

Phaiz – Tau Empire [72 PL, 1,499pts]

++ Battalion Detachment +5CP (T'au Empire) [18 PL, 8CP, 375pts] ++

T'au Empire Sept Choice: Vior'la Sept

+ HQ +

Commander in XV86 Coldstar Battlesuit [8 PL, 146pts]: Academy Luminary (Vior'la Sept), 4x Fusion blaster, Warlord

Ethereal [2 PL, 45pts]: Honour blade, Puretide engram neurochip

+ Troops +

Strike Team [2 PL, 38pts]

. Fire Warrior Shas'ui: Markerlight, Pulse rifle

. 4x Fire Warrior w/ Pulse Rifle

Strike Team [2 PL, 38pts]

. Fire Warrior Shas'ui: Markerlight, Pulse rifle

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Strike Team [2 PL, 38pts]

. Fire Warrior Shas'ui: Markerlight, Pulse rifle

. 4x Fire Warrior w/ Pulse Rifle

+ Fast Attack +

Tactical Drones [2 PL, 70pts]

. 7x MV4 Shield Drone

++ Vanguard Detachment +1CP (T'au Empire) [54 PL, 1CP, 1,124pts] ++

T'au Empire Sept Choice: Bork'an Sept

+ HQ +

Commander in XV86 Coldstar Battlesuit [8 PL, 146pts]: 4x Fusion blaster

+ Elites +

XV104 Riptide Battlesuit [14 PL, 278pts]: 2x Smart missile system, Advanced targeting system, Heavy burst cannon, Velocity tracker

XV104 Riptide Battlesuit [14 PL, 280pts]: 2x Smart missile system, Advanced targeting system, Heavy burst cannon, Target lock

XV104 Riptide Battlesuit [14 PL, 280pts]: 2x Smart missile system, Advanced targeting system, Heavy burst cannon, Target lock

+ Fast Attack +

Tactical Drones [2 PL, 70pts]

. 7x MV4 Shield Drone

Tactical Drones [2 PL, 70pts]

. 7x MV4 Shield Drone

++ Total: [72 PL, 9CP, 1,499pts] ++

Battalion Detachment +5CP (T'au Empire) [18 PL, 8CP, 375pts]

No Force Org Slot [8CP]

Battle-forged CP [3CP]

Categories: No Force Org Slot

Detachment CP [5CP]

Categories: No Force Org Slot

T'au Empire Sept Choice

Selections: Vior'la Sept

Categories: No Force Org Slot

Abilities: *Vior'la Sept Tenet: Strike Fast*

Abilities	Description
Vior'la Sept Tenet: Strike Fast	If a unit with this tenet Advances, it treats all Rapid Fire weapons it is armed with as Assault weapons until the end of the turn (e.g. a Rapid Fire 1 weapon is treated as an Assault 1 weapon). In addition, models with this tenet do not suffer the penalty to their hit rolls for Advancing and firing Assault weapons.

HQ [10 PL, 191pts]

Commander in XV86 Coldstar Battlesuit [8 PL, 146pts]

Selections: Academy Luminary (Vior'la Sept), 4x Fusion blaster [56pts], Warlord

Categories: Faction: <Sept>, Battlesuit, Character, Fly, Jet Pack, HQ, Faction: T'au Empire, Legendary Unit, XV86 Coldstar, Commander, Warlord

Rules: *For the Greater Good, Manta Strike*

Abilities: *Academy Luminary (Vior'la Sept), Coldstar, Master of War, Unit: Commander in XV86 Coldstar Battlesuit,*

Weapon: *Fusion blaster*

Abilities	Description
Academy Luminary (Vior'la Sept)	If your Warlord has the Master of War, Volley Fire or Failure is Not an Option ability, the range of that ability is increased to 9". In addition, if your army is Battle-forged, you receive an additional 1 Command Point.
Coldstar	When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a D6. Once per battle, at the beginning of your turn, a single COMMANDER from your army can declare either Kauyon or Mont'ka: * Kauyon: On a turn in which you declare Kauyon, at the start of your Movement phase, you can select any friendly <SEPT> units that are within 6" of the <SEPT> COMMANDER. Until the end of the turn, the selected units cannot move for any reason, but you can re-roll failed hit rolls for attacks made by these units. * Mont'ka: Friendly <SEPT> units within 6" of the COMMANDER can both Advance and shoot as if they hadn't moved this turn. Unless stated otherwise, you can only use Master of War ability once per battle, irrespective of how many models in your army have this ability.
Master of War	

