of 1.

UNIQUE ACTIONS

Markerlight (1AP): See page 56.

PATHFINDER, **T'AU**, **<SEPT>**, **DRONE**, **FLY**, **MV7 MARKER DRONE**

MV31 PULSE ACCELERATOR DRONE

Pulse Accelerator Drones boost the pulse weapons carried by Pathfinders, making the technology much more powerful and giving them a vital edge against the enemy.



M	APL	GA
3 ○	2	1

DF	SV	W
4	4+	7

NAME	A	BS/WS	D	SR	!
⚔ Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 55)

Pulse Accelerator: While a friendly **PATHFINDER** operative is within ■ of this operative, pulse weapons that friendly operative is equipped with are accelerated. While a pulse weapon is accelerated, each time a shooting attack is made with it, in the Roll Attack Dice step of that shooting attack, before rolling your attack dice, you can retain one as a successful normal hit without rolling it.

UNIQUE ACTIONS

-

PATHFINDER, T'AU, <SEPT>, DRONE, FLY, MV31 PULSE ACCELERATOR DRONE

MV33 GRAV-INHIBITOR DRONE

Grav-inhibitor Drones are capable of manipulating gravity around and significantly slow the progress of oncoming enemy troops. On countless occasions have Pathfinder kill teams escaped almost certain death thanks to the technology carried by these drones.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⚔ Ram	3	5+	2/3	-	-

ABILITIES

Artificial Intelligence, **Saviour Protocols** (pg 55)

Grav-inhibitor: Each time an enemy operative performs a **Charge** action, if it would move within ⬟ of this operative, only add ▲ to the additional distance it can move, instead of ○. Each time an enemy operative performs a **Dash** action, if it would move within ⬟ of this operative, it can only move up to ○, instead of up to ■.

UNIQUE ACTIONS

Grav Wave (1AP): Place a Grav Wave token within ⬟ of and Visible to this operative. While a friendly **PATHFINDER** operative is within ○ of the centre of that token, it can perform **Fall Back** actions for one less AP (to a minimum of 0AP). At the start of this operative's next activation, remove its Grav Wave token.

PATHFINDER, T'AU, <SEPT>, DRONE, FLY, MV33 GRAV-INHIBITOR DRONE

EQUIPMENT

PATHFINDER operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a * can be selected a maximum of once, and each operative can be equipped with no more than one of each item.

TARGET ANALYSIS OPTIC [2EP]

The operative gains the following ability for the battle:

Target Analysis: Each time this operative makes a shooting attack, enemy operatives with at least one Markerlight token are considered to have one additional Markerlight token for that shooting attack.

HIGH-INTENSITY MARKERLIGHT [2EP]

The operative gains the following ability for the battle:

High-intensity Markerlight: Each time this operative performs the **Markerlight** action, the selected enemy operative gains 2 markerlight tokens instead of 1.

ORBITAL SURVEY UPLINK* [3EP]

The operative can perform the following action during the battle:

ORBITAL SCAN — 2AP

Select one enemy operative. That operative, and each enemy operative within △ of it, gains 1 Markerlight token if they are visible to an orbital scan (determine each operative separately). An operative is not visible to an orbital scan if any part of its base is hidden by a terrain feature from directly above.

DRONE REPAIR KIT [2EP]

The operative can perform the following action during the battle:

REPAIR DRONE — 1AP

Select one friendly **PATHFINDER DRONE** operative Visible to and within △ of this operative. It regains D3 lost wounds. If the operative performing this action is a Drone Controller Pathfinder operative, the selected operative regains 3 lost wounds instead. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

EMP GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
EMP grenade	4	3+	2/3
Special Rules			
Rng ⬟, Blast ●, Indirect, EMP*, Limited			

***EMP:** Each time a friendly operative makes a shooting attack with this weapon, this weapon has the Lethal X special rule for that shooting attack. X is the target's unmodified Save characteristic.

FUSION GRENADE [4EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action.

Name	A	BS	D
Fusion grenade	4	3+	4/3
Special Rules			
Rng ⬟, Indirect, AP2, Limited			MW3

PHOTON GRENADE [2EP]

The operative can perform the following action during the battle:

PHOTON GRENADE — 1AP

Select one enemy operative Visible to this operative. Roll one D6, subtracting 1 from the result as follows:

- If that enemy operative is not in this operative's Line of Sight.
- If that enemy operative is more than ⬟ from this operative.

On a 2+, that enemy operative gains a Photon token. While an operative has any Photon tokens, subtract ● from its Movement characteristic and it cannot perform **Dash** actions. At the end of an operative's activation, remove all Photon tokens it has. This operative can only perform this action once, and cannot perform this action if it is within Engagement Range of an enemy operative.

CLIMBING EQUIPMENT [1EP]

The operative gains the following ability:

Climbing Equipment:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 ● it travels are counted as ● for that climb.
- This operative does not need to be within △ of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

PATHFINDER SPEC OPS RULES

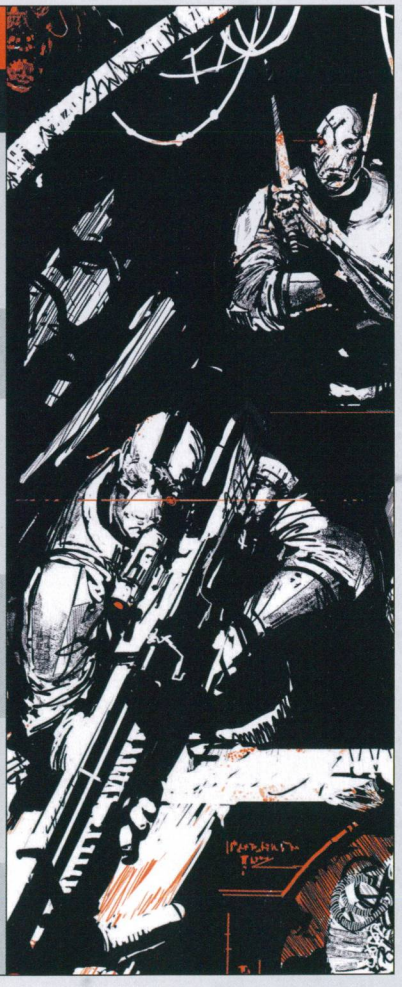
Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **PATHFINDER** as your faction keyword.

BATTLE HONOURS

Each time a **PATHFINDER** operative gains a Battle Honour, instead of determining one from its specialism, you can instead determine one from the Pathfinder Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

PATHFINDER SPECIALIST

D6	Specialism
1	**For The Greater Good:** This operative can perform the **Markerlight** action twice during its activation. In addition, when this operative is incapacitated, it can perform a free **Markerlight** action, even if it is within Engagement Range of an enemy operative. If this operative cannot perform the **Markerlight** action, determine a different Battle Honour for it.
2	**Reliant Support:** Each time you would use the Supporting Fire Tactical Ploy and select this operative, that Tactical Ploy costs 0CP for that use.
3	**Cunning Hunter:** Each time this operative makes a shooting attack, before rolling your attack dice, if it has not performed a **Normal Move**, **Fall Back**, **Dash** or **Charge** action during that activation, you can retain one as a successful normal hit without rolling it. You cannot use this ability and the Merciless Hunter ability during the same shooting attack.
4	**Merciless Hunter:** Each time this operative makes a shooting attack, before rolling your attack dice, if the target is within ⬟ of it, you can retain one as a successful normal hit without rolling it. You cannot use this ability and the Cunning Hunter ability during the same shooting attack.
5	**Martial Philosopher:** When a friendly **SHAS'UI** operative uses its Art of War ability, you can select which Art of War this operative benefits from (it can be a different Art of War to what other friendly operatives benefit from).
6	**Capable Under Fire:** If this operative has a Conceal order and is in Cover provided by Light terrain, enemy operatives cannot treat it as being on an Engage order as a result of a Vantage Point.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **PATHFINDER**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

1. EXPERIMENTAL PULSE AMMUNITION [2EP]

Select a pulse weapon the operative is equipped with. It gains the following improvements for the battle:

- It gains the P1 special rule.
- Add 1 to its Attacks characteristic.

2. HONOUR BLADE [1EP]

SHAS'UI PATHFINDER operative only. The bonding knife the operative is equipped with gains the following improvements for the battle:

- Improve its Weapon Skill characteristic by 1.
- Add 1 to both of its Damage characteristics.

3. ADVANCED COGITATION CHIP [1EP]

DRONE operative only. The operative gains the following abilities for the battle:

- It is not considered to have the first three bullet points of its Artificial Intelligence ability.

4. SHIELD GENERATOR [2EP]

The operative gains the following ability for the battle:

- This operative has a 4+ invulnerable save.

5. MARKERLIGHT GRENADE [2EP]

The operative can perform the following action once during the battle:

MARKERLIGHT GRENADE 1AP

Select one point in the killzone Visible to this operative. Roll one D6 for each enemy operative within ■ of that point, subtracting 1 from the result as follows:

- If that enemy operative is not Visible to this operative.
- If that enemy operative is more than ⬟ from this operative.

On a 2+, that enemy operative gains 1 Markerlight token.

6. PROJECTION FIELD [2EP]

The operative can perform the following action once during the battle:

PROJECTION FIELD 1AP

Change this operative's order.

'THE QUESTION OF THE TIMING OF THE COMMENCEMENT OF HOSTILITIES IS ONE UPON WHICH YOU MUST MEDITATE MOST DEEPLY. ONCE YOUR DECISION IS ARRIVED AT, IT MUST BE PURSUED WITH THE UTMOST ENERGY.'

- Commander Puretide

STRATEGIC ASSETS

Each time you would add a strategic asset to your base of operations, if your faction is **PATHFINDER**, you can select one from the list below instead of selecting one from another source. As with any strategic asset, you can never have more than one of each.

REMOTE SENSOR TOWER

A remote sensor tower collects data on enemy movements and relays it to the kill team.

- In the Scouting step, if your opponent resolves any Recon or Infiltrate options, you gain 1CP.
- Once per battle, after rolling off to determine initiative, you can add 1 to your result.

AERIAL SURVEILLANCE DRONE

Aerial surveillance drones are equipped with advanced stealth fields and long-range markerlights. All but impossible for foes to identify and shoot down, they lay down markerlights in support of Pathfinders on the ground.

