

Tau 1000pts Liga (Warhammer 40,000 9th Edition) [48 PL, 5CP, 996pts]

Battalion Detachment OCP (T'au Empire) [48 PL, 5CP, 996pts]

Configuration [6CP]

Battle Size [6CP]

Selections: 2. Incursion (51-100 Total PL / 501-1000 Points) [6CP]

Categories: CONFIGURATION

Detachment Command Cost

Categories: CONFIGURATION

Sept Choice

Selections: Show Sept Tenets rule, T'au Sept

Categories: CONFIGURATION

Rules: *Sept Tenets*

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

Stratagems [-1CP]

Emergency Dispensation (1 Relic) [-1CP]

Categories: STRATAGEMS

HQ [6 PL, 105pts]

Cadre Fireblade [3 PL, 45pts]

Selections: 2. Through Unity, Devastation, Markerlight, Photon grenades, Pulse rifle, Warlord

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

Rules: *For the Greater Good, Markerlights*

Abilities: 2. *Through Unity, Devastation, Volley Fire, Unit: Cadre Fireblade, Weapon: Markerlight, Photon grenade, Pulse rifle*

Abilities	Description	Ref
2. Through Unity, Devastation	In each of your Shooting phases, you can pick an enemy unit that is visible to your Warlord. Until the end of the phase, each time you make a wound roll of 6+ against that unit for an attack made by friendly <SEPT> unit within 6" of your Warlord, the Armour Penetration characteristic of that attack is improved by 1 (e.g. AP0 becomes AP-1).	Codex: T'au Empire p131
Volley Fire	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
Cadre Fireblade	6"	3+	2+	3	3	5	3	8	4+	Codex: T'au Empire p96

Weapon	Range	Type	S	AP	D	Abilities	Ref
Markerlight	36"	Heavy 1	-	-	-	See Markerlights (rule).	Codex: T'au Empire p121
Photon grenade	12"	Grenade D6	-	-		Blast. 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

Darkstrider [3 PL, 60pts]

Selections: Markerlight, Photon grenades, Pulse carbine

Categories: CHARACTER, INFANTRY, HQ, FACTION: T'AU EMPIRE, FACTION: T'AU SEPT, DARKSTRIDER

Rules: *For the Greater Good, Markerlights*

Abilities: *Fighting Retreat, Structural Analyser, Vanguard*, **Unit:** *Darkstrider*, **Weapon:** *Markerlight, Photon grenade, Pulse carbine*

Abilities	Description	Ref
Fighting Retreat	Friendly T'AU SEPT INFANTRY units within 6" of Darkstrider in the Shooting phase may attack with ranged weapons even if they Fell Back this turn.	Codex: T'au Empire p96
Structural Analyser	In your Shooting phase, pick a friendly T'AU SEPT INFANTRY unit within 6" of Darkstrider, and pick an enemy unit that is visible to Darkstrider. Until the end of the phase, add 1 to wound rolls made for the friendly T'AU SEPT INFANTRY unit's attacks that target the enemy unit you picked.	Codex: T'au Empire p96
Vanguard	At the start of the first battle round but before the first turn begins, you can move this unit up to 7". It cannot end this move within 9" of any enemy models. If both players have units that are able to move at the start of the first battle round but before the first turn begins, the player who is taking the first turn moves their units first.	Codex: T'au Empire p96, 107

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Darkstrider	7"	3+	2+	3	3	5	3	8	5+	Codex: T'au Empire p96

Weapon	Range	Type	S	AP	D	Abilities	Ref
Markerlight	36"	Heavy 1	-	-	-	See Markerlights (rule).	Codex: T'au Empire p121
Photon grenade	12"	Grenade D6	-	-		Blast. 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 carbine	18"	Assault 2	5	0	1	-	Codex: T'au Empire p122

Troops [12 PL, 253pts]

Kroot Carnivores [3 PL, 60pts]

Categories: TROOPS, INFANTRY, FACTION: KROOT, FACTION: T'AU EMPIRE, KROOT CARNIVORES

Abilities: *Stealthy Hunters*

10x Kroot [60pts]