Unit	M	WS	BS	S	T	W	A	Ld	Save
Commander in XV86 Coldstar Battlesuit	20"	3+	2+	5	5	6	4	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Fusion blaster	18"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

Ethereal [2 PL, 45pts]

Selections: Honour blade, Puretide engram neurochip

Categories: Faction: <Sept>, Character, HQ, Infantry, Faction: T'au Empire, Ethereal

Abilities: *Failure Is Not An Option, Invocation of the Elements, Puretide engram neurochip*, **Unit:** *Ethereal*, **Weapon:** *Honour blade*

Abilities	Description
Failure Is Not An Option	T'AU EMPIRE units within 6" of a friendly ETHEREAL may use the Ethereal's Leadership characteristic instead of their own when taking Morale tests. In your Movement phase, an ETHEREAL may invoke one of the elemental powers below. All friendly T'AU EMPIRE INFANTRY and BATTLESUIT units within 6" of the model invoking an elemental power gains the relevant benefit until the start of your next turn. A unit can only be affected by the same elemental power once per battle round.
Invocation of the Elements	* Calm of Tides: Subtract 1 from any Morale tests made for affected units. * Storm of Fire: Re-roll hit rolls of 1 in the Shooting phase for affected units that remain stationary in the Movement phase. * Sense of Stone: Whenever a model in an affected unit loses a wound, roll a D6; on a 6, that model does not lose that wound. * Zephyr's Grace: You can re-roll the dice for affected units when they Advance.
Puretide engram neurochip	Once per battle, you can re-roll a single hit roll, wound roll or damage roll made for the bearer, or a friendly <SEPT> unit within 6" of the bearer. In addition, if your army is Battle-forged and the bearer is on the battlefield, roll a D6 each time you or your opponent use a Stratagem; on a 6 you gain a command point.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Ethereal	6"	3+	4+	3	3	4	3	9	5+

Weapon	Range	Type	S	AP	D	Abilities
Honour blade	Melee	Melee	+2	0	1	-

Troops [6 PL, 114pts]

Strike Team [2 PL, 38pts]

Categories: Infantry, Troops, Faction: <Sept>, Faction: T'au Empire, Strike Team

Rules: *For the Greater Good*

Abilities: *Bonding Knife Ritual*

Fire Warrior Shas'ui [10pts]

Selections: Markerlight [3pts], Photon grenades, Pulse rifle

Rules: *Markerlights*

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

4x Fire Warrior w/ Pulse Rifle [28pts]

Selections: 4x Photon grenades, 4x Pulse rifle

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

Abilities	Description
Bonding Knife Ritual	If you roll a 6 when taking a Morale test for this unit, the test is automatically passed.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Fire Warrior	6"	5+	4+	3	3	1	1	6	4+
Fire Warrior Shas'ui	6"	5+	4+	3	3	1	2	7	4+

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

Strike Team [2 PL, 38pts]

Categories: Infantry, Troops, Faction: <Sept>, Faction: T'au Empire, Strike Team

Rules: *For the Greater Good*

Abilities: *Bonding Knife Ritual*

Fire Warrior Shas'ui [10pts]

Selections: Markerlight [3pts], Photon grenades, Pulse rifle

Rules: *Markerlights*

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

4x Fire Warrior w/ Pulse Rifle [28pts]

Selections: 4x Photon grenades, 4x Pulse rifle

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

Abilities	Description
Bonding Knife Ritual	If you roll a 6 when taking a Morale test for this unit, the test is automatically passed.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Fire Warrior	6"	5+	4+	3	3	1	1	6	4+
Fire Warrior Shas'ui	6"	5+	4+	3	3	1	2	7	4+

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

Strike Team [2 PL, 38pts]

Categories: Infantry, Troops, Faction: <Sept>, Faction: T'au Empire, Strike Team

Rules: *For the Greater Good*

Abilities: *Bonding Knife Ritual*

Fire Warrior Shas'ui [10pts]

Selections: Markerlight [3pts], Photon grenades, Pulse rifle

Rules: *Markerlights*

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

4x Fire Warrior w/ Pulse Rifle [28pts]

Selections: 4x Photon grenades, 4x Pulse rifle

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

Abilities	Description
Bonding Knife Ritual	If you roll a 6 when taking a Morale test for this unit, the test is automatically passed.