Once in each Firefight phase, when you would activate a Ready friendly operative, you can use this asset instead. Each time you do, select one enemy operative in the killzone. It gains 1 Markerlight token.

TIDEWALL BARRICADE

Tidewall Barricades utilise the same refractive field technology of Tidewall Shieldlines condensed into a warrior-portable unit.

Each time a shooting attack is made against a friendly **PATHFINDER** operative, in the Roll Defence Dice step of that shooting attack, if it is in Cover provided by one of your barricades, it has a 4+ invulnerable save for that shooting attack.



REQUISITIONS

In a Spec Ops campaign, if your faction is **PATHFINDER**, you can use the following Requisitions in addition to those presented in the Kill Team Core Book.

REPAIR DAMAGED DRONES 1RP

T'au drones are easily repaired. If a complete rebuild is required, new systems and armaments can be added, but it requires a complete reboot of its cogitation network.

Purchase this Requisition in the Update Dataslates step of the mission sequence.

- For each friendly **DRONE** operative that was slain as a result of a casualty test, you can use the Operative Assigned Requisition without spending any Requisition points. Each operative you add to your roster as a result must be a **DRONE** operative.
- Each time you take a Recovery test for friendly **DRONE** operatives in that step, roll an additional D6 and select which D6 to use.

EXEMPLAR OF THE GREATER GOOD 1RP

The Pathfinders are admired by all T'au. Their role demands they operate close to the enemy, placing them at incredible risk. Thus they are considered to be exemplars of the Greater Good and many Fire Warriors seek to join their teams.

Purchase this Requisition when a friendly **PATHFINDER** operative (excluding a **DRONE** operative) gains a Battle Scar and has one or more other Battle Scars. That operative gains 3XP. You can use this Requisition on each friendly **PATHFINDER** operative once (you can mark the operative on your dataslate as a reminder).

SHAS'VRE 1RP

Shas'ui who perform well on the battlefield and who pass a Trial of Fire are promoted to the rank of Shas'vre. Though this might in some cases entitle these T'au to take on new roles in their cadres, some choose to stay with their teams.

Purchase this Requisition when a friendly operative gains the Revered rank. You can select the following Battle Honour for that operative, instead of selecting one from another source:

Shas'vre: Each time a friendly **SHAS'UI PATHFINDER** operative uses its Art of War ability, this operative treats the Art of War as in effect until the end of the battle.



SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **PATHFINDER**, you can select one from the list opposite instead of selecting one from another source.

MARK FOR STRIKE

The Pathfinder kill team must scout ahead of the rest of their cadre to track the enemy's movements, identify weak points in their defences and relay this information back to their Commander so the Mont'ka – the killing blow – can be unleashed.

OPERATION 1: TRACK ENEMY

The Pathfinders conduct numerous reconnaissance missions to determine enemy movements and identify their location.

Complete five games in which you scored victory points from the 'Mark Target', 'Mark Enemy Movements' and/or 'Vantage' Tac Op.

OPERATION 2: INSTITUTE STRIKE

The enemy location has been confirmed. The Pathfinders must now plant a signal beacon for the rest of their cadre to deliver the killing blow.

Complete a game in which you scored victory points from the 'Plant Signal Beacon' Tac Op.

COMMENDATION

- You gain one Requisition point.
- The friendly operative that scored you victory points from the 'Plant Signal Beacon' Tac Op earns 5 XP. This is not affected by a passed Casualty test.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Elimination' Spec Op.

PHILOSOPHY OF WAR

The T'au have a number of war philosophies. The origins of these can be traced back to the very earliest Fire caste T'au and their days as hunters on the plains. Over the millennia that have followed, they have been honed into highly precise art forms that have won battle after battle.

OPERATION 1: KAUYON

Kauyon translates as the patient hunter. Pathfinder kill teams following this philosophy practise extreme patience, lying in wait for days or weeks and luring foes into the perfect position to strike them.

Complete five games in which you scored victory points from the 'Patient Hunter', 'Protect Assets' and/or 'Hold the Line' Tac Op.

OPERATION 2: MONT'KA

Mont'ka translates as the killing blow. This philosophy is about direct strikes that utterly shatter the foe.

Complete a game in which you scored victory points from the 'Killing Blow' or 'Execution' Tac Op.

COMMENDATION

- You gain one Requisition point.
- You can distribute 5 XP across the operatives on your roster.
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.

KILLZONE: CHALNATH

Killzone: Chalnath is a killzone made up of various ruined buildings. Two large buildings dominate the killzone, creating key areas that operatives will fight over, as well as tight fire lanes between them. These buildings are surrounded by smaller ruins, but each of these is still heavy cover, providing substantial protection for operatives in position behind them. Operatives in the open, however, are at risk of punishing firepower from the enemy. This is most evident if the enemy is on one of the two vantage points of the killzone, as the height advantage they provide is substantial enough that brutal volleys can indiscriminately gun down those not in Cover. Killzone: Chalnath consists of the following terrain features, with their traits detailed below:

- Two Chalnath Ruined Buildings
- Five Ruined Walls

DOOR

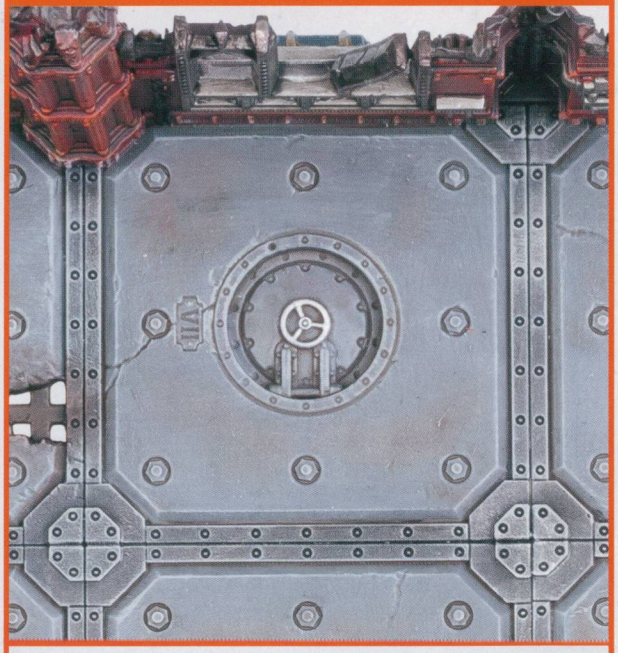
Both Chalnath Ruined Buildings have a Door. As well as the Heavy and Scalable traits (see opposite), this part of the terrain feature has the Door Trait.



Door: An operative can move through this part of the terrain feature as if it were not there, and can do so even if its base is too large to fit through this part of the terrain feature. Remember that an operative must finish a move in a location it can be placed, therefore it must finish the move wholly on one side of the door or the other.

HATCH

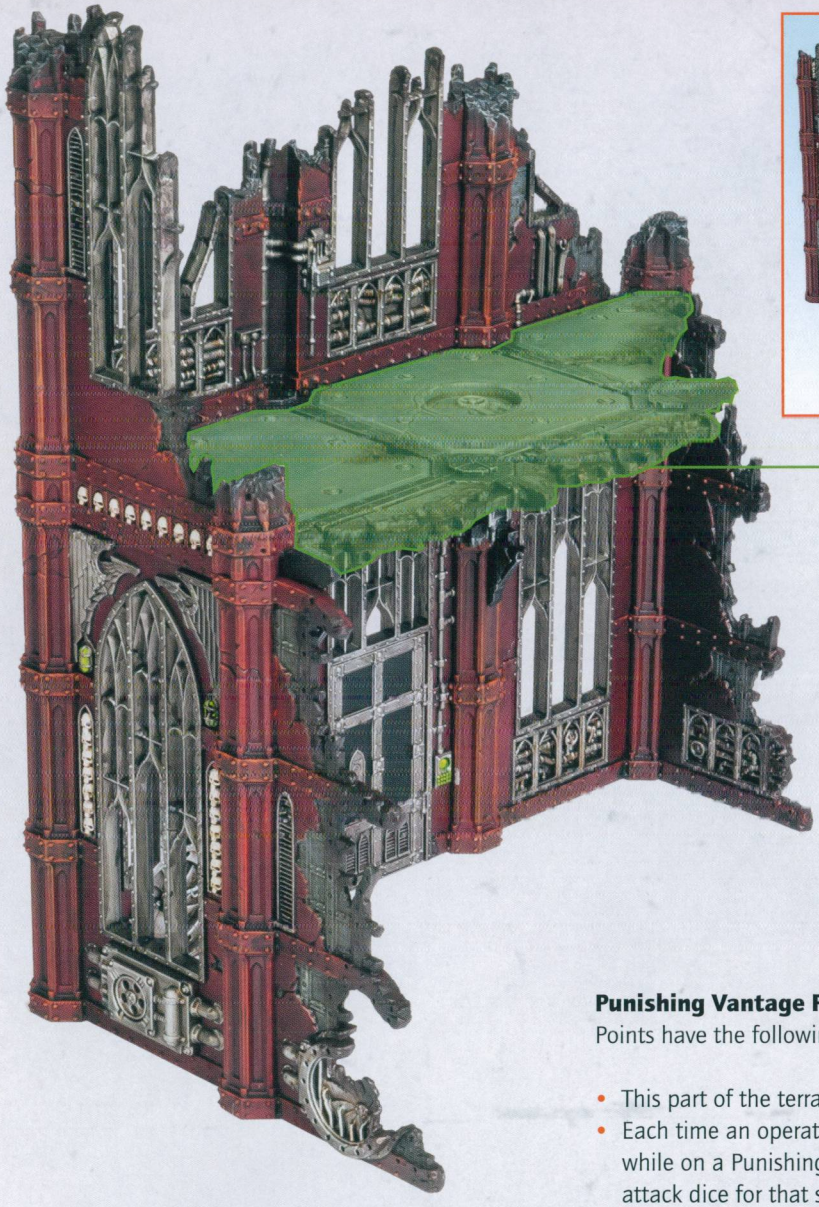
Both Chalnath Ruined Buildings have a Hatch. As well as the Punishing Vantage Point and Scalable traits (see opposite), this part of the terrain feature has the Hatch Trait.

