

**League 2000 pts - T'au - Phai (Warhammer 40,000 8th Edition) [109 PL, 9CP, 1,999pts]**

**Battalion Detachment +5CP (T'au Empire) [17 PL, 8CP, 290pts]**

**Configuration [8CP]**

**Battle-forged CP [3CP]**

**Categories:** CONFIGURATION

**Detachment CP [5CP]**

**Categories:** CONFIGURATION

**Sept Choice**

**Selections:** Vior'la Sept

**Categories:** CONFIGURATION

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

Abilities	Description	Ref
<b>Vior'la Sept Tenet: Strike Fast</b>	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.	Codex: T'au Empire p127

**HQ [5 PL, 92pts]**

**Cadre Fireblade [2 PL, 42pts]**

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

**Categories:** FACTION: <SEPT>, CHARACTER, INFANTRY, HQ, FACTION: T'AU EMPIRE, CADRE FIREBLADE

**Rules:** *For the Greater Good, Markerlights*

**Abilities:** *Volley Fire*, **Unit:** *Cadre Fireblade*, **Weapon:** *Markerlight, Photon grenade, Pulse rifle*

Abilities	Description	Ref
<b>Volley Fire</b>	Models in <SEPT> units within 6" of any friendly <SEPT> Cadre Fireblades may fire an extra shot with pulse pistols, pulse carbines and pulse rifles when shooting at a target within half the weapon's range.	Codex: T'au Empire p96

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Cadre Fireblade</b>	6"	3+	2+	3	3	5	3	8	4+	Codex: T'au Empire p96

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Markerlight</b>	36"	Heavy	1	-	-	See Markerlights (rule).	Codex: T'au Empire p121
<b>Photon grenade</b>	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
<b>Pulse rifle</b>	30"	Rapid Fire 1	5	0	1	-	Codex: T'au Empire p122

### Ethereal [3 PL, 50pts]

**Selections:** Honour blade, Hover drone [1 PL, 5pts], Warlord

**Categories:** FACTION: <SEPT>, CHARACTER, HQ, INFANTRY, FACTION: T'AU EMPIRE, ETHEREAL, WARLORD, JET PACK, FLY

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

Abilities	Description	Ref
<b>Failure Is Not An Option</b>	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
<b>Hover drone</b>	The Ethereal's Move characteristic becomes 8", and it gains the FLY and JET PACK keywords.	
<b>Invocation of the Elements</b>	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
<b>Ethereal (Hover drone)</b>	8"	3+	4+	3	3	4	3	9	5+	Codex: T'au Empire p96

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

### Troops [12 PL, 198pts]

**Strike Team [4 PL, 66pts]****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***8x Fire Warrior w/ Pulse Rifle [56pts]****Selections:** 8x Photon grenades, 8x Pulse rifle**Unit:** *Fire Warrior*, **Weapon:** *Photon grenade, Pulse rifle*

Abilities	Description	Ref
<b>Bonding Knife Ritual</b>	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
<b>Fire Warrior</b>	6"	5+	4+	3	3	1	1	6	4+	Codex: T'au Empire p98,99
<b>Fire Warrior Shas'ui</b>	6"	5+	4+	3	3	1	2	7	4+	Codex: T'au Empire p98,99

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Markerlight</b>	36"	Heavy	1	-	-	See Markerlights (rule).	Codex: T'au Empire p121
<b>Photon grenade</b>	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
<b>Pulse rifle</b>	30"	Rapid Fire	1	5	0	1 -	Codex: T'au Empire p122

**Strike Team [4 PL, 66pts]****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***8x Fire Warrior w/ Pulse Rifle [56pts]****Selections:** 8x Photon grenades, 8x Pulse rifle**Unit:** *Fire Warrior*, **Weapon:** *Photon grenade, Pulse rifle*

Abilities	Description	Ref
<b>Bonding Knife Ritual</b>	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
<b>Fire Warrior</b>	6"	5+	4+	3	3	1	1	6	4+	Codex: T'au Empire p98,99
<b>Fire Warrior Shas'ui</b>	6"	5+	4+	3	3	1	2	7	4+	Codex: T'au Empire p98,99

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Markerlight</b>	36"	Heavy	1	-	-	See Markerlights (rule).	Codex: T'au Empire p121
<b>Photon grenade</b>	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
<b>Pulse rifle</b>	30"	Rapid Fire	1	5	0	1 -	Codex: T'au Empire p122

**Strike Team [4 PL, 66pts]****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***8x Fire Warrior w/ Pulse Rifle [56pts]****Selections:** 8x Photon grenades, 8x Pulse rifle**Unit:** *Fire Warrior*, **Weapon:** *Photon grenade, Pulse rifle*