Selections: 10x Kroot rifle

Unit: *Kroot*, **Weapon:** *Kroot rifle (melee), Kroot rifle (shooting)*

Abilities	Description	Ref
Stealthy Hunters	At the start of the first battle round but before the first turn begins, you can move this unit up to 7". It cannot end this move within 9" of any enemy models. If both players have units that are able to move at the start of the first battle round but before the first turn begins, the player who is taking the first turn moves their units first.	Codex: T'au Empire p100

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Kroot	7"	3+	4+	3	3	1	1	6	6+	Codex: T'au Empire p100

Weapon	Range	Type	S	AP	D	Abilities	Ref
Kroot rifle (melee)	Melee	Melee	+1	0	1	-	Codex: T'au Empire p123
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-	Codex: T'au Empire p121

Kroot Carnivores [3 PL, 60pts]

Categories: TROOPS, INFANTRY, FACTION: KROOT, FACTION: T'AU EMPIRE, KROOT CARNIVORES

Abilities: *Stealthy Hunters*

10x Kroot [60pts]

Selections: 10x Kroot rifle

Unit: *Kroot*, **Weapon:** *Kroot rifle (melee)*, *Kroot rifle (shooting)*

Abilities	Description	Ref
Stealthy Hunters	At the start of the first battle round but before the first turn begins, you can move this unit up to 7". It cannot end this move within 9" of any enemy models. If both players have units that are able to move at the start of the first battle round but before the first turn begins, the player who is taking the first turn moves their units first.	Codex: T'au Empire p100

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Kroot	7"	3+	4+	3	3	1	1	6	6+	Codex: T'au Empire p100

Weapon	Range	Type	S	AP	D	Abilities	Ref
Kroot rifle (melee)	Melee	Melee	+1	0	1	-	Codex: T'au Empire p123
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-	Codex: T'au Empire p121

Strike Team [6 PL, 133pts]

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

Rules: *For the Greater Good*

Abilities: *Bonding Knife Ritual*

Fire Warrior Shas'ui [14pts]

Selections: Markerlight [5pts], Photon grenades, Pulse pistol, Pulse rifle

Rules: *Markerlights*

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

11x Fire Warrior w/ Pulse Pistol + Pulse Rifle [99pts]

Selections: 11x Photon grenades, 11x Pulse pistol, 11x Pulse rifle

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

2x MV1 Gun Drone [20pts]

Selections: 4x Pulse carbine

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

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

Abilities: *Threat Identification Protocols*, **Unit:** *MV1 Gun Drone*, **Weapon:** *Pulse carbine*

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
Threat Identification Protocols	In the Shooting phase, Gun Drones can only target the nearest visible enemy unit. If two units are equally close, you may choose which is targeted.	Codex: T'au Empire p97,108,109,112-114

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
Fire Warrior Shas'ui	6"	5+	4+	3	3	1	2	7	4+	Codex: T'au Empire p98,99
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p97,108,109,112-114

Weapon	Range	Type	S	AP	D	Abilities	Ref
Markerlight	36"	Heavy 1	-	-	-	See Markerlights (rule).	Codex: T'au Empire p121
Photon grenade	12"	Grenade D6	-	-	-	Blast. 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 carbine	18"	Assault 2	5	0	1	-	Codex: T'au Empire p122
Pulse pistol	12"	Pistol 1	5	0	1	-	Codex: T'au Empire p122
Pulse rifle	30"	Rapid Fire 1	5	0	1	-	Codex: T'au Empire p122

Elites [14 PL, 338pts]

Dahyak Grekh [2 PL, 40pts]

Selections: Kroot pistol, Kroot rifle

Categories: FACTION: T'AU EMPIRE, FACTION: KROOT, CHARACTER, INFANTRY, KROOT TRACKER, ELITES

Abilities: *Concealed Booby Traps, Fieldcraft, Quarry Can't Hide, Tracker*, **Unit:** *Dahyak Grekh*, **Weapon:** *Kroot pistol, Kroot rifle (melee), Kroot rifle (shooting)*