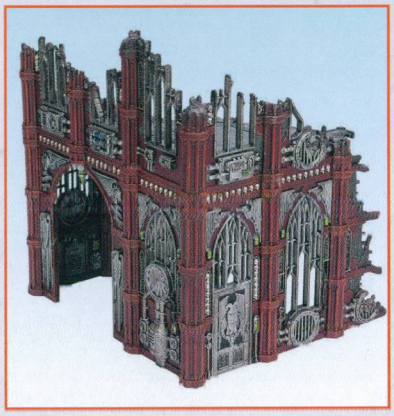


Hatch: An operative can move vertically through this part of the terrain feature as if it were not there. Note that this will be done with a Climb (unless they can **FLY**) or with a Drop.

CHALNATH RUINED BUILDING

- Chalnath Ruined Building terrain features include a part with the Punishing Vantage Point trait
- They include a part with a Door and a part with a Hatch (see the previous page).
- Other than parts that are a Punishing Vantage Point, all parts of them have the Heavy and Scalable trait.





Punishing Vantage Point

Scalable: Each time an operative climbs this terrain feature, the final incremental distance of less than ◯ is ignored, instead of being rounded up to ◯.

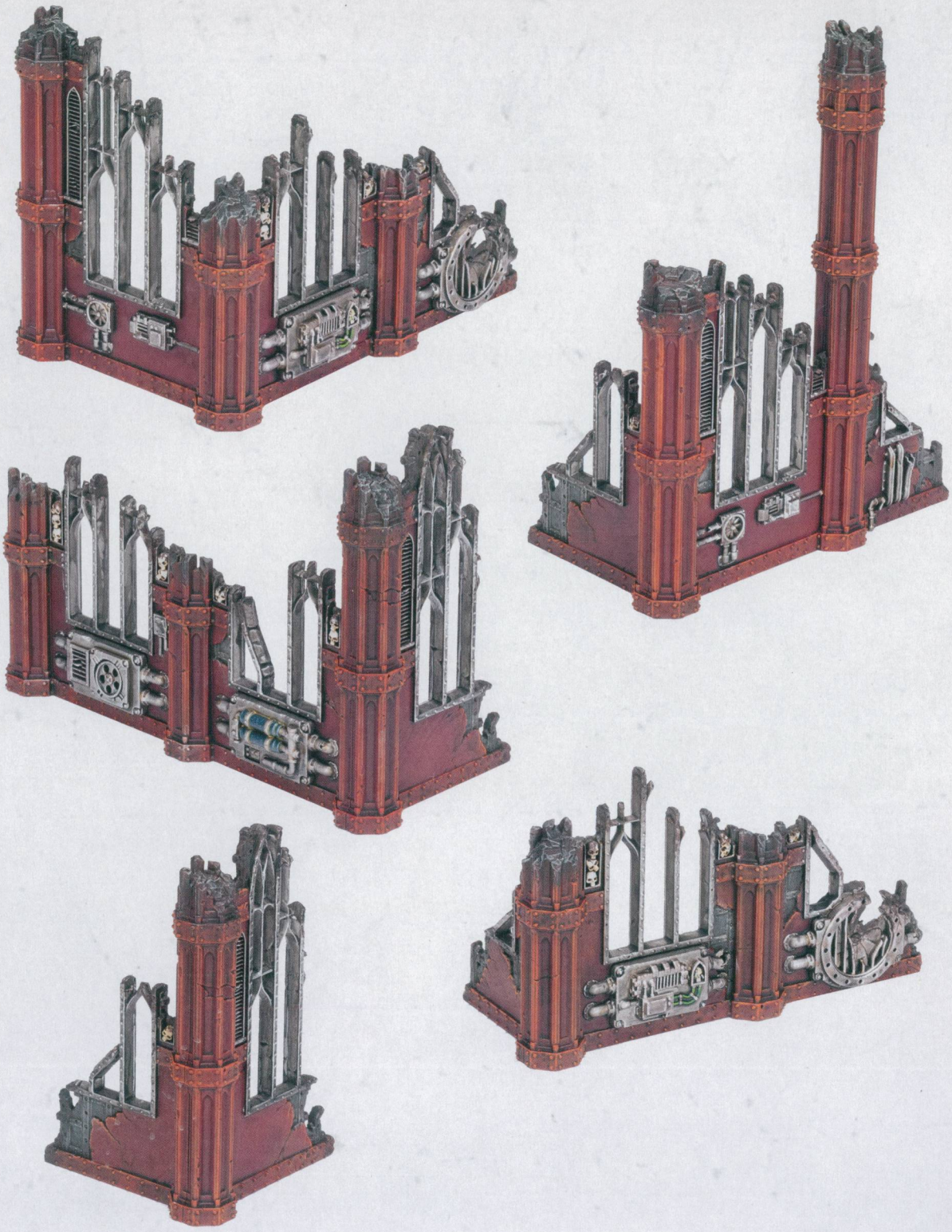
Designer's Note: *This means an operative looking to climb onto a Chalnath Ruined Building's Punishing Vantage Point via the shortest possible route will travel vertically 2◯, instead of the usual 3◯.*

Punishing Vantage Point: Punishing Vantage Points have the following rules:

- This part of the terrain feature is a Vantage Point.
- Each time an operative makes a shooting attack while on a Punishing Vantage Point, before rolling attack dice for that shooting attack, if the target is not in Cover, the attacker can retain one attack dice as a successful normal hit without rolling it.
- Each time an operative makes a shooting attack, before rolling defence dice for that shooting attack, if the target is on a Punishing Vantage Point, at least 2◯ higher than them and in Cover, the defender can retain an additional dice as a successful normal save as a result of Cover.

RUINED WALL

All parts of a Ruined Wall terrain feature have the Heavy trait.



SHADOW OPERATIONS: CHALNATH MISSION PACK

On pages 76-93, you will find nine missions from the Shadow Operations: Chalnath mission pack. These are heavily themed, story-driven narrative missions set within the Chalnath killzone that contain a mixture of symmetric and asymmetric mission rules and mission objectives. In the case of the latter, this means that the Attacker and Defender will have different goals to achieve and different strategies to achieve them. All of the missions use a specified arrangement of terrain using the Killzone: Chalnath terrain set, each tailored to enhance the mission at hand. The scoring parameters of the mission objectives vary across the mission pack, therefore having an expansive roster will allow you to select the right operatives for the mission at hand. They have been designed to immerse you in the story of your operatives as they fight across the Chalnath killzone, with a particular mind to rewarding players who use them as part of a Spec Ops Campaigns. Therefore they are especially suited to narrative play.

You will find that each mission is accompanied by a short description. These are deliberately vague and by no means exhaustive, and we encourage you to imagine what your kill team might be attempting to achieve. For example, the 'relic' your Pathfinders kill team might have recovered might in fact be the datacore from a downed scouting drone that was observing enemy movements throughout the war zone. The 'information' in the T'au encampment might instead be a collection of lost religious writings your Novitiate kill team is desperate to recover. It really is up to you – you can interpret what follows in whichever way you feel is most characterful for your kill teams.

To randomly determine a Shadow Operations: Chalnath mission, one player rolls one D3 to determine one of the tables below, then the other player rolls one D3 to determine the mission from that table.

TABLE 1		TABLE 2		TABLE 3	
D3	**Mission**	**D3**	**Mission**	**D3**	**Mission**
1	**Secure the Relics**	1	**Retrieve Information**	1	**Launch Strike**
2	**Defend the Position**	2	**Sensor Grid**	2	**Destroy Foundations**
3	**Escort**	3	**Spread the Word**	3	**Exemplar**

MISSION 1.1

SECURE THE RELICS

Priceless treasures were lost in this sector when our main forces fell back. A small team can infiltrate the area, uncover the relics' location and return them to a safe area of extraction before the enemy can get their hands on them.

MISSION RULES

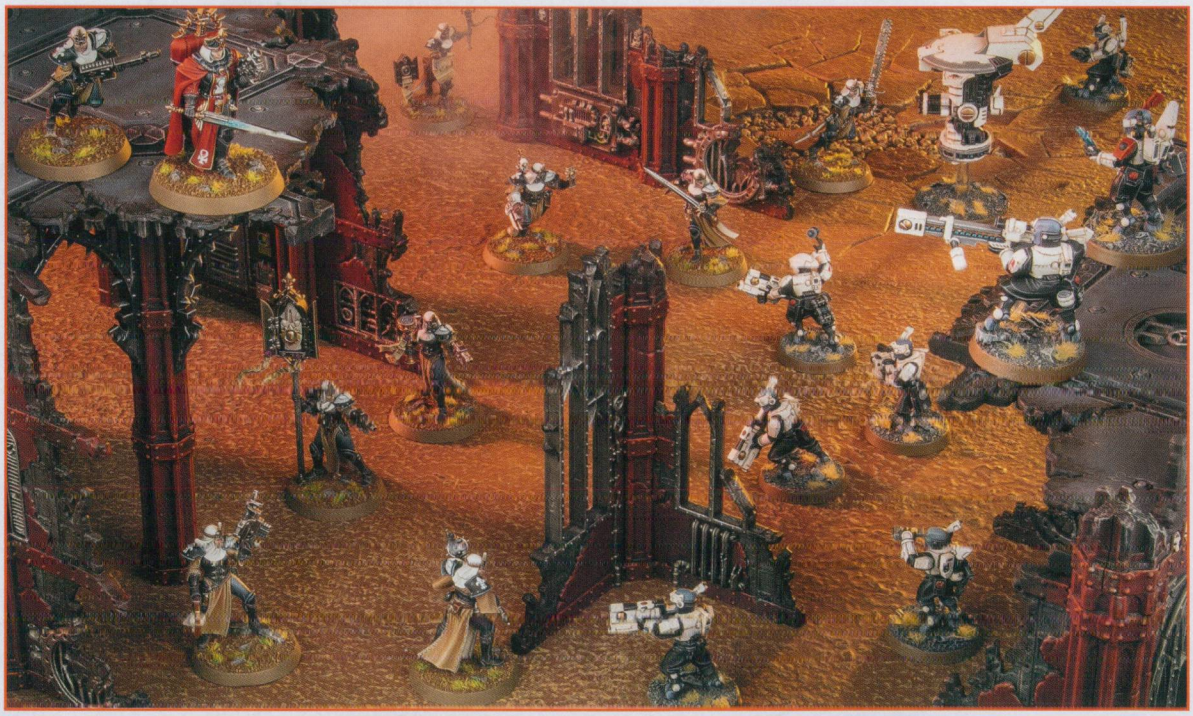
Relics: The **Pick Up** action can be performed upon an objective marker by the Defender's operatives.