Abilities	Description	Ref
<b>Bonding Knife Ritual</b>	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
<b>Fire Warrior</b>	6"	5+	4+	3	3	1	1	6	4+	Codex: T'au Empire p98,99
<b>Fire Warrior Shas'ui</b>	6"	5+	4+	3	3	1	2	7	4+	Codex: T'au Empire p98,99

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Markerlight</b>	36"	Heavy	1	-	-	See Markerlights (rule).	Codex: T'au Empire p121
<b>Photon grenade</b>	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
<b>Pulse rifle</b>	30"	Rapid Fire	1	5	0	1 -	Codex: T'au Empire p122

**Vanguard Detachment +1CP (T'au Empire) [72 PL, 1CP, 1,349pts]****Configuration [1CP]****Detachment CP [1CP]****Categories:** CONFIGURATION

## Sept Choice

**Categories:** CONFIGURATION

### Custom Sept

**Selections:** Gifted Pilots, Stabilisation Systems

**Abilities:** *Gifted Pilots, Stabilisation Systems*

Abilities	Description	Ref
<b>Gifted Pilots</b>	If, in your Movement phase, a VEHICLE or MONSTER model with this tenet does not move or moves a distance less than half its Move characteristic, until the end of the turn, when resolving an attack made with a ranged weapon by that model, re-roll a wound roll of 1.	Psychic Awakening: The Greater Good p35
<b>Stabilisation Systems</b>	When resolving an attack made with a ranged weapon by a BATTLESUIT model with this tenet, that model does not suffer the penalty for moving and firing Heavy weapons.	Psychic Awakening: The Greater Good p34

## HQ [17 PL, 277pts]

### 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
<b>Coldstar</b>	When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a D6.	Codex: T'au Empire p93
<b>Master of War</b>	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
<b>Commander in XV86 Coldstar Battlesuit</b>	20"	3+	2+	5	5	6	4	9	3+	Codex: T'au Empire p93

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

## **Commander Shadowsun [9 PL, 127pts]**

**Selections:** Fletchette launcher, 2x High-energy fusion blaster, Light missile pod, MV37 Advanced Guardian Drone, MV62 Command-link Drone, Pulse pistol

**Categories:** BATTLESUIT, CHARACTER, HQ, INFANTRY, JET PACK, FLY, FACTION: T'AU SEPT, FACTION: T'AU EMPIRE, COMMANDER, XV22 STALKER, SHADOWSUN, DRONE, ADVANCED GUARDIAN DRONE, COMMAND-LINK DRONE

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

**Abilities:** *Advanced Guardian Field, Camouflage Fields, Command-link Drone, Defender of the Greater Good, Genius of Kauyon, Infiltrator, Master of War, Supreme Commander, XV22 Stalker Battlesuit, Unit: Commander Shadowsun, MV37 Advanced Guardian Drone, MV62 Command-link Drone, Weapon: Fletchette launcher, High-energy fusion blaster, Light missile pod, Pulse pistol*



<b>Abilities</b>	<b>Description</b>	<b>Ref</b>
<b>Advanced Guardian Field</b>	This model has a 4+ invulnerable save. When a friendly T'AU EMPIRE model would lose a wound whilst within 3" of this model, roll one D6; on a 6 that wound is not lost.	Psychic Awakening: The Greater Good p33
<b>Camouflage Fields</b>	When resolving an attack made with a ranged weapon against this model or any accompanying DRONES, subtract 1 from the hit roll.	Psychic Awakening: The Greater Good p33
<b>Command-link Drone</b>	At the start of your Shooting phase, if a friendly COMMAND-LINK DRONE model is within 3" of this model, select one friendly T'AU EMPIRE unit within 12" of that model. Until the end of that phase, when resolving an attack made by a model in that T'AU EMPIRE unit, you can re-roll a hit roll of 1.	Psychic Awakening: The Greater Good p33
<b>Defender of the Greater Good</b>	When this model would lose any wounds as a result of an attack whilst this model is within 3" of a friendly XV25 STEALTH BATTLESUITS unit, that unit can attempt to intercept that attack. Roll one D6; on a 2+ this model does not lose those wounds and that unit suffers 1 mortal wound for each of those wounds. Only one attempt can be made to intercept each attack.	Psychic Awakening: The Greater Good p33
<b>Genius of Kauyon</b>	Once per battle, this model can declare Kauyon even if Kauyon or Mont'ka has already been declared. Mont'ka and Kauyon cannot both be declared in the same turn.	Psychic Awakening: The Greater Good p33
<b>Infiltrator</b>	When you set up this model and its accompanying DRONES during deployment, they can be set up anywhere on the battlefield that is more than 12" away from the enemy deployment zone and any enemy models.	Psychic Awakening: The Greater Good p33
<b>Master of War</b>	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
<b>Supreme Commander</b>	This model can be included in a T'AU EMPIRE Detachment without preventing other units in that Detachment from gaining a Sept Tenet. Note, however, that this model does not benefit from any Sept Tenet unless the Sept Tenet selected for that Detachment is Coordinated Fire Arcs.	Psychic Awakening: The Greater Good p33
<b>XV22 Stalker Battlesuit</b>	This model has a 5+ invulnerable save.	Psychic Awakening: The Greater Good p33