Unit	M	WS	BS	S	T	W	A	Ld	Save
Fire Warrior	6"	5+	4+	3	3	1	1	6	4+
Fire Warrior Shas'ui	6"	5+	4+	3	3	1	2	7	4+

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

Fast Attack [2 PL, 70pts]

Tactical Drones [2 PL, 70pts]

Categories: Fast Attack, Fly, Faction: <Sept>, Drone, Tactical Drones

Rules: *For the Greater Good, Manta Strike*

7x MV4 Shield Drone [70pts]

Selections: 7x Shield generator

Categories: Faction: <Sept>, Fly, Drone, Faction: T'au Empire, Tactical Drones

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

Abilities: *Shield generator (Drone)*, **Unit:** *MV4 Shield Drone*

Abilities	Description
Shield generator (Drone)	A model with a shield generator has a 4+ invulnerable save. In addition, roll a D6 each time a DRONE with this ability loses a wound; on a 5+ that Drone does not lose a wound.

Unit	M	WS	BS	S	T	W	A	Ld	Save
MV4 Shield Drone	8"	5+	5+	3	4	1	1	6	4+

Vanguard Detachment +1CP (T'au Empire) [54 PL, 1CP, 1,124pts]

No Force Org Slot [1CP]

Detachment CP [1CP]

Categories: No Force Org Slot

T'au Empire Sept Choice

Selections: Bork'an Sept

Categories: No Force Org Slot

Abilities: *Bork'an Sept Tenet: Superior Craftsmanship*

Abilities	Description
Bork'an Sept Tenet: Superior Craftsmanship	Models with this tenet may add 6" to the maximum Range of any Rapid Fire and Heavy weapons they are armed with.

HQ [8 PL, 146pts]

Commander in XV86 Coldstar Battlesuit [8 PL, 146pts]

Selections: 4x Fusion blaster [56pts]

Categories: Faction: <Sept>, Battlesuit, Character, Fly, Jet Pack, HQ, Faction: T'au Empire, Legendary Unit, XV86 Coldstar, Commander

Rules: *For the Greater Good, Manta Strike*

Abilities: *Coldstar, Master of War, Unit: Commander in XV86 Coldstar Battlesuit, Weapon: Fusion blaster*

Abilities	Description
Coldstar	When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a D6. Once per battle, at the beginning of your turn, a single COMMANDER from your army can declare either Kauyon or Mont'ka: * Kauyon: On a turn in which you declare Kauyon, at the start of your Movement phase, you can select any friendly <SEPT> units that are within 6" of the <SEPT> COMMANDER. Until the end of the turn, the selected units cannot move for any reason, but you can re-roll failed hit rolls for attacks made by these units. * Mont'ka: Friendly <SEPT> units within 6" of the COMMANDER can both Advance and shoot as if they hadn't moved this turn. Unless stated otherwise, you can only use Master of War ability once per battle, irrespective of how many models in your army have this ability.
Master of War	

Unit	M	WS	BS	S	T	W	A	Ld	Save
Commander in XV86 Coldstar Battlesuit	20"	3+	2+	5	5	6	4	9	3+

Weapon	Range	Type	S	AP	D	Abilities
Fusion blaster	18"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.

Elites [42 PL, 838pts]

XV104 Riptide Battlesuit [14 PL, 278pts]

Selections: 2x Smart missile system [30pts], Advanced targeting system [18pts], Heavy burst cannon [35pts], Velocity tracker [10pts]

Categories: Fly, Elites, Faction: <Sept>, Battlesuit, Jet Pack, Faction: T'au Empire, Monster, XV104 Riptide Battlesuit

Rules: *Drone Support, For the Greater Good*

Abilities: *Advanced targeting system, Nova Reactor, Riptide Shield Generator, Velocity tracker, Unit: XV104 Riptide Battlesuit, Weapon: Heavy burst cannon, Smart missile system, Wound Track (M,BS,A): XV104 Riptide Shas'vre 1, XV104 Riptide Shas'vre 2, XV104 Riptide Shas'vre 3*

Abilities	Description
Advanced targeting system	A model equipped with an advanced targeting system increases the AP characteristic of all of its weapons by 1 (e.g. an AP of 0 becomes -1, an AP of -1 becomes -2). In your Movement phase you can choose to use this model's Nova Reactor. If you do, this model suffers a mortal wound. Choose one of the following effects to last until the beginning of your next turn:
Nova Reactor	* Nova Shield: This model has a 3+ invulnerable save. * Boost: This model can move 2D6" in your charge phase (even if it doesn't declare a charge). You cannot use this ability to move within 1" of any enemy models. * Nova-charge: Choose for either of this model's heavy burst cannon Type to change to Heavy 18, or its ion accelerator Type (both standard and overcharge) to change to Heavy 6.
Riptide Shield Generator	This model has a 5+ invulnerable save.
Velocity tracker	Add 1 to hit rolls for a model with a velocity tracker when it shoots at a unit that can FLY.