MISSION OBJECTIVE

At the end of each Turning Point, the Defender scores 2VP for each objective marker that is within their drop zone or being carried by a Defender operative that is within their drop zone.

At the end of each Turning Point after the first, the Attacker scores 1VP for each objective marker that is not in the Defender's drop zone.



SPEC OPS CAMPAIGN

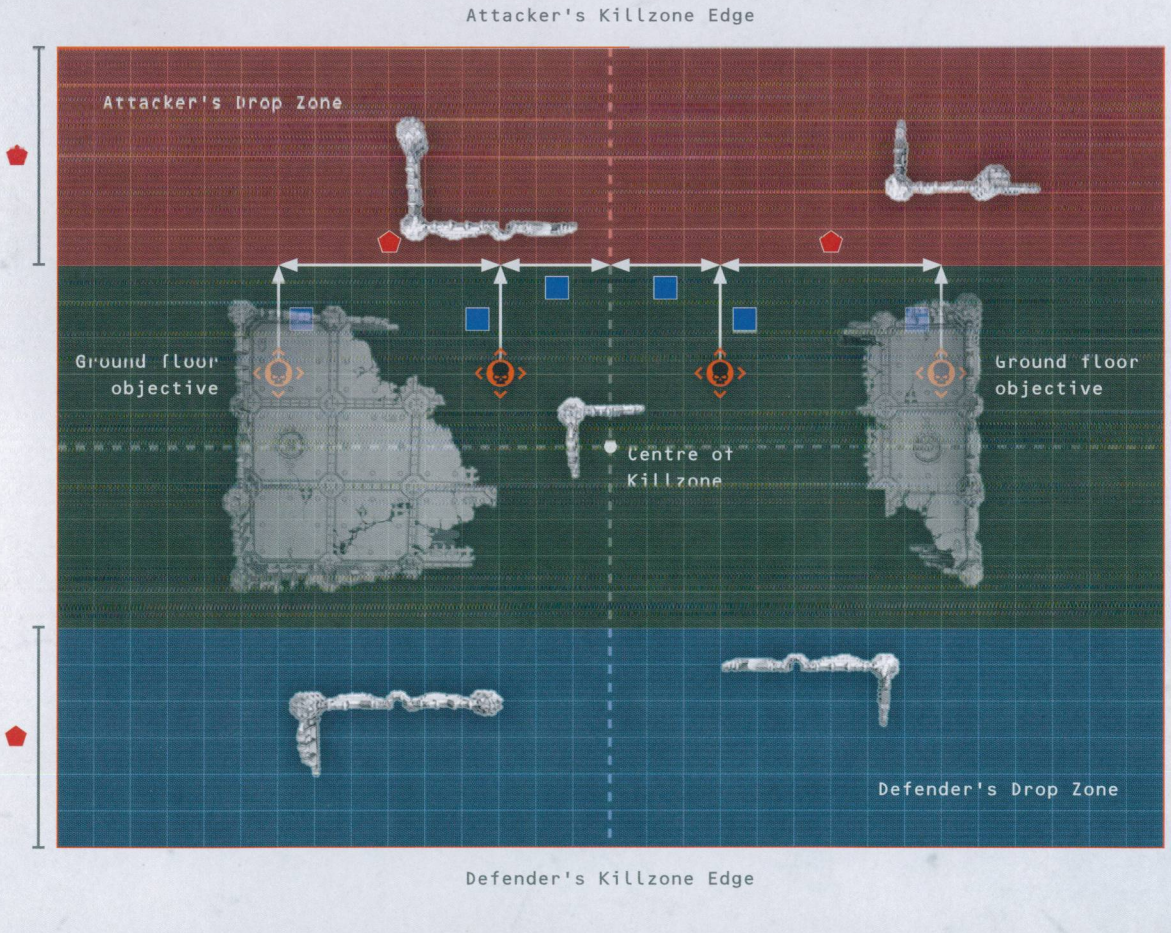
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

If you scored 3 or more VPs from Recon Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Relics Retrieved: If you are currently undertaking the Recover Archeotech or Extraction Spec Ops and you are the Defender, then if at the end of this battle, three or more objective markers are in your drop zone, reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 1.2

DEFEND THE POSITION

This position is of great spiritual and tactical importance, and must be held. Every step backwards raises the chance we will never recover it.

MISSION RULES

The Defender's operatives can perform the following mission action:

LOCKDOWN 1AP

An operative can perform this action while within ▲ of an objective marker it controls. Until the start of the next Turning Point, for the purposes of determining who controls that objective marker, that operatives APL is treated as being one higher (to a maximum of 4).

MISSION EQUIPMENT

Defender operatives can be equipped with the following equipment for the battle:

DEPLOYABLE BULWARK [3EP]

Once per battle, this operative can perform the following action:

DEPLOY BULWARK 1AP

Set up one additional barricade within ▲ of this operative, more than ▲ from all enemy operatives and more than ■ from any other barricades. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

MISSION OBJECTIVE

- At the end of each Turning Point, if Defender operatives control both primary objective markers, the Defender scores 1VP.
- At the end of each Turning Point, if Defender operatives control both secondary objective markers, the Defender scores 1VP.
- At the end of each Turning Point, for each objective marker Attacker operatives control, the Attacker scores 2VPs.

'THEY PREACH OF LIGHT, BUT IT IS A FALSE LIGHT! THEY OFFER GIFTS, BUT THEY ARE EMPTY! THEY MIGHT SPEAK OF PEACE AND FREEDOM BUT KNOW THIS - THEY OFFER YOU NOTHING BUT SERFDOM!'

- Dialogus Yosefine Thrain

SPEC OPS CAMPAIGN

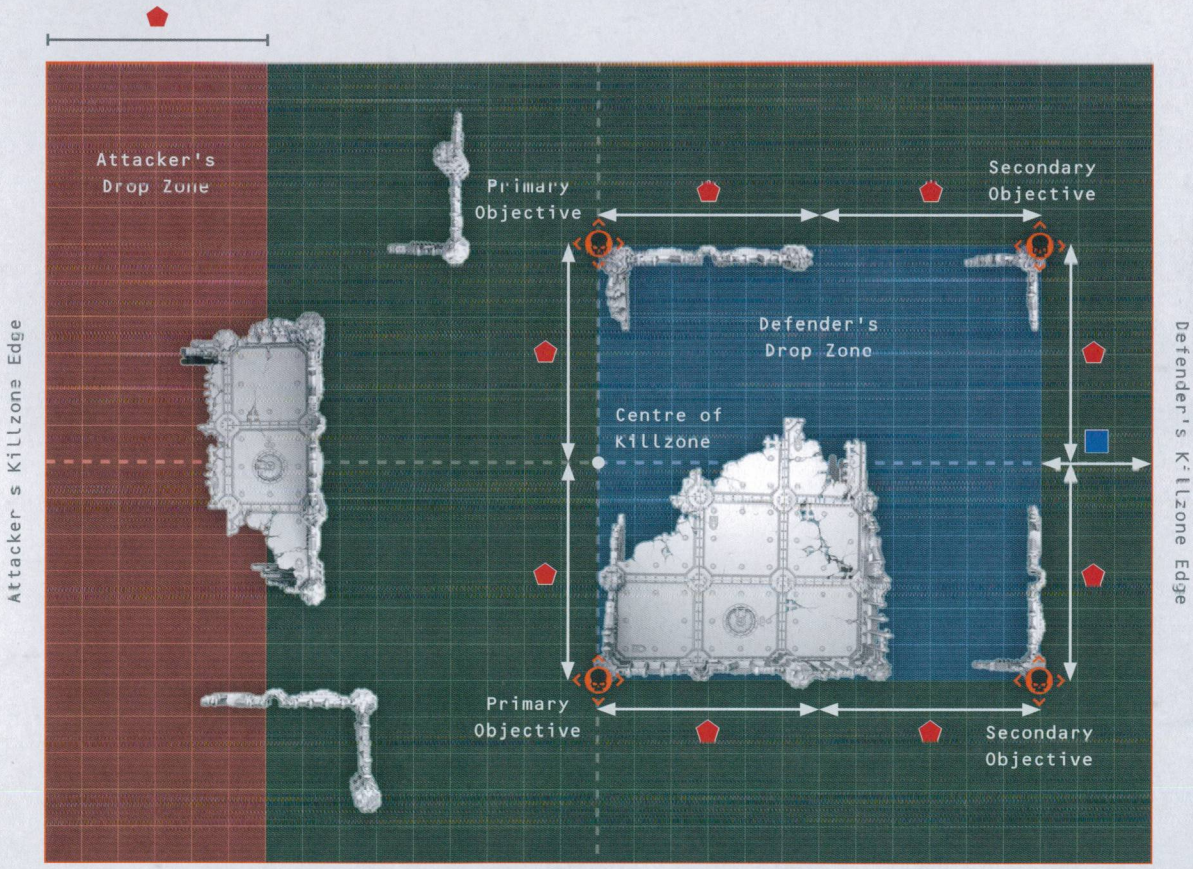
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

If you scored 3 or more VPs from Security Tac Ops during this battle, you gain 1 additional Requisition point.

KILL TEAM BONUS

Loot the Ruins: If you are victorious and scored more than 10 VPs from mission objectives, you can add one item of Rare Equipment to your stash.



MISSION 1.3

ESCORT

A strategically significant figure has been rescued from a downed aircraft and must be safely escorted from hostile ground. Unfortunately, that means crossing through enemy territory as carefully as possible.

MISSION RULES

The Defender's operatives can perform the **Pick Up** action on the Diplomat objective marker.

MISSION EQUIPMENT

Operatives can be equipped with the following equipment:

SHROUDSHIELD [3EP]

While this operative is in control of the Diplomat objective marker, each time an enemy operative makes a shooting attack, treat this operative as if it has a Conceal order.

MISSION OBJECTIVE

At the end of each Turning Point:

- If a Defender's operative controls the Diplomat objective marker, the Defender scores 1VP.
- If an Attacker's operative controls the Diplomat objective marker, the Attacker scores 2VPs.

At the end of the battle:

- If the Diplomat objective marker is in the Attacker's drop zone and controlled by a Defender's operative, or a Defender's operative that is carrying the Diplomat objective marker is within the Attacker's drop zone, the Defender scores 4VPs.
- If the Diplomat objective marker is not controlled by a Defender's operative and is not within ⬟ of the Attacker's drop zone, or a Defender operative that is carrying the Diplomat operative is not within ⬟ of the Attacker's drop zone, the Attacker scores 4VPs.