Abilities	Description	Ref
Concealed Booby Traps	Once per battle, at the end of your opponent's Movement phase, you can choose an enemy unit on the battlefield and roll a D6. Subtract 1 from the result if the unit is a CHARACTER but add 1 if the unit contains 10 or more models. On a 4+ that unit suffers D3 mortal wounds, on a 7+ it suffers D6 mortal wounds instead.	Warhammer Quest: Blackstone Fortress p10
Fieldcraft	Each time a ranged attack is allocated to this model while it is receiving the benefits of cover, add an additional 1 to any armour saving throw made against that attack.	Warhammer Quest: Blackstone Fortress p10
Quarry Can't Hide	Each time you select a target for a weapon this model is making an attack with, you can ignore the Look Out, Sir rule.	Warhammer Quest: Blackstone Fortress p10
Tracker	During deployment, you can set up Dahyak Grekh in pursuit instead of placing him on the battlefield. At the end of any of your Movement phases he can reveal his hiding place and attack - set him up anywhere on the battlefield that is more than 9" away from any enemy models.	Warhammer Quest: Blackstone Fortress p10

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Dahyak Grekh	7"	3+	3+	3	3	3	3	7	6+	Warhammer Quest: Blackstone Fortress p10

Weapon	Range	Type	S	AP	D	Abilities	Ref
Kroot pistol	12"	Pistol 1	4	0	1	-	
Kroot rifle (melee)	Melee	Melee	+1	0	1	-	Codex: T'au Empire p123
Kroot rifle (shooting)	24"	Rapid Fire 1	4	0	1	-	Codex: T'au Empire p121

Krootox Riders [1 PL, 28pts]

Categories: ELITES, FACTION: T'AU EMPIRE, FACTION: KROOT, CAVALRY, KROOTOX RIDER

Krootox Rider [28pts]

Selections: Kroot gun, Krootox fists

Abilities: *Agile Brute*, **Unit:** *Krootox Rider*, **Weapon:** *Kroot gun, Krootox fists*

Abilities	Description	Ref
Agile Brute	When this unit Advances, add 6" to its Move for that Movement phase instead of rolling a D6.	Codex: T'au Empire p101

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Krootox Rider	7"	3+	4+	6	5	4	2	6	6+	Codex: T'au Empire p101

Weapon	Range	Type	S	AP	D	Abilities	Ref
Kroot gun	48"	Rapid Fire 1	7	-1	D3	-	Codex: T'au Empire p121
Krootox fists	Melee	Melee	User	0	2	-	Codex: T'au Empire p123

XV8 Crisis Battlesuits [11 PL, 270pts]**Selections:** Cross-linked stabiliser jets**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, Cross-linked stabiliser jets***Crisis Shas'ui [60pts]****Selections:** Advanced targeting system [5pts], 2x Missile pod [30pts]**Abilities:** *Advanced targeting system, Unit: Crisis Shas'ui, Weapon: Missile pod***Crisis Shas'ui [60pts]****Selections:** Advanced targeting system [5pts], 2x Missile pod [30pts]**Abilities:** *Advanced targeting system, Unit: Crisis Shas'ui, Weapon: Missile pod***Crisis Shas'vre [60pts]****Selections:** Advanced targeting system [5pts], 2x Missile pod [30pts]**Abilities:** *Advanced targeting system, Unit: Crisis Shas'vre, Weapon: Missile pod***6x MV4 Shield Drone [90pts]****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
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
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
Cross-linked stabiliser jets	COMMANDER, XV8 CRISIS BATTLESUITS or XV8 CRISIS BODYGUARDS unit only. When resolving an attack made with a ranged weapon by a model in this unit, re-roll hit rolls of 1 and re-roll wound rolls of 1.	Psychic Awakening V: The Greater Good p37
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
Crisis Shas'ui	8"	5+	4+	5	5	3	2	7	3+	Codex: T'au Empire p103,104
Crisis Shas'vre	8"	5+	4+	5	5	3	3	8	3+	Codex: T'au Empire p103,104
MV4 Shield Drone	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p109

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

Fast Attack [9 PL, 175pts]

Pathfinder Team [5 PL, 110pts]

Selections: MV31 Pulse Accelerator Drone [10pts]

Categories: FAST ATTACK, INFANTRY, FACTION: <SEPT>, FACTION: T'AU EMPIRE, PATHFINDER TEAM, DRONE, FLY, SUPPORT DRONES

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

Abilities: Bonding Knife Ritual, Pulse Accelerator, Vanguard, **Unit:** MV31 Pulse Accelerator Drone

MB3 Recon Drone [15pts]

Selections: Burst cannon

Categories: RECON DRONE

Rules: Saviour Protocols

Abilities: Recon Suite, **Unit:** MB3 Recon Drone, **Weapon:** Burst cannon

Pathfinder [11pts]