Unit	M	WS	BS	S	T	W	A	Ld	Save
XV104 Riptide Battlesuit	*	5+	*	6	7	14	*	8	2+

Weapon	Range	Type	S	AP	D	Abilities
Heavy burst cannon	36"	Heavy 12	6	-1	2	-

Smart missile system	30"	Heavy 4	5	0	1	This weapon can be fired at units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.
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Wound Track (M,BS,A)	Remaining W	M	BS	A
XV104 Riptide Shas'vre 1	7-14+	12"	4+	4
XV104 Riptide Shas'vre 2	4-6	8"	5+	3
XV104 Riptide Shas'vre 3	1-3	4"	5+	2

XV104 Riptide Battlesuit [14 PL, 280pts]

Selections: 2x Smart missile system [30pts], Advanced targeting system [18pts], Heavy burst cannon [35pts], Target lock [12pts]

Categories: Fly, Elites, Faction: <Sept>, Battlesuit, Jet Pack, Faction: T'au Empire, Monster, XV104 Riptide Battlesuit

Rules: *Drone Support, For the Greater Good*

Abilities: *Advanced targeting system, Nova Reactor, Riptide Shield Generator, Target lock*, **Unit:** *XV104 Riptide Battlesuit*, **Weapon:** *Heavy burst cannon, Smart missile system*, **Wound Track (M,BS,A):** *XV104 Riptide Shas'vre 1, XV104 Riptide Shas'vre 2, XV104 Riptide Shas'vre 3*

Abilities	Description
Advanced targeting system	A model equipped with an advanced targeting system increases the AP characteristic of all of its weapons by 1 (e.g. an AP of 0 becomes -1, an AP of -1 becomes -2).
Nova Reactor	In your Movement phase you can choose to use this model's Nova Reactor. If you do, this model suffers a mortal wound. Choose one of the following effects to last until the beginning of your next turn: * Nova Shield: This model has a 3+ invulnerable save. * Boost: This model can move 2D6" in your charge phase (even if it doesn't declare a charge). You cannot use this ability to move within 1" of any enemy models. * Nova-charge: Choose for either of this model's heavy burst cannon Type to change to Heavy 18, or its ion accelerator Type (both standard and overcharge) to change to Heavy 6.
Riptide Shield Generator	This model has a 5+ invulnerable save.
Target lock	A model with a target lock does not suffer the penalty for moving and firing Heavy weapons, or for Advancing and firing Assault weapons. The model can also advance and fire Rapid Fire weapons, but must subtract 1 from its hit rolls when doing so.

Unit	M	WS	BS	S	T	W	A	Ld	Save
XV104 Riptide Battlesuit	*	5+	*	6	7	14	*	8	2+

Weapon	Range	Type	S	AP	D	Abilities
Heavy burst cannon	36"	Heavy 12	6	-1	2	-
Smart missile system	30"	Heavy 4	5	0	1	This weapon can be fired at units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.

Wound Track (M,BS,A)	Remaining W	M	BS	A
XV104 Riptide Shas'vre 1	7-14+	12"	4+	4
XV104 Riptide Shas'vre 2	4-6	8"	5+	3
XV104 Riptide Shas'vre 3	1-3	4"	5+	2

XV104 Riptide Battlesuit [14 PL, 280pts]

Selections: 2x Smart missile system [30pts], Advanced targeting system [18pts], Heavy burst cannon [35pts], Target lock [12pts]

Categories: Fly, Elites, Faction: <Sept>, Battlesuit, Jet Pack, Faction: T'au Empire, Monster, XV104 Riptide Battlesuit

Rules: Drone Support, For the Greater Good

Abilities: Advanced targeting system, Nova Reactor, Riptide Shield Generator, Target lock, **Unit:** XV104 Riptide Battlesuit, **Weapon:** Heavy burst cannon, Smart missile system, **Wound Track (M,BS,A):** XV104 Riptide Shas'vre 1, XV104 Riptide Shas'vre 2, XV104 Riptide Shas'vre 3

Abilities	Description
Advanced targeting system	A model equipped with an advanced targeting system increases the AP characteristic of all of its weapons by 1 (e.g. an AP of 0 becomes -1, an AP of -1 becomes -2).
Nova Reactor	In your Movement phase you can choose to use this model's Nova Reactor. If you do, this model suffers a mortal wound. Choose one of the following effects to last until the beginning of your next turn: * Nova Shield: This model has a 3+ invulnerable save. * Boost: This model can move 2D6" in your charge phase (even if it doesn't declare a charge). You cannot use this ability to move within 1" of any enemy models. * Nova-charge: Choose for either of this model's heavy burst cannon Type to change to Heavy 18, or its ion accelerator Type (both standard and overcharge) to change to Heavy 6.
Riptide Shield Generator	This model has a 5+ invulnerable save.
Target lock	A model with a target lock does not suffer the penalty for moving and firing Heavy weapons, or for Advancing and firing Assault weapons. The model can also advance and fire Rapid Fire weapons, but must subtract 1 from its hit rolls when doing so.