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Commander Shadowsun</b>	8"	3+	2+	4	4	5	4	9	3+	Psychic Awakening: The Greater Good p33
<b>MV37 Advanced Guardian Drone</b>	8"	5+	5+	3	4	1	1	6	4+	Psychic Awakening: The Greater Good p33
<b>MV62 Command-link Drone</b>	8"	5+	5+	3	4	1	1	6	4+	Psychic Awakening: The Greater Good p33

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Fletchette launcher</b>	18"	Pistol	5	3	0	1 -	
<b>High-energy fusion blaster</b>	24"	Assault 1	8	-4	D6	When resolving an attack made with this weapon against a unit that is within half range, roll one additional D6 when inflicting damage with it and discard one of the dice.	Psychic Awakening: The Greater Good p33
<b>Light missile pod</b>	24"	Assault 2	7	-1	D3	-	Psychic Awakening: The Greater Good p33
<b>Pulse pistol</b>	12"	Pistol	1	5	0	1 -	Codex: T'au Empire p122

**Elites [55 PL, 1,072pts]**

### Firesight Marksman [1 PL, 25pts]

**Selections:** Markerlight [3pts], Pulse pistol [1pts]

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

**Rules:** *For the Greater Good, Markerlights*

**Abilities:** *Drone Uplink, Marksman Stealth Field*, **Unit:** *Firesight Marksman*, **Weapon:** *Markerlight, Pulse pistol*

Abilities	Description	Ref
<b>Drone Uplink</b>	You can add 1 to hit rolls for <SEPT> MV71 Sniper Drones in the Shooting phase when they attack a unit visible to a friendly <SEPT> Firesight Marksman.	Codex: T'au Empire p104
<b>Marksman Stealth Field</b>	This model adds 2 rather than 1 to its saving throws when benefiting from cover.	Codex: T'au Empire p104

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>Firesight Marksman</b>	5"	5+	3+	3	3	3	2	7	4+	Codex: T'au Empire p104

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Markerlight</b>	36"	Heavy 1	-	-	-	See Markerlights (rule).	Codex: T'au Empire p121
<b>Pulse pistol</b>	12"	Pistol 1	5	0	1	-	Codex: T'au Empire p122

### XV104 Riptide Battlesuit [14 PL, 295pts]

**Selections:** 2x Smart missile system [30pts], Advanced targeting system [18pts], Amplified ion accelerator, Ion accelerator [50pts], 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, Amplified ion accelerator, Nova Reactor, Riptide Shield Generator, Target lock*, **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
<b>Advanced targeting system</b>	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
<b>Amplified ion accelerator</b>	XV104 RIPTIDE BATTLESUIT model only. This Weapon System replaces ion accelerator and has the following profile.	Psychic Awakening: The Greater Good p37
<b>Nova Reactor</b>	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
<b>Riptide Shield Generator</b>	This model has a 5+ invulnerable save.	Codex: T'au Empire p106
<b>Target lock</b>	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
<b>XV104 Riptide Battlesuit</b>	*	5+	*	6	7	14	*	8	2+	Codex: T'au Empire p106

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Amplified ion accelerator (overcharge)</b>	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
<b>Amplified ion accelerator (standard)</b>	72"	Heavy 6	8	-4	3	-	Psychic Awakening: The Greater Good p37
<b>Ion accelerator (Overcharge)</b>	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
<b>Ion accelerator (Standard)</b>	72"	Heavy D6	8	-3	D3	-	Codex: T'au Empire p121
<b>Smart missile system</b>	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

<b>Wound Track (M,BS,A)</b>	<b>Remaining W</b>	<b>M</b>	<b>BS</b>	<b>A</b>	<b>Ref</b>
<b>XV104 Riptide Shas'vre 1</b>	7-14+	12"	4+	4	Codex: T'au Empire p106
<b>XV104 Riptide Shas'vre 2</b>	4-6	8"	5+	3	Codex: T'au Empire p106
<b>XV104 Riptide Shas'vre 3</b>	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
<b>Advanced targeting system</b>	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
<b>Nova Reactor</b>	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
<b>Riptide Shield Generator</b>	This model has a 5+ invulnerable save.	Codex: T'au Empire p106
<b>Target lock</b>	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
<b>XV104 Riptide Battlesuit</b>	*	5+	*	6	7	14	*	8	2+	Codex: T'au Empire p106

