

# KILL TEAM TAU EMPIRE

## CODEX: TAU EMPIRE

This team list uses the special rules and wargear found in Codex: Tau Empire. If a rule differs from the Codex, it will be clearly stated.

## SUPPORTING FIRE

Do not use the Supporting Fire rule from the Codex, instead use the following: During the Overwatch sub-phase, any model with the Supporting Fire special rule within 6" of a friendly Charge target, may choose to immediately also fire Overwatch as well. This is instead of the usual 3" (see the Kill Team Overwatch rules).

## BONDING KNIFE RITUAL

Every bonded Tau warrior knows that his fellow team member will willingly lay down his life for the Greater Good. A model with the Bonding Knife Ritual may re-roll failed Pinning tests that are caused by a friendly model being killed within 3".

## MARKERLIGHTS

When placing a markerlight counter, roll a D3. You may then assign this many additional markerlight counters to enemy models within 3" of the original target. Models may only be assigned a single counter from the same markerlight hit.

## WARGEAR DRONES

Drones bought as wargear use the rules for 'Unit Upgrade Drones' found in the codex as normal. During a game they form a unit with their 'owner' and use the Squad special rule (found in the core Kill Team rules). Wargear Drones do not count towards Model Availability and do not give away VP or EXP when killed. Drone owners give away VP and EXP as if they were not in a Squad.

Drone models may not claim an Objective or carry anything (such as Relics).

During a campaign, these Drones act in exactly the same way as wargear – e.g. they can be sold and are automatically sold if their bearer rolls a Dead! result. As they are wargear, Drones do not have to roll for Injury and do not gain EXP.

## MODEL AVAILABILITY

You must adhere to the following model requirements when building your Kill Team:

- 1 Team Leader model
- 1-25 Core models
- 0-3 Special models

## TEAM LEADERS

### CRISIS SHAS'VRE

42 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	5	4	3	2	3	9	3+

#### Unit Type:

Jet Pack Infantry

#### Wargear:

- Crisis Battlesuit
- Two Flamers

#### Special Rules:

- Inspiring Presence
- Supporting Fire
- Very Bulky



#### Options:

- May replace either Flamer with:
  - Burst Cannon 5 pts
  - Fusion Blaster 10 pts
  - Missile Pod 10 pts
  - Plasma Rifle 10 pts
  - Cyclic Ion Blaster 10 pts
  - Airbursting Fragmentation Projector 10 pts
- May replace both weapons with:
  - Twin-linked Flamer Free
  - Twin-linked Burst Cannon 5 pts
  - Twin-linked Fusion Blaster 10 pts
  - Twin-linked Missile Pod 10 pts
  - Twin-linked Plasma Rifle 10 pts
- May take any of the following:
  - Bonding Knife Ritual 1 pt
  - XV8-02 Crisis 'Iridium' Battlesuit 25 pts
- May take up to two of the following:
  - Gun Drone 12 pts each
  - Shield Drone 12 pts each
  - Marker Drone 12 pts each
- May take wargear from the Tau Empire armoury including Battlesuit and Leader only items.

## FIRE WARRIOR SHAS'UI

19 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	3	3	2	2	2	8	4+

### Wargear:

- Pulse Rifle
- Combat Armour
- Photon Grenade

### Special Rules:

- Inspiring Presence
- Supporting Fire



### Options:

- May replace Pulse Rifle with:
  - Pulse Carbine Free
  - Pulse Pistol and Close Combat Weapon Free
- May take any of the following:
  - Bonding Knife Ritual 1 pt
  - Blacksun Filter 1 pt
  - EMP Grenade 2 pts
  - Markerlight 5 pts
- May take up to two of the following:
  - Gun Drone 12 pts each
  - Shield Drone 12 pts each
  - Marker Drone 12 pts each
- *May take wargear from the Tau Empire armoury including Shas'ui and Leader only items.*

## PATHFINDER SHAS'UI

21 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	3	3	2	2	2	8	5+

### Wargear:

- Pulse Carbine
- Recon Armour
- Photon Grenade
- Markerlight

### Special Rules:

- Inspiring Presence
- Supporting Fire
- Scouts
- Recon Leader\*

### Recon Leader:

In a team lead by a Pathfinder Shas'ui, Pathfinders *must* be taken as Core.