Unit	M	WS	BS	S	T	W	A	Ld	Save
XV104 Riptide Battlesuit	*	5+	*	6	7	14	*	8	2+

Weapon	Range	Type	S	AP	D	Abilities
Heavy burst cannon	36"	Heavy 12	6	-1	2	-
Smart missile system	30"	Heavy 4	5	0	1	This weapon can be fired at units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.

Wound Track (M,BS,A)	Remaining W	M	BS	A
XV104 Riptide Shas'vre 1	7-14+	12"	4+	4
XV104 Riptide Shas'vre 2	4-6	8"	5+	3
XV104 Riptide Shas'vre 3	1-3	4"	5+	2

Fast Attack [4 PL, 140pts]

Tactical Drones [2 PL, 70pts]

Categories: Fast Attack, Fly, Faction: <Sept>, Drone, Tactical Drones

Rules: For the Greater Good, Manta Strike

7x MV4 Shield Drone [70pts]

Selections: 7x Shield generator

Categories: Faction: <Sept>, Fly, Drone, Faction: T'au Empire, Tactical Drones

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

Abilities: Shield generator (Drone), **Unit:** MV4 Shield Drone

Abilities	Description
Shield generator (Drone)	A model with a shield generator has a 4+ invulnerable save. In addition, roll a D6 each time a DRONE with this ability loses a wound; on a 5+ that Drone does not lose a wound.

Unit	M	WS	BS	S	T	W	A	Ld	Save
MV4 Shield Drone	8"	5+	5+	3	4	1	1	6	4+

Tactical Drones [2 PL, 70pts]

Categories: Fast Attack, Fly, Faction: <Sept>, Drone, Tactical Drones

Rules: *For the Greater Good, Manta Strike*

7x MV4 Shield Drone [70pts]

Selections: 7x Shield generator

Categories: Faction: <Sept>, Fly, Drone, Faction: T'au Empire, Tactical Drones

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

Abilities: *Shield generator (Drone), Unit: MV4 Shield Drone*

Abilities	Description
Shield generator (Drone)	A model with a shield generator has a 4+ invulnerable save. In addition, roll a D6 each time a DRONE with this ability loses a wound; on a 5+ that Drone does not lose a wound.

Unit	M	WS	BS	S	T	W	A	Ld	Save
MV4 Shield Drone	8"	5+	5+	3	4	1	1	6	4+

Selection Rules

Drone Support: When a unit is set up on the battlefield, any accompanying Drones are set up in unit coherency with it. From that point onwards, the Drones are treated as a separate unit.

For the Greater Good: When an enemy unit declares a charge, a unit with this ability that is within 6" of one of the charging unit's targets may fire Overwatch as if they were also targeted. A unit that does so cannot fire Overwatch again in this turn.

Manta Strike: During deployment, you can set up this unit in a Manta hold instead of placing them on the battlefield. At the end of any of your Movement phases, this unit can use a Manta strike to enter the fray - set it up anywhere on the battlefield that is more than 9" from any enemy models.

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

* 1 - You can re-roll hit rolls of 1 for T'AU EMPIRE models attacking this unit.

* 2 - Destroyer and seeker missiles fired at this unit use the firing model's Ballistic Skill (and any modifiers) rather than only hitting on a 6.

* 3 - The target unit does not gain any bonus to its saving throws for being in cover.

* 4 - T'AU EMPIRE models attacking this unit do not suffer the penalty for moving and firing Heavy weapons or Advancing and firing Assault weapons.

* 5 or more - Add 1 to hit rolls for T'AU EMPIRE models attacking this unit.

Saviour Protocols: If a <SEPT> INFANTRY or <SEPT> BATTLESUIT unit within 3" of a friendly <SEPT> DRONES unit is wounded by an enemy attack, roll a D6. On a 2+ you can allocate that wound to the Drones unit instead of the target. If you do, that Drones unit suffers a mortal wound instead of the normal damage.

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