Selections: Markerlight, Photon grenades, Pulse carbine

Rules: Markerlights

Unit: Pathfinder, **Weapon:** Markerlight, Photon grenade, Pulse carbine

Pathfinder Shas'ui [11pts]

Selections: Markerlight, Photon grenades, Pulse carbine, Pulse pistol

Rules: Markerlights

Unit: Pathfinder Shas'ui, **Weapon:** Markerlight, Photon grenade, Pulse carbine, Pulse pistol

3x Pathfinder w/ Rail Rifle [63pts]

Selections: 3x Photon grenades, 3x Rail rifle [30pts]

Unit: Pathfinder, **Weapon:** Photon grenade, Rail 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
Pulse Accelerator	Whilst a T'AU EMPIRE INFANTRY unit is within 3" of any friendly Pulse Accelerator Drones, increase the Range characteristic of that unit's pulse pistols, pulse carbines and pulse rifles by 6".	Codex: T'au Empire p107
Recon Suite	Units making saves against attacks made by a Pathfinder Team that is within 3" of a friendly Recon Drone do not gain any bonus to their saving throws for being in cover.	Codex: T'au Empire p107
Vanguard	At the start of the first battle round but before the first turn begins, you can move this unit and any accompanying Drones up to 7". They cannot end this move within 9" of any enemy models. If both players have units that are able to move at the start of the first battle round but before the first turn begins, the player who is taking the first turn moves their units first.	Codex: T'au Empire p96, 107

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
MB3 Recon Drone	8"	5+	5+	4	4	2	1	6	4+	Codex: T'au Empire p107
MV31 Pulse Accelerator Drone	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p107
Pathfinder	7"	5+	4+	3	3	1	1	6	5+	Codex: T'au Empire p107
Pathfinder Shas'ui	7"	5+	4+	3	3	1	2	7	5+	Codex: T'au Empire p107

Weapon	Range	Type	S	AP	D	Abilities	Ref
Burst cannon	18"	Assault 4	5	0	1	-	Codex: T'au Empire p121
Markerlight	36"	Heavy 1	-	-	-	See Markerlights (rule).	Codex: T'au Empire p121
Photon grenade	12"	Grenade D6	-	-	-	Blast. 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 carbine	18"	Assault 2	5	0	1	-	Codex: T'au Empire p122
Pulse pistol	12"	Pistol 1	5	0	1	-	Codex: T'au Empire p122
Rail rifle	30"	Rapid Fire 1	6	-4	D3	For each wound roll of 6+ made for this weapon, the target unit suffers a mortal wound in addition to the normal damage.	Codex: T'au Empire p122

Pathfinder Team [4 PL, 65pts]

Selections: MV33 Grav-inhibitor Drone [10pts]

Categories: FAST ATTACK, INFANTRY, FACTION: <SEPT>, FACTION: T'AU EMPIRE, PATHFINDER TEAM, DRONE, FLY, SUPPORT DRONES

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

Abilities: Bonding Knife Ritual, Gravity Wave Projector, Vanguard, **Unit:** MV33 Grav-inhibitor Drone

4x Pathfinder [44pts]

Selections: 4x Markerlight, 4x Photon grenades, 4x Pulse carbine

Rules: Markerlights

Unit: Pathfinder, **Weapon:** Markerlight, Photon grenade, Pulse carbine

Pathfinder Shas'ui [11pts]

Selections: Markerlight, Photon grenades, Pulse carbine, Pulse pistol

Rules: Markerlights

Unit: Pathfinder Shas'ui, **Weapon:** Markerlight, Photon grenade, Pulse carbine, Pulse pistol

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
Gravity Wave Projector	Enemy units beginning a charge move within 12" of any Grav-Inhibitor Drones reduce their charge distance by D3".	Codex: T'au Empire p107
Vanguard	At the start of the first battle round but before the first turn begins, you can move this unit and any accompanying Drones up to 7". They cannot end this move within 9" of any enemy models. If both players have units that are able to move at the start of the first battle round but before the first turn begins, the player who is taking the first turn moves their units first.	Codex: T'au Empire p96, 107

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
MV33 Grav-inhibitor Drone	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p107
Pathfinder	7"	5+	4+	3	3	1	1	6	5+	Codex: T'au Empire p107
Pathfinder Shas'ui	7"	5+	4+	3	3	1	2	7	5+	Codex: T'au Empire p107