### Options:

- May replace Pulse Carbine and Markerlight with:
  - Ion Rifle 10 pts
  - Rail Rifle 15 pts
- May take any of the following:
  - Bonding Knife Ritual 1 pt
  - Blacksun Filter 1 pt
  - EMP Grenade 2 pts
- May take up to two of the following:
  - Gun Drone 12 pts each
  - Shield Drone 12 pts each
  - Marker Drone 12 pts each
- *May take wargear from the Tau Empire armoury including Shas'ui and Leader only items.*

## STEALTH SHAS'VRE

40 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	4	3	2	2	3	9	3+

### Unit Type:

Jet Pack Infantry

### Wargear:

- Stealth Battlesuit
- Burst Cannon

### Special Rules:

- Inspiring Presence
- Infiltrate
- Supporting Fire

### Options:

- May replace Burst Cannon with:
  - Fusion Blaster 5 pts
- May take any of the following:
  - Bonding Knife Ritual 1 pt
  - Markerlight 5 pts
- May take up to two of the following:
  - Gun Drone 12 pts each
  - Shield Drone 12 pts each
  - Marker Drone 12 pts each
- *May take wargear from the Tau Empire armoury including Battlesuit and Leader only items.*

## KROOT SHAPER

21 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	3	3	3	8	6+

### Wargear:

- Kroot Armour
- Kroot Rifle with Pulse Rounds

### Special Rules:

- Inspiring Presence
- Infiltrate
- Move Through Cover
- Stealth (Forests)

### Options:

- May replace Kroot Rifle with:
  - Pulse Carbine 4 pts
  - Pulse Rifle 4 pts
- May upgrade Kroot Rifle to Sniper Rounds for 1 pt.
- *May take Shaper only wargear from the Tau Empire armoury.*

## VESPID STRAIN LEADER

28 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	4	2	6	2	9	4+

### Strain Leader:

In a team lead by a Vespид Strain Leader, Vespид Stingwing models may be taken as Core.

### Unit Type:

Jump Infantry

### Special Rules:

- Inspiring Presence
- Fleet
- Hit & Run
- Move Through Cover
- Stealth (Ruins)
- Strain Leader\*

### Options:

- *May take Vespид only wargear from the Tau Empire armory.*

### Wargear:

- Combat Armour
- Neutron Blaster

# CORE

## FIRE WARRIOR

9 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	3	3	1	2	1	7	4+

### Options:

- May replace Pule Rifle with:
  - Pulse Carbine Free
- May take any of the following:
  - Bonding Knife Ritual 1 pt
  - EMP Grenade 2 pts

### Wargear:

- Pulse Rifle
- Combat Armour
- Photon Grenade

### Special Rules:

- Supporting Fire

## KROOT

6 points

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	1	3	1	7	6+

### Wargear:

- Kroot Armour
- Kroot Rifle with Pulse Rounds

### Special Rules:

- Infiltrate
- Move Through Cover
- Stealth (Forests)

### Options:

- May upgrade Kroot Rifle with Sniper Rounds for 1 pt.

## KROOT HOUND

5 points

*You may only take one Kroot Hound for every one Kroot you take in your Kill Team.*

WS	BS	S	T	W	I	A	Ld	Sv
4	0	3	3	1	5	2	6	-

### Unit Type:

Beasts

### Special Rules:

- Acute Senses
- Infiltrate
- Move Through Cover
- Stealth (Forests)
- Non-Learning

### Wargear:

- Close Combat Weapon

## KROOT RIDER

25 points

*You may only take one Kroot Rider for every five Kroot you take in your Kill Team.*

WS	BS	S	T	W	I	A	Ld	Sv
4	3	6	3	2	3	2	7	6+

### Wargear:

- Kroot Armour
- Kroot Gun

### Special Rules:

- Bulky
- Infiltrate
- Move Through Cover
- Stealth (Forests)

## DRONE SQUADRON

36 points

You may only take one Drone Squadron for every five Fire Warriors you take in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
2	2	3	4	1	4	1	7	4+