SPEC OPS CAMPAIGN

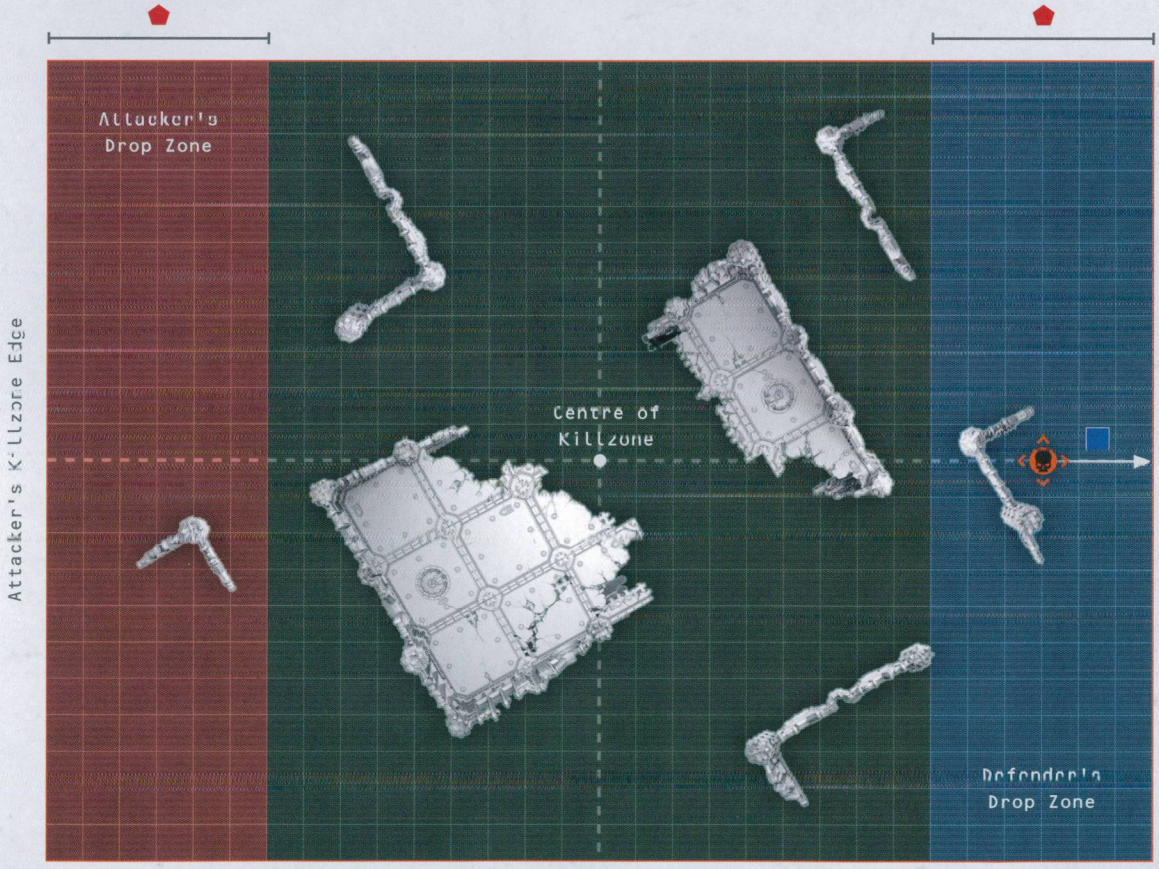
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

If you scored 3 or more VPs from Infiltration Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Safe Delivery: If you are the Defender and are currently undertaking the Extraction Spec Op, then, if during this battle, a friendly operative is carrying the Diplomat objective marker and is in the enemy drop zone at the end of the battle, reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 2.1

RETRIEVE INFORMATION

A scouting party was wiped out in this sector and the valuable information they carried has been lost in the ruins. Each scout had a locator device on their person, so we can find the information and retrieve it, but we suspect the enemy has detected the signals and seeks to do the same.

MISSION RULES

The Attacker's operatives can perform the following mission action:

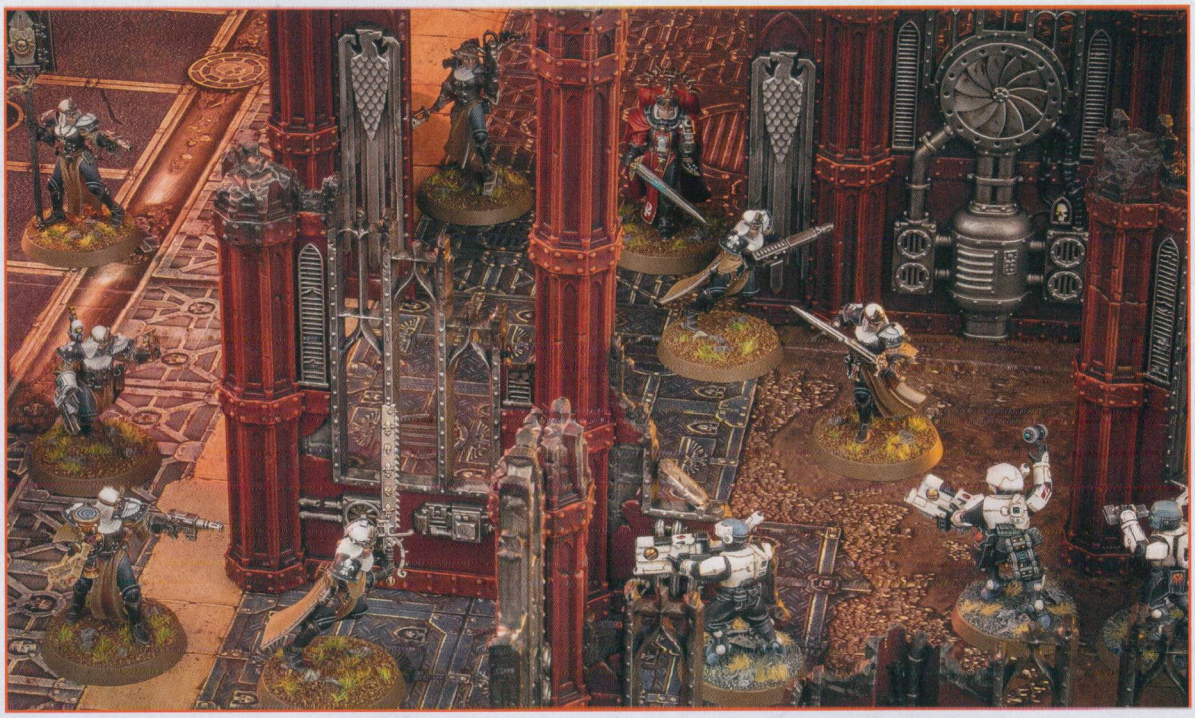
DOWNLOAD SCOUTING REPORT 2AP

An Attacker's operative can perform this action while within ▲ of an objective marker that they control and not within Engagement Range of an enemy operative. This action can only be performed on each objective marker once.

MISSION OBJECTIVE

At the end of each Turning Point, the Defender scores 1VP for each objective marker friendly operatives control (to a maximum of 3 VPs per Turning Point).

At the end of the battle, the Attacker scores 3VPs for each objective marker that has had the Download Scouting Report action performed on it.



SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

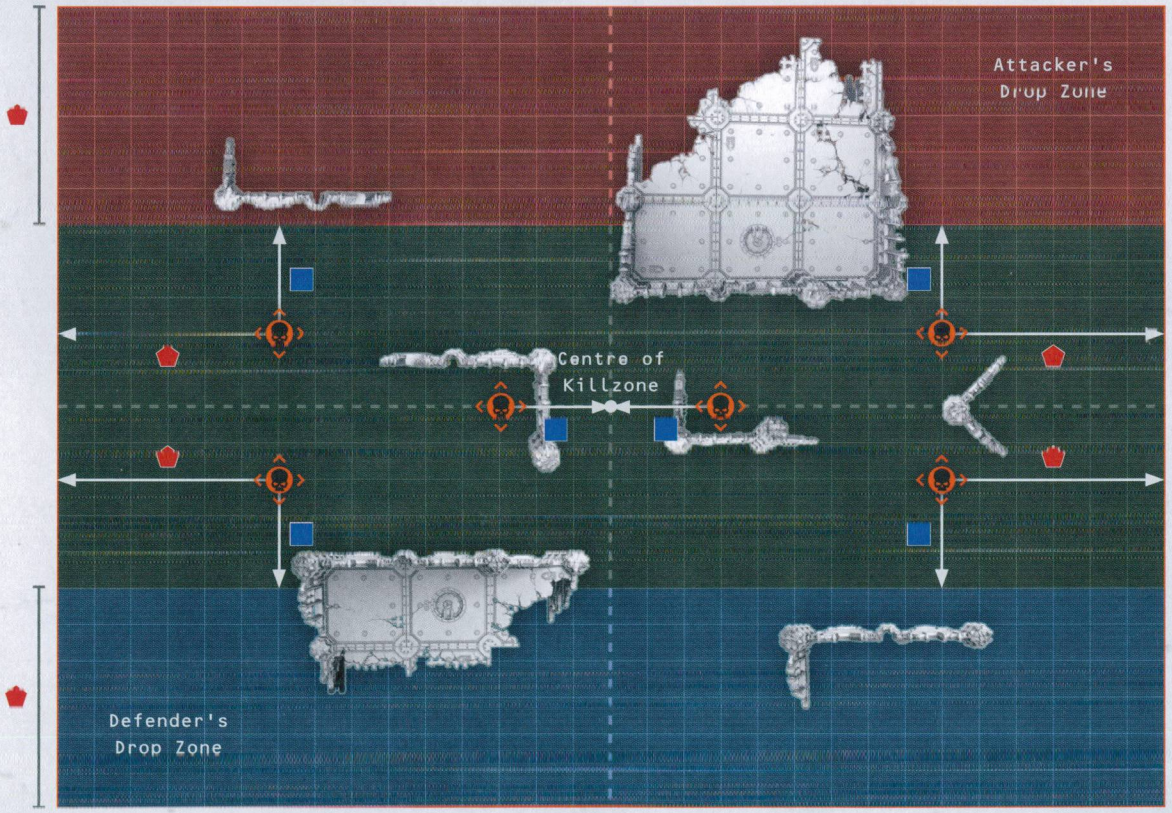
If you scored 3 or more VPs from Recon Tac Ops during this battle, you gain 1 additional Requisition point.