Weapon	Range	Type	S	AP	D	Abilities	Ref
Markerlight	36"	Heavy 1	-	-	-	See Markerlights (rule).	Codex: T'au Empire p121
Photon grenade	12"	Grenade D6	-	-		Blast. 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 carbine	18"	Assault 2	5	0	1	-	Codex: T'au Empire p122
Pulse pistol	12"	Pistol 1	5	0	1	-	Codex: T'au Empire p122

Heavy Support [7 PL, 125pts]

XV8 Broadside Battlesuits [7 PL, 125pts]

Selections: Magna rail rifle

Categories: FACTION: <SEPT>, BATTLESUIT, HEAVY SUPPORT, FACTION: T'AU EMPIRE, XV8 BROADSIDE BATTLESUITS

Rules: For the Greater Good

Abilities: Bonding Knife Ritual, Magna rail rifle, **Weapon:** Magna rail rifle

Broadside Shas'vre [5 PL, 85pts]

Selections: 2x Plasma rifle, Heavy rail rifle, Seeker missile [5pts], Shield generator [10pts]

Abilities: Shield generator, **Unit:** Broadside Shas'vre, **Weapon:** Heavy rail rifle, Plasma rifle, Seeker missile

2x MV8 Missile Drone [40pts]

Selections: 2x Missile pod

Categories: FACTION: <SEPT>, DRONE, FLY, FACTION: T'AU EMPIRE, MV8 MISSILE DRONES

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

Unit: MV8 Missile Drone, **Weapon:** Missile pod

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
Magna rail rifle	XV8 BROADSIDE BATTLESUITS unit only. This Weapon System replaces each heavy rail rifle models in this unit are equipped with and has the following profile.	Psychic Awakening V: The Greater Good p37
Shield generator	A model with a shield generator has a 4+ invulnerable save. You cannot take this support system on a Riptide battlesuit.	Codex: T'au Empire p123

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Broadside Shas'vre	5"	5+	4+	5	5	6	3	8	2+	Codex: T'au Empire p111
MV8 Missile Drone	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p111

Weapon	Range	Type	S	AP	D	Abilities	Ref
Heavy rail rifle	60"	Heavy 2	8	-4	D6	For each wound roll of 6+, the target unit suffers a mortal wound in addition to the normal damage.	Codex: T'au Empire p121
Magna rail rifle	60"	Heavy 2	9	-4	D6	When resolving an attack made with this weapon, a wound roll of 6+ inflicts 1 mortal wound on the target in addition to any other damage. When resolving an attack made with this weapon, a damage roll of 1 or 2 counts as 3 instead.	Psychic Awakening V: The Greater Good p37
Missile pod	36"	Assault 2	7	-1	D3	-	Codex: T'au Empire p121
Plasma rifle	24"	Rapid Fire 1	6	-3	1	-	Codex: T'au Empire p121
Seeker missile	72"	Heavy 1	8	-2	D6	Each seeker missile can only be used once per battle. This weapon only hits on a roll of 6, regardless of the firing model's Ballistic Skill or any modifiers.	Codex: T'au Empire p122

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: - Each time an enemy unit declares a charge against this unit, this unit can fire Overwatch before the charge roll is made. - While a friendly unit with this ability is within 6" of this unit, each time an enemy unit declares a charge against this unit, that friendly unit can fire Overwatch before the charge roll is made. If it does so, until the end of the phase, that friendly unit cannot fire Overwatch again. (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)

Sept Tenets: If your army is Battle-forged, all <SEPT> units in T'AU EMPIRE Detachments gain a Sept Tenet, so long as every unit in that Detachment is from the same sept. The Sept Tenet gained depends upon the sept they are drawn from, as shown on the table on the right. For example, all units in a VIOR'LA Detachment gain the Strike Fast Sept Tenet.

If you have chosen a sept that does not have an associated Sept Tenet, you can choose the tenet that best suits the fighting style and strategies of the warriors that hail from it.

[From Psychic Awakening: The Greater Good] If your chosen sept does not have an associated Sept Tenet in Codex: T'au Empire, you can create its Sept Tenet by selecting two rules from the following list. (Codex: T'au Empire p126)

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