T'au Gap (Warhammer 40,000 8th Edition) [80 PL, 1,494pts]

Battalion Detachment +5CP (T'au Empire) [22 PL, 377pts]

Configuration

Sept Choice
   Selections: T'au Sept
   Categories: CONFIGURATION
   Abilities: *T'au Sept Tenet: Coordinated Fire Arcs*

Abilities	Description	Ref
T'au Sept Tenet: Coordinated Fire Arcs	When a unit with this tenet uses their For the Greater Good ability, or when they fire Overwatch whilst they are within 6" of another friendly T'AU SEPT unit, a 5 or 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.	Codex: T'au Empire p127

HQ [10 PL, 195pts]

Commander in XV86 Coldstar Battlesuit [8 PL, 150pts]

Selections: 5. Exemplar of the Kauyon, 4x Missile pod [60pts], Warlord

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

Rules: *For the Greater Good, Manta Strike*

Abilities: *5. Exemplar of the Kauyon, Coldstar, Master of War*, **Unit:** *Commander in XV86 Coldstar Battlesuit*, **Weapon:** *Missile pod*

Abilities	Description	Ref
5. Exemplar of the Kauyon	You can re-roll failed hit rolls for your Warlord as long as they have not moved this turn. If they have moved for any reason, they lose this trait until the start of the next turn.	Codex: T'au Empire p131
Coldstar	When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a D6.	Codex: T'au Empire p93
Master of War	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.	Codex: T'au Empire p89

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Commander in XV86 Coldstar Battlesuit	20"	3+	2+	5	5	6	4	9	3+	Codex: T'au Empire p93

Weapon	Range	Type	S	AP	D	Abilities	Ref
Missile pod	36"	Assault 2	7	-1	D3	-	Codex: T'au Empire p121

Ethereal [2 PL, 45pts]

Selections: Honour blade

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

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

Abilities	Description	Ref
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.	Codex: T'au Empire p94
Invocation of the Elements	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. * 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.	Codex: T'au Empire p94,95

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ethereal	6"	3+	4+	3	3	4	3	9	5+	Codex: T'au Empire p96

Weapon	Range	Type	S	AP	D	Abilities	Ref
Honour blade	Melee	Melee	+2	0	1	-	Codex: T'au Empire p123

Troops [8 PL, 112pts]

Strike Team [4 PL, 42pts]

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

Rules: *For the Greater Good*

Abilities: *Bonding Knife Ritual*

6x Fire Warrior w/ Pulse Rifle [42pts]

Selections: 6x Photon grenades, 6x Pulse rifle

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

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

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: T'au Empire p121
Pulse rifle	30"	Rapid Fire 1	5	0	1	-	Codex: T'au Empire p122

Strike Team [2 PL, 35pts]

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

Rules: *For the Greater Good*

Abilities: *Bonding Knife Ritual*

5x Fire Warrior w/ Pulse Rifle [35pts]

Selections: 5x Photon grenades, 5x Pulse rifle

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

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

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: T'au Empire p121
Pulse rifle	30"	Rapid Fire 1	5	0	1	-	Codex: T'au Empire p122

Strike Team [2 PL, 35pts]

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

Rules: *For the Greater Good*

Abilities: *Bonding Knife Ritual*

5x Fire Warrior w/ Pulse Rifle [35pts]

Selections: 5x Photon grenades, 5x Pulse rifle

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

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

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

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	Codex: T'au Empire p121
Pulse rifle	30"	Rapid Fire 1	5	0	1	-	Codex: T'au Empire p122

Fast Attack [4 PL, 70pts]

Tactical Drones [4 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	Ref
Shield generator (Drone)	A model with a shield generator has a 4+ invulnerable save. In addition, roll a D6 each time a DRONE with this ability loses a wound; on a 5+ that Drone does not lose a wound.	Codex: T'au Empire p109

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
MV4 Shield Drone	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p109

Vanguard Detachment +1CP (T'au Empire) [58 PL, 1,117pts]

Configuration

Sept Choice

Selections: T'au Sept

Categories: CONFIGURATION

Abilities: *T'au Sept Tenet: Coordinated Fire Arcs*

Abilities	Description	Ref
T'au Sept Tenet: Coordinated Fire Arcs	When a unit with this tenet uses their For the Greater Good ability, or when they fire Overwatch whilst they are within 6" of another friendly T'AU SEPT unit, a 5 or 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.	Codex: T'au Empire p127

HQ [8 PL, 150pts]

Commander in XV86 Coldstar Battlesuit [8 PL, 150pts]

Selections: 4x Missile pod [60pts]

Categories: FACTION: <SEPT>, BATTLESUIT, CHARACTER, FLY, JET PACK, HQ, FACTION: T'AU EMPIRE, XV86 COLDSTAR, COMMANDER

Rules: *For the Greater Good, Manta Strike*

Abilities: *Coldstar, Master of War*, **Unit:** *Commander in XV86 Coldstar Battlesuit*, **Weapon:** *Missile pod*

Abilities	Description	Ref
Coldstar	When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a D6.	Codex: T'au Empire p93
Master of War	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.	Codex: T'au Empire p89

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Commander in XV86 Coldstar Battlesuit	20"	3+	2+	5	5	6	4	9	3+	Codex: T'au Empire p93

Weapon	Range	Type	S	AP	D	Abilities	Ref
Missile pod	36"	Assault 2	7	-1	D3	-	Codex: T'au Empire p121

Elites [42 PL, 847pts]