KILL TEAM BONUS

Scouting Reports: If you are victorious, your **LEADER** operative gains 2 additional experience points if:

- You are the Attacker and four or more objective markers have had the Download Scouting Report action performed on them.
- You are the Defender and control four or more objective markers at the end of the battle.

Attacker's Killzone Edge



Defender's Killzone Edge

MISSION 2.2

SENSOR GRID

We are fighting blind. In order to track enemy movements in this sector we must set up a sensor grid. The enemy has been enjoying some success in their endeavours recently, and will surely attempt to ensure we remain oblivious to their intentions.

MISSION RULES

The Attacker's operatives can perform the following mission action:

AFFIX SENSOR 1AP

The Attacker's operative can perform this action if it is not within Engagement Range of an enemy operative and it is within ▲ of terrain feature that does not have any sensor arrays attached to it. Set up one objective marker within ▲ of that terrain feature and within ▲ of that operative. That terrain feature is now considered to have a sensor array attached to it.

The Defender's operatives can perform the following mission action:

DESTROY SENSOR 1AP

A Defender's operative can perform this action if it is not within Engagement Range of an enemy operative and it is within ▲ of an objective marker that it controls. That sensor array is destroyed. Remove that objective marker. That terrain feature is no longer considered to have a sensor array attached to it.

MISSION OBJECTIVE

At the end of each Turning Point, score VPs as follows:

- The Attacker scores 1VP for each terrain feature that has a sensor array attached to it. If the objective marker representing that sensor array is on a Punishing Vantage Point, score 2VP instead.
- The Defender scores 1VP for each objective marker controlled by the Defender's operatives.
- The Defender scores 1VP for every 2 terrain features that do not have a sensor array attached to them.

At the end of the battle, score VPs as follows:

- The Attacker scores 1VP for each terrain feature which has a sensor array attached. If the objective marker representing that sensor array is on a Punishing Vantage Point, score 2VP instead.
- The Defender scores 1VP for each sensor array that has been destroyed.

SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

If you are the Defender and scored 3 or more VPs from Seek and Destroy Tac Ops during this battle, you gain 1 additional Requisition point.

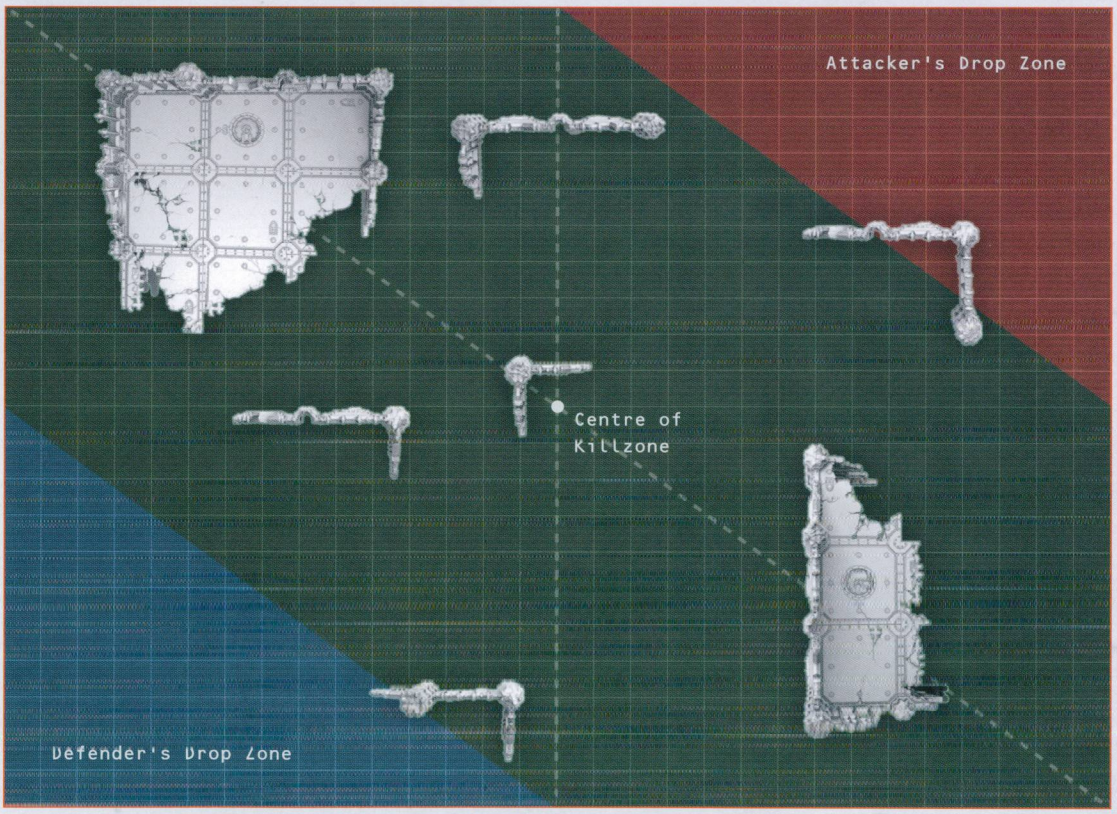
If you are the Attacker and scored 3 or more VPs from Recon Tac Ops during this battle, you gain 1 additional Requisition point.

KILL TEAM BONUS

Scan Surroundings: If you are the Attacker and you are victorious, and at the end of the battle, four or more terrain features have a sensor array attached, you can add one item of Rare Equipment to your stash.

Blind the Foe: If you are the Defender and you are victorious, and during the battle four or more sensor arrays were destroyed, select one operative that was not incapacitated. That operative gains 2 additional experience points.

Attacker's Killzone Edge



Defender's Killzone Edge

MISSION 2.3

SPREAD THE WORD

The remaining civilian populace in this sector are wavering in their support. We must reinforce our message by ensuring the local broadcasting systems feed them only our propaganda.

MISSION RULES

Operatives can perform the following mission action:

CONFIGURE PYLON 1AP

An operative can perform this action if it is not within Engagement Range of an enemy operative and is within ▲ of either the East Pylon or West Pylon objective marker that it controls. That Pylon is now attuned to your kill team.

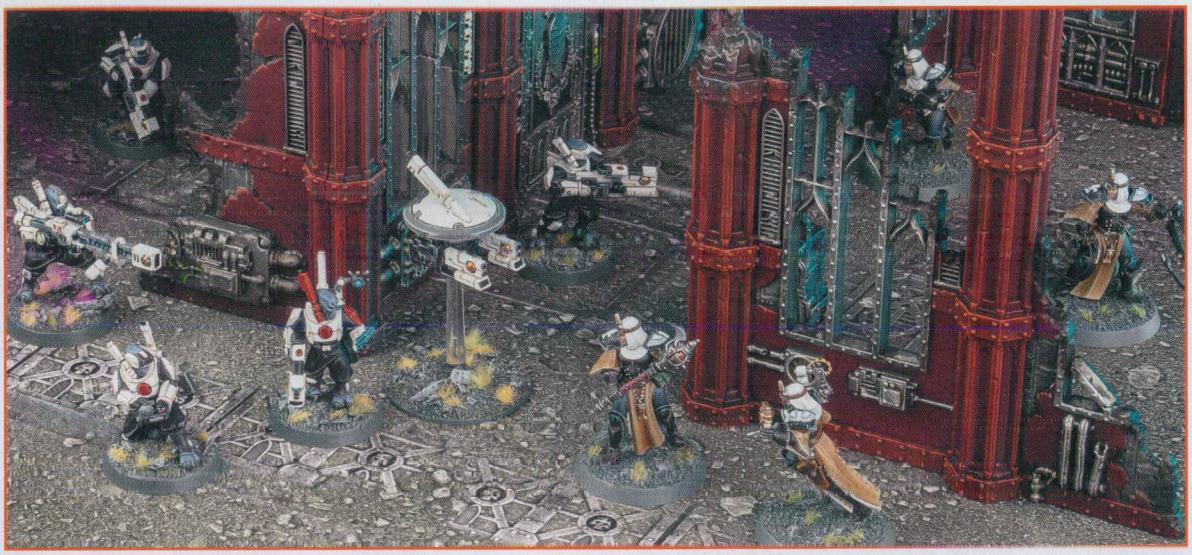
BROADCAST 1AP

If both the West Pylon and East Pylon objective markers are attuned to your kill team, an operative can perform this action if it is not within Engagement Range of an enemy operative and is within ▲ of the Broadcast Central objective marker. Your kill team gains one Broadcast point. This action can only be performed once per Turning Point by each kill team.

MISSION OBJECTIVE

At the end of each Turning Point, you score VPs as follows:

- For each Pylon objective marker attuned to your kill team, you score 1VP.
- If you gained a Broadcast point during this Turning Point, you score 3VP.