**Unit Type:**

Jet Pack Infantry

**Wargear:**

- Twin-linked Pulse Carbine

**Special Rules:**

- Supporting Fire
- Squad (3 Drones)
- Non-Learning
- Artificial Intelligence\*



**Artificial Intelligence:**

Drones are relatively disposable automatons and are easy to repair. During a Campaign, if a member of the Drone Squadron must make an Injury roll it does not use the normal chart, instead roll a D6: 1 = *Dead!*, 2+ = *Full Recovery*. Also, Drone Squadrons may never claim an Objective or carry anything (such as Relics).

**Options:**

- A Drone Squadron may take up to two additional Drones for 12 pts per model (to a maximum of five).
- Any Drone in the Squad may replace its Twin-linked Pulse Carbine with one of the following:
  - Markerlight Free
  - Shield Generator Free

# SPECIAL

## KROOT SHAMAN

31 points

You may only ever have a single Kroot Shaman in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
4	3	3	3	2	3	2	8	6+

**Wargear:**

- Kroot Armour
- Close Combat Weapon

**Special Rules:**

- Infiltrate
- Move Through Cover
- Stealth (Forests)
- Psyker (Master Level 1)

**Psychic Powers:**

Before the battle the Kroot Shaman may choose a single Psychic Power from the following list:

- Prescience (Divination)
- Scrier's Gaze (Divination)
- Forewarning (Divination)
- Psychic Shriek (Telepathy)
- Mental Fortitude (Telepathy)

## STEALTH SHAS'UI

30 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	4	3	1	2	2	8	3+

**Unit Type:**

Jet Pack Infantry

**Wargear:**

- Stealth Battlesuit
- Burst Cannon

**Special Rules:**

- Infiltrate
- Supporting Fire

**Options:**

- One Stealth Shas'ui in your team may replace its Burst Cannon with:
  - Fusion Blaster 5 pts
- May take the following:
  - Bonding Knife Ritual 1 pt
- *May take Battlesuit only wargear from the Tau Empire armoury.*

## VESPID STINGWING

18 points

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	4	1	6	1	6	4+

**Options:**

- *May take Vespids only wargear from the Tau Empire armoury.*

**Unit Type:**

Jump Infantry

**Wargear:**

- Combat Armour
- Neutron Blaster

**Special Rules:**

- Fleet
- Hit & Run
- Move Through Cover
- Stealth (Ruins)

## BROADSIDE SHAS'UI

50 points

You may only ever have a single Broadside Shas'ui in your Kill Team.

WS	BS	S	T	W	I	A	Ld	Sv
2	3	5	4	2	2	2	8	2+

### Wargear:

- Broadside Battlesuit
- Twin-linked Heavy Rail Rifle

### Special Rules:

- Supporting Fire
- Extremely Bulky



### Options:

- May replace Twin-linked Heavy Rail Rifle with:
  - Twin-linked High-yield Missile Pod Free
- May take one of the following:
  - Twin-linked Smart Missile System 15 pts
  - Twin-linked Plasma Rifle 20 pts
- May take the following:
  - Bonding Knife Ritual 1 pt
- May take up to two of the following:
  - Gun Drone 12 pts each
  - Shield Drone 12 pts each
  - Marker Drone 12 pts each
  - Missile Drone 12 pts each
- May take Battlesuit only wargear from the Tau Empire armoury.

## SNIPER DRONE TEAM

28 points

### Firesight Marksman:

WS	BS	S	T	W	I	A	Ld	Sv
2	5	3	3	1	2	1	7	4+

### Sniper Drone:

WS	BS	S	T	W	I	A	Ld	Sv
2	2	3	4	1	4	1	7	4+

### Wargear (Firesight Marksman):

- Combat Armour
- Pulse Pistol
- Drone Controller
- Markerlight

### Special Rules (All):

- Squad (1 Firesight Marksman and 1 Sniper Drone)
- Stealth
- Supporting Fire
- Non-Learning
- Drone Team\*
- Single Unit\*

### Wargear (Sniper Drone):

- Longshot Pulse Rifle

**Unit Type (Firesight Marksman):** Infantry

**Unit Type (Sniper Drone):** Jet Pack Infantry

### Drone Team:

A Firesight Marksman uses the normal rules for Injury during a Campaign. Drones, however, are easy to repair. If a Sniper Drone must make an Injury roll it does not use the normal chart, instead roll a D6: 1 = *Dead!*, 2+ = *Full Recovery*. Also, Sniper Drone models may never claim an Objective or carry anything. If the Firesight Marksman rolls a *Dead!* result during a Campaign, a replacement may be bought for 13 pts IF there are still Sniper Drones left alive.