XV104 Riptide Battlesuit [14 PL, 287pts]

Selections: 2x Smart missile system [30pts], Amplified ion accelerator, Ion accelerator [50pts], Target lock [12pts], 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: *Amplified ion accelerator, Nova Reactor, Riptide Shield Generator, Target lock, Velocity tracker*, **Unit:** *XV104 Riptide Battlesuit*, **Weapon:** *Amplified ion accelerator (overcharge), Amplified ion accelerator (standard), Ion accelerator (Overcharge), Ion accelerator (Standard), 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	Ref
Amplified ion accelerator	XV104 RIPTIDE BATTLESUIT model only. This Weapon System replaces ion accelerator and has the following profile.	Psychic Awakening: The Greater Good p37
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.	Codex: T'au Empire p106
Riptide Shield Generator	This model has a 5+ invulnerable save.	Codex: T'au Empire p106
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.	Codex: T'au Empire p123
Velocity tracker	Add 1 to hit rolls for a model with a velocity tracker when it shoots at a unit that can FLY.	Codex: T'au Empire p123

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
XV104 Riptide Battlesuit	*	5+	*	6	7	14	*	8	2+	Codex: T'au Empire p106

Weapon	Range	Type	S	AP	D	Abilities	Ref
Amplified ion accelerator (overcharge)	72"	Heavy 6	9	-4	3+D3	For each hit roll of 1 made for attacks with this weapon's overcharge profile, the bearer suffers 1 mortal wound after shooting with this weapon.	Psychic Awakening: The Greater Good p37
Amplified ion accelerator (standard)	72"	Heavy 6	8	-4	3	-	Psychic Awakening: The Greater Good p37
Ion accelerator (Overcharge)	72"	Heavy D6	9	-3	3	If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.	Codex: T'au Empire p121
Ion accelerator (Standard)	72"	Heavy D6	8	-3	D3	-	Codex: T'au Empire p121
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.	Codex: T'au Empire p122

Wound Track (M,BS,A)	Remaining W	M	BS	A	Ref
XV104 Riptide Shas'vre 1	7-14+	12"	4+	4	Codex: T'au Empire p106
XV104 Riptide Shas'vre 2	4-6	8"	5+	3	Codex: T'au Empire p106
XV104 Riptide Shas'vre 3	1-3	4"	5+	2	Codex: T'au Empire p106

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	Ref
Advanced targeting system	A model equipped with an advanced targeting system increases the AP characteristic of all of its weapons by 1 (e.g. an AP of 0 becomes -1, an AP of -1 becomes -2).	Codex: T'au Empire p123
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.	Codex: T'au Empire p106
Riptide Shield Generator	This model has a 5+ invulnerable save.	Codex: T'au Empire p106
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.	Codex: T'au Empire p123

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
XV104 Riptide Battlesuit	*	5+	*	6	7	14	*	8	2+	Codex: T'au Empire p106

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy burst cannon	36"	Heavy 12	6	-1	2	-	Codex: T'au Empire p121
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.	Codex: T'au Empire p122

Wound Track (M,BS,A)	Remaining W	M	BS	A	Ref
XV104 Riptide Shas'vre 1	7-14+	12"	4+	4	Codex: T'au Empire p106
XV104 Riptide Shas'vre 2	4-6	8"	5+	3	Codex: T'au Empire p106
XV104 Riptide Shas'vre 3	1-3	4"	5+	2	Codex: T'au Empire p106

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	Ref
Advanced targeting system	A model equipped with an advanced targeting system increases the AP characteristic of all of its weapons by 1 (e.g. an AP of 0 becomes -1, an AP of -1 becomes -2).	Codex: T'au Empire p123
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.	Codex: T'au Empire p106
Riptide Shield Generator	This model has a 5+ invulnerable save.	Codex: T'au Empire p106
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.	Codex: T'au Empire p123

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
XV104 Riptide Battlesuit	*	5+	*	6	7	14	*	8	2+	Codex: T'au Empire p106

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy burst cannon	36"	Heavy 12	6	-1	2	-	Codex: T'au Empire p121
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.	Codex: T'au Empire p122

Wound Track (M,BS,A)	Remaining W	M	BS	A	Ref
XV104 Riptide Shas'vre 1	7-14+	12"	4+	4	Codex: T'au Empire p106
XV104 Riptide Shas'vre 2	4-6	8"	5+	3	Codex: T'au Empire p106
XV104 Riptide Shas'vre 3	1-3	4"	5+	2	Codex: T'au Empire p106

Fast Attack [8 PL, 120pts]

Tactical Drones [4 PL, 60pts]

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

> **Rules:** *For the Greater Good, Manta Strike*

> **6x MV4 Shield Drone [60pts]**

> > **Selections:** 6x 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	Ref
Shield generator (Drone)	A model with a shield generator has a 4+ invulnerable save. In addition, roll a D6 each time a DRONE with this ability loses a wound; on a 5+ that Drone does not lose a wound.	Codex: T'au Empire p109

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
MV4 Shield Drone	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p109

Selection Rules

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

For the Greater Good: 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. (Codex: T'au Empire p89)

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

Saviour Protocols: When resolving an attack made against a <SEPT> INFANTRY or <SEPT> BATTLESUIT unit whilst that unit is within 3" of a friendly <SEPT> DRONES unit, if the wound roll is successful, you can roll one D6; on a 2+ that DRONES unit suffers 1 mortal wound and the attack sequence

ends. (Codex: T'au Empire pvar)

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