SPEC OPS CAMPAIGN

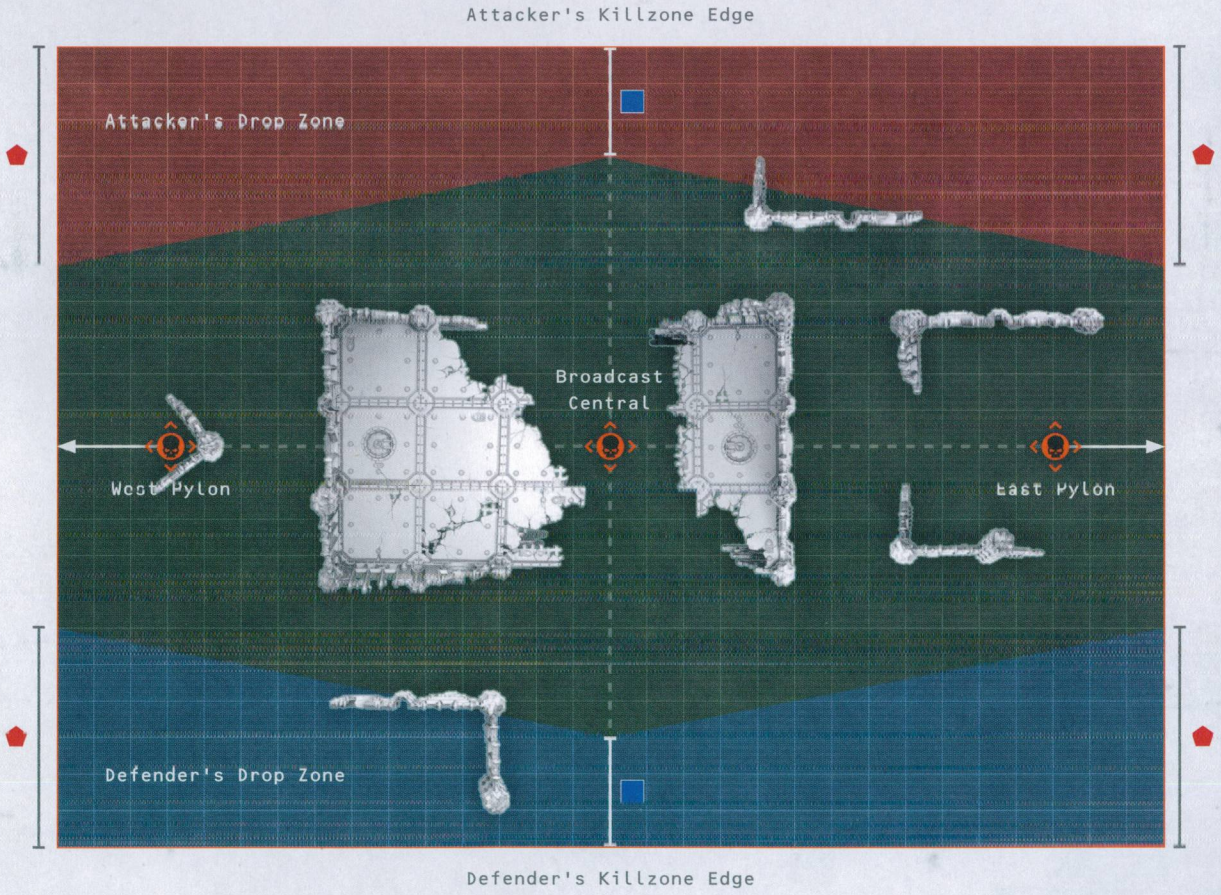
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

If you scored 3 or more VPs from Infiltration Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Spread the Word: If you are currently undertaking the Secure District or Honour-bound Spec Ops, and gained 3 or more Broadcast points during the battle, reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 3.1

LAUNCH STRIKE

An abandoned silo sits below this sector filled with a potent payload of missiles. Fast-moving forces have been dispatched to the site with launch codes to ensure this asset can be used to destroy our enemy before they can do the same to us.

MISSION RULES

Operatives can perform the following mission action:

UPLOAD CODES 1AP

An operative can perform this action while within ▲ of an objective marker it controls. Each kill team can only perform this action once on each objective marker during each Turning Point.

MISSION OBJECTIVE

At the end of each Turning Point, you score VPs as follows:

- If friendly operatives performed the Upload Codes action on any Primary Launch Terminal (PLT) objective marker during this Turning Point, you score 2VP.
- If friendly operatives performed the Upload Codes action on both Primary Launch Terminal objective markers during this Turning Point, you score 2VP.
- If friendly operatives performed the Upload Codes action on any Secondary Launch Terminal (SLT) objective marker during this Turning Point, you score 1VP.
- If friendly operatives performed the Upload Codes action on both Secondary Launch Terminal objective markers during this Turning Point, you score 1VP.



SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

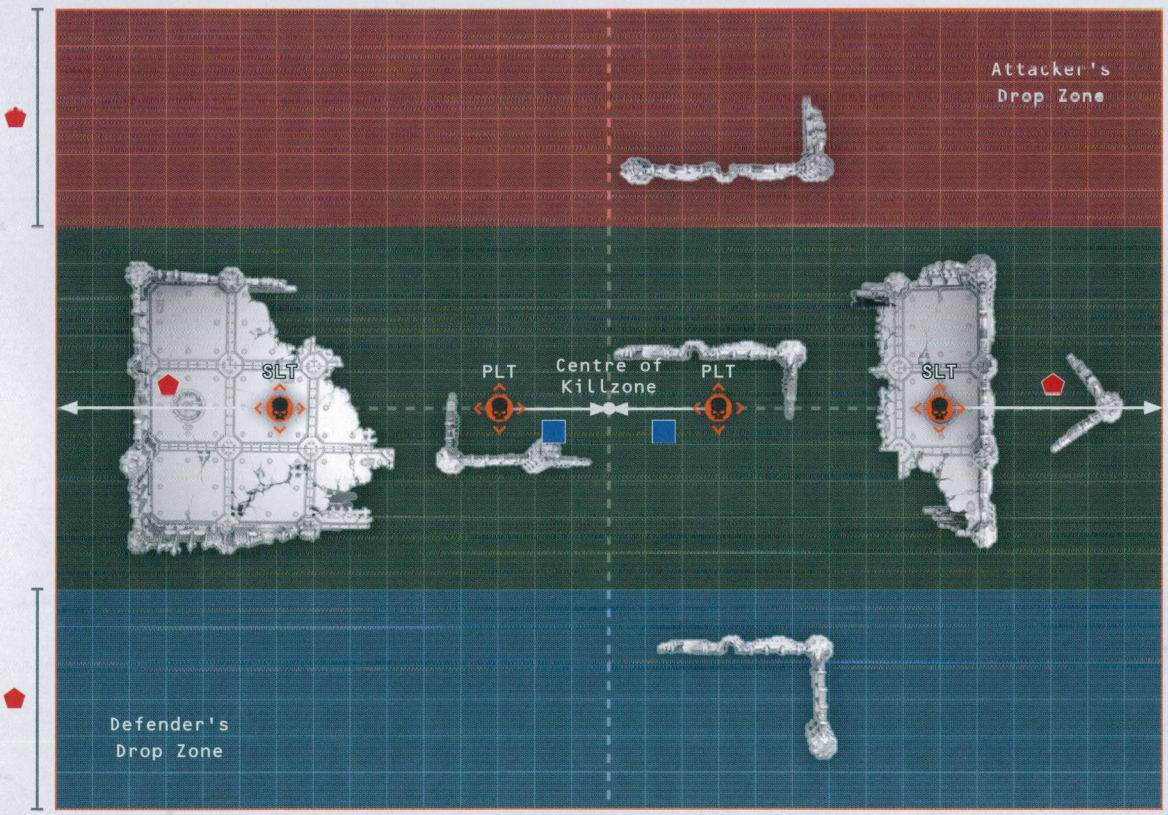
TAC OPS BONUS

If you scored 3 or more VPs from Infiltrate Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Missile Strike: If you are currently undertaking the Elimination or Demolition Spec Ops and you score more than 10 VPs from mission objectives, reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Attacker's Killzone Edge



Defender's Killzone Edge

MISSION 3.2

DESTROY FOUNDATIONS

Augurs have detected weak points in the structures around the enemy positions. Carefully placed explosives can bring the whole thing crashing down around them.

MISSION RULES

The Attacker's operatives can perform the following mission action:

PLANT EXPLOSIVES 1AP

An operative can perform this action if it is not within Engagement Range of an enemy operative and is within ▲ of an objective marker it controls. Unless an operative performs the Defuse Explosives action on that objective marker, it is destroyed at the end of the Turning Point (see Destroyed Objectives, below).

The Defender's operatives can perform the following mission action:

DEFUSE EXPLOSIVES 1AP

An operative can perform this action if it is not within Engagement Range of an enemy operative and is within ▲ of an objective marker it controls, if an enemy operative has performed the Plant Explosives action on that objective marker during this Turning Point.

Destroyed Objectives: Each objective marker is set up under a pillar that is part of a terrain feature in this kill zone. If all objective markers that are under a terrain feature are destroyed, any parts of that terrain feature with the Heavy trait are treated as Light terrain instead.

MISSION OBJECTIVE

At the end of each Turning Point, you score VPs as follows:

- If any objective markers were destroyed, the Attacker scores 1VP.
- If any of the Defender's operatives performed the Defuse Explosives action and no objective markers were destroyed, the Defender scores 1VP.

At the end of the battle, you score VPs as follows:

- For each objective marker that has been destroyed, the Attacker scores 4VPs.
- For each objective marker that remains on the battlefield, the Defender scores 4VPs.



SPEC OPS CAMPAIGN

If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply.

TAC OPS BONUS

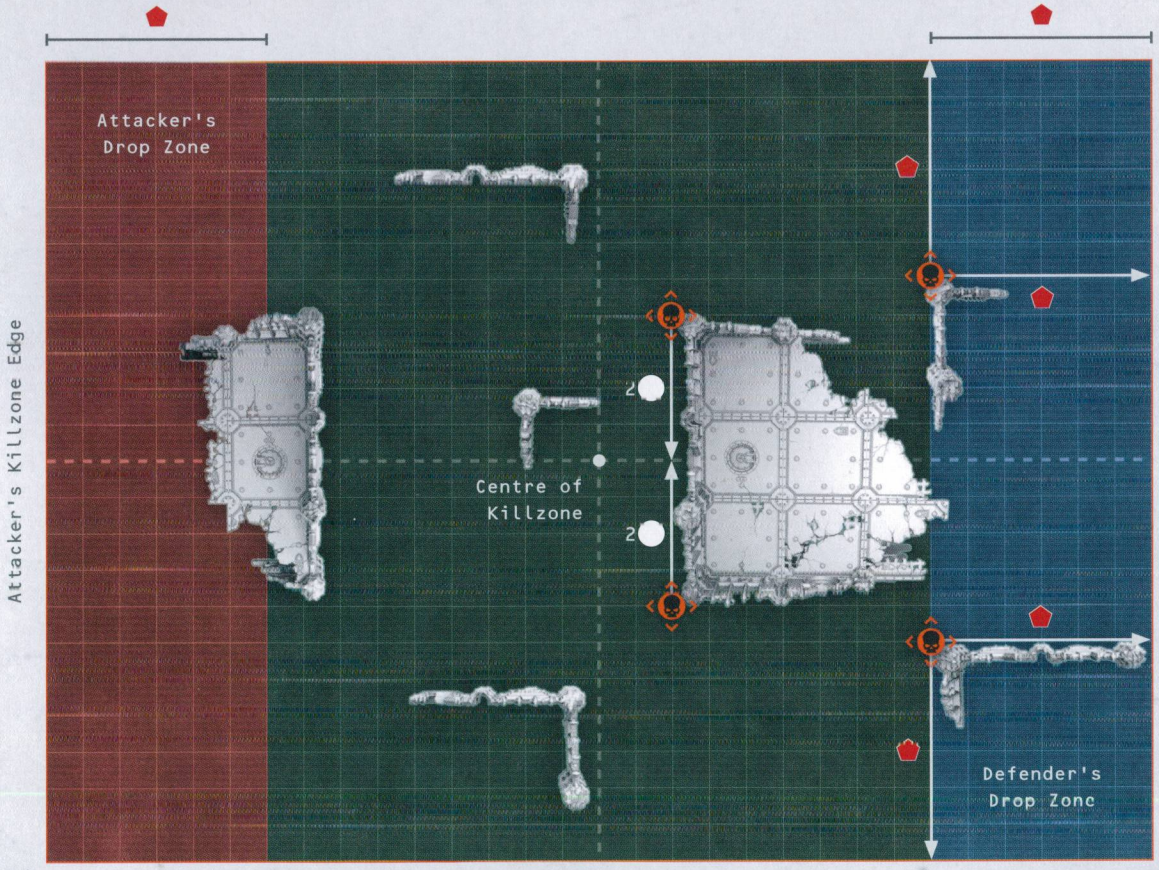
If you are the Defender and scored 3 or more VPs from Security Tac Ops during this battle, you gain 1 additional Requisition point.