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Heavy burst cannon</b>	36"	Heavy 12	6	-1	2	-	Codex: T'au Empire p121
<b>Smart missile system</b>	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
<b>XV104 Riptide Shas'vre 1</b>	7-14+		12"	4+	4	Codex: T'au Empire p106
<b>XV104 Riptide Shas'vre 2</b>	4-6		8"	5+	3	Codex: T'au Empire p106
<b>XV104 Riptide Shas'vre 3</b>	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
<b>Advanced targeting system</b>	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
<b>Nova Reactor</b>	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
<b>Riptide Shield Generator</b>	This model has a 5+ invulnerable save.	Codex: T'au Empire p106
<b>Target lock</b>	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
<b>XV104 Riptide Battlesuit</b>	*	5+	*	6	7	14	*	8	2+	Codex: T'au Empire p106

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Heavy burst cannon</b>	36"	Heavy 12	6	-1	2	-	Codex: T'au Empire p121
<b>Smart missile system</b>	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
<b>XV104 Riptide Shas'vre 1</b>	7-14+		12"	4+	4	Codex: T'au Empire p106
<b>XV104 Riptide Shas'vre 2</b>	4-6		8"	5+	3	Codex: T'au Empire p106
<b>XV104 Riptide Shas'vre 3</b>	1-3		4"	5+	2	Codex: T'au Empire p106

## XV8 Crisis Battlesuits [12 PL, 192pts]

**Categories:** FACTION: <SEPT>, BATTLESUIT, ELITES, FLY, JET PACK, FACTION: T'AU EMPIRE, XV8 CRISIS BATTLESUITS

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

**Abilities:** *Bonding Knife Ritual*

### Crisis Shas'ui [69pts]

**Selections:** 3x Missile pod [45pts]

**Unit:** *Crisis Shas'ui*, **Weapon:** *Missile pod*

### Crisis Shas'ui [54pts]

**Selections:** 2x Missile pod [30pts]

**Unit:** *Crisis Shas'ui*, **Weapon:** *Missile pod*

### Crisis Shas'vre [69pts]

**Selections:** 3x Missile pod [45pts]

**Unit:** *Crisis Shas'vre*, **Weapon:** *Missile pod*

Abilities	Description	Ref
<b>Bonding Knife Ritual</b>	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
<b>Crisis Shas'ui</b>	8"	5+	4+	5	5	3	2	7	3+	Codex: T'au Empire p103,104
<b>Crisis Shas'vre</b>	8"	5+	4+	5	5	3	3	8	3+	Codex: T'au Empire p103,104

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

## Outrider Detachment +1CP (T'au Empire) [20 PL, 360pts]

### Configuration

#### Sept Choice

**Categories:** CONFIGURATION

#### Custom Sept

**Selections:** Advanced Power Cells, Hardened Warheads

**Abilities:** *Advanced Power Cells, Hardened Warheads*

Abilities	Description	Ref
<b>Advanced Power Cells</b>	TACTICAL DRONES models with this tenet have a Move characteristic of 10".	Psychic Awakening: The Greater Good p35
<b>Hardened Warheads</b>	When resolving an attack made with a high-yield missile pod, missile pod, seeker missile, or smart missile system by a model with this tenet, improve the Armour Penetration characteristic of that weapon by 1 for that attack (e.g. AP 0 becomes AP -1).	Psychic Awakening: The Greater Good p34



**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
<b>Coldstar</b>	When this model Advances, add 20" to its Move characteristic for that Movement phase instead of rolling a D6.	Codex: T'au Empire p93
<b>Master of War</b>	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
<b>Commander in XV86 Coldstar Battlesuit</b>	20"	3+	2+	5	5	6	4	9	3+	Codex: T'au Empire p93

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

**Fast Attack [12 PL, 210pts]**

### 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
<b>Shield generator (Drone)</b>	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
<b>MV4 Shield Drone</b>	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p109

### 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
<b>Shield generator (Drone)</b>	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
<b>MV4 Shield Drone</b>	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p109

### Tactical Drones [4 PL, 70pts]

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

Abilities	Description	Ref
<b>Shield generator (Drone)</b>	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
<b>MV4 Shield Drone</b>	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)

**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. (Codex: T'au Empire p123)

**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)