### Single Unit:

The entire Sniper Drone Team counts as a single Special model in regards to the model availability requirements.

### Options:

- A Sniper Drone Team may take up to two additional Sniper Drones for 15pts per model (to a maximum of three).

## CRISIS SHAS'UI

32 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	5	4	2	2	2	8	3+

### Unit Type:

Jet Pack Infantry

### Special Rules:

- Supporting Fire
- Very Bulky

### Wargear:

- Crisis Battlesuit
- Two Flamers



### Options:

- May replace either Flamer with:
  - Burst Cannon 5 pts
  - Fusion Blaster 10 pts
  - Missile Pod 10 pts
  - Plasma Rifle 10 pts
- May replace both weapons with:
  - Twin-linked Flamer Free
  - Twin-linked Burst Cannon 5 pts
  - Twin-linked Fusion Blaster 10 pts
  - Twin-linked Missile Pod 10 pts
  - Twin-linked Plasma Rifle 10 pts
- May take the following:
  - Bonding Knife Ritual 1 pt
- May take up to two of the following:
  - Gun Drone 12 pts each
  - Shield Drone 12 pts each
  - Marker Drone 12 pts each
- May take Battlesuit only wargear from the Tau Empire armoury.

## PATHFINDER

11 points

WS	BS	S	T	W	I	A	Ld	Sv
2	3	3	3	1	2	1	7	5+

### Wargear:

- Pulse Carbine
- Recon Armour
- Photon Grenade
- Markerlight

### Special Rules:

- Scouts
- Supporting Fire

### Options:

- Up to two Pathfinders in your team may replace their Pulse Carbine and Markerlight with:
  - Ion Rifle 10 pts
  - Rail Rifle 15 pts
- May take any of the following:
  - Bonding Knife Ritual 1 pt
  - EMP Grenade 2 pts

## ARMOURY

See Codex: Tau Empire for rules on the following pieces of armoury wargear:

- Shield Generator (Battlesuit Only)** – 25 pts
- Stimulant Injector (Battlesuit Only)** – 15 pts
- Counterfire Defence System (Battlesuit Only)** – 5 pts
- Early Warning Override (Battlesuit Only)** – 5 pts
- Positional Relay (Battlesuit Only)** – 5 pts
- Vectored Retro-Thrusters (Battlesuit Only)** – 5 pts
- Drone Controller (Battlesuit Only)** – 5 pts
- Advanced Targeting System (Battlesuit Only)** – 3 pts

### Multi-targeting Array (Leader Only) – 15 pts

This is an AI-assisted sensor array that scans for hostiles and automatically aligns weapon arms. The model can shoot each of its weapons at a different target.

### Kodachi (Leader Only) – 10 pts

Although the Tau usually eschew any form of melee combat, some individuals have learned that it is good idea to have a weapon to fall back on when melee is unavoidable. A Kodachi counts as a Power Sword.

### Command Node (Leader Only) – 10 pts

A sophisticated communications system. Increases a Leader's Inspiring Presence radius from 6" to 12".

### Extended Drone Controller (Leader Only) – 10 pts

Any friendly Gun Drones and Marker Drones within 12" of the Team Leader may use his BS instead of their own.

### Hard-wired Light Shield (Shas'ui Only) – 15 pts

Grants the Shas'ui a 5+ invulnerable save.

### XV05 Armour (Shas'ui Only) – 5 pts

An advanced light-weight personal armour. Grants the model a 3+ armour save. A Pathfinder Shas'ui may not take this item.

### Master of the Hunt (Shaper