If you are the Attacker and scored 3 or more VPs from Seek and Destroy Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Bring it Crashing Down: If you are the Attacker and are currently undertaking the Demolition Spec Ops, then at the end of this battle, if three or more objective markers have been destroyed, reduce by 1 the number of games required to complete that Spec Op's Operation 1.

Maintain Integrity: If you are the Defender and are currently undertaking the Secure District Spec Op, then at the end of this battle, if two or fewer objective markers have been destroyed, reduce by 1 the number of games required to complete that Spec Op's Operation 1.



MISSION 3.3

EXEMPLAR

A powerful enemy combatant has been making a name for themselves in this area. Luckily we have an up-and-coming fighter of our own willing to lead a mission to end their legacy for good.

MISSION RULES

The Exemplar: At the end of the Select a Kill Team step of the mission sequence, each player must select one operative from their kill team to be the Exemplar. This cannot be a **LEADER** operative. That operative gains the **EXEMPLAR** keyword and, until the end of the battle, increase that operative's APL characteristic by 1 (note that this is not a modifier). When an **EXEMPLAR** operative is set up, they must be set up with the centre of their base on the Exemplar Deployment objective marker in their drop zone.

MISSION EQUIPMENT

EXEMPLAR operatives can be equipped with the following equipment for the battle:

PERSONAL FORCEFIELD [4EP]

An operative with this equipment has a 4+ invulnerable save.

MISSION OBJECTIVE

At the end of each Turning Point, you score VPs as follows:

- If your **EXEMPLAR** operative controls the Exemplar Central objective marker, you score 3VPs.
- If a friendly operative controls the Exemplar deployment objective marker in the enemy drop zone, you score 2VPs.

At the end of the battle, you score VPs as follows:

- If the enemy **EXEMPLAR** operative has been incapacitated, you score 2VPs (if the enemy **EXEMPLAR** operative has been incapacitated by an attack made by your **EXEMPLAR** operative, you score 4VPs instead).



SPEC OPS CAMPAIGN

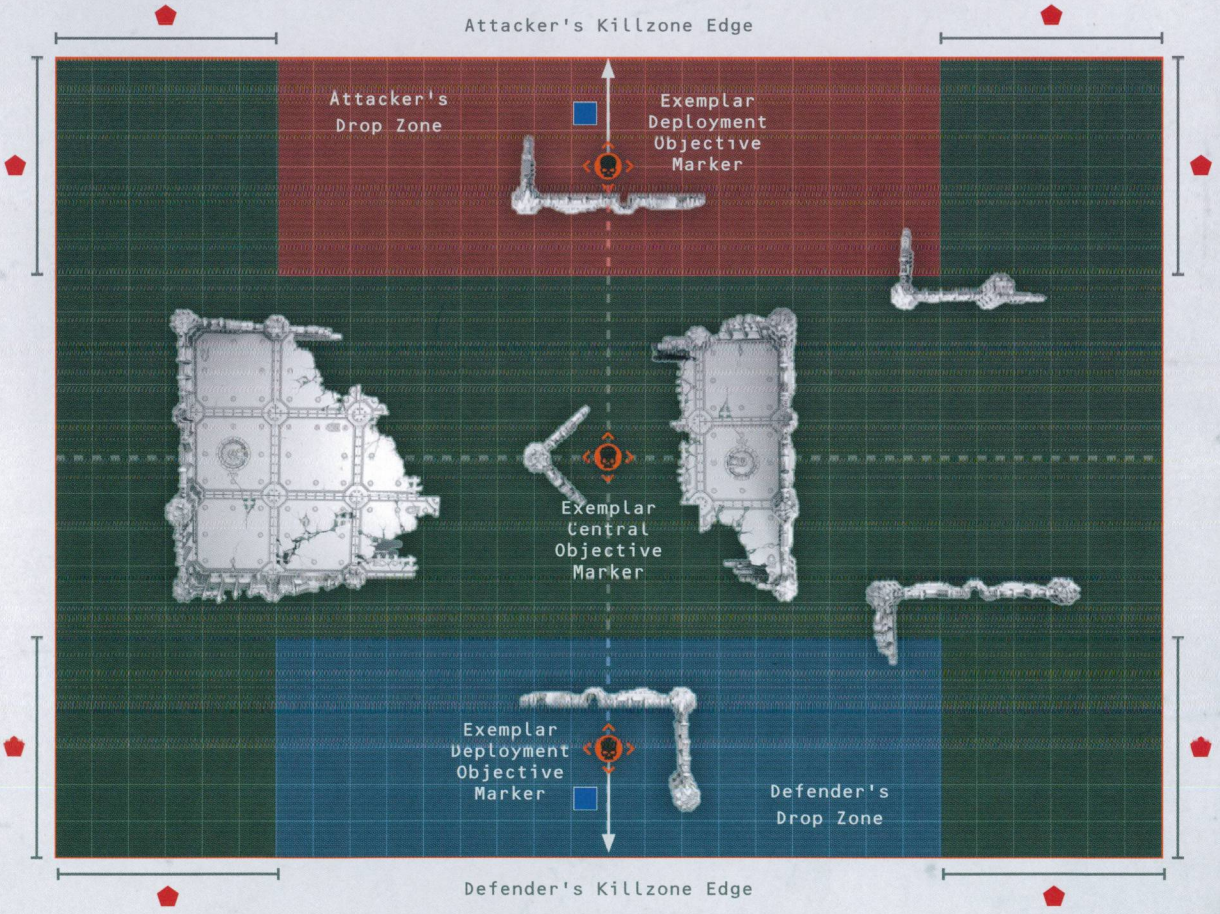
If you are playing this mission as part of a Spec Ops campaign, the following mission rules also apply:

TAC OPS BONUS

If you scored 3 or more VPs from Seek and Destroy Tac Ops during this battle, you gain 1 additional Requisition point.

SPEC OPS BONUS

Swift Assassination: If you are currently undertaking the Elimination Spec Op, then if the enemy **EXEMPLAR** operative was incapacitated before the end of this battle's third Turning Point, reduce by 1 the number of games required to complete that Spec Op's Operation 1.



++ Adepta Sororitas – Narrative Dataslate ++

Kill Team Name

Player Name

Faction Keyword

Selectable Keyword

Base of Operations

Requisition Points

Asset Capacity

Spec Ops Log

Stash

Strategic Assets

History

Quirks

Notes

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T'AU EMPIRE - NARRATIVE DATASLATE

KILL TEAM NAME:

PLAYER NAME:

FACTION KEYWORD:

SELECTABLE KEYWORD:

BASE OF OPERATIONS:

HISTORY:

QUIRKS:

REQUISITION POINTS

ASSET CAPACITY

SPEC OPS LOG:

STASH:

STRATEGIC ASSETS:

NOTES:

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Narrative Datacard

Operative

Operative Type

Rested Tally

Specialism

Experience Points

Battle Honours

Battle Scars

Notes

NARRATIVE DATACARD

OPERATIVE:

RESTED TALLY

OPERATIVE TYPE:

SPECIALISM

EXPERIENCE POINTS

BATTLE HONOURS:

BATTLE SCARS:

NOTES:

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IN THE CHALNATH EXPANSE, FANATICAL ZEALOTS BATTLE COMMITTED IDEOLOGUES FOR TOTAL SUPREMACY.

A WAR OF CONVICTIONS

The Vedik System is in the Imperium Nihilus, and completely isolated from the rest of the Imperium. Resource-rich and far from allies, it is a worthy target for the T'au. For many months the xenos fostered alliances and trade with the people of Vedik. That all changed when, out of nowhere, a lost fleet of an Adepta Sororitas War of Faith appeared in the system. The Sisters of Battle did not intend to arrive at Vedik, yet when they learned of the T'au's involvement, they took it upon themselves to free it from xenos interference. Outnumbered, the T'au withdrew, promising they would return. That they did, with mighty battleships and many Hunter Cadres of warriors. Now there is open war. While armies engage in battle, kill teams of T'au Pathfinders and Adepta Sororitas Novitiates clash to spread the truth of the Greater Good, or the Imperial Creed.

Inside you will find:

- A host of lore on the growing conflict between the T'au Empire and the Imperium in the Vedik System, its causes and the worlds swept up in it.
- Background on the zealous warriors of the Imperium's Adepta Sororitas and the technologically advanced T'au Empire, and the kill teams they send into battle.
- Rules for fielding kill teams of fanatical Adepta Sororitas Novitiates and daring T'au Pathfinders, and readying them for hazardous missions on the battlefields of the 41st Millennium. Included are datacards for a number of bespoke operatives, as well as unique assets, Spec Ops and Requisitions for each of these kill teams.
- Photography showcasing the stunning T'au Pathfinders and Adepta Sororitas Novitiates miniatures kits, and more.

DESIGNED IN THE UK

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warhammer40000.com

You will need a copy of the Kill Team Core Book in order to use the contents of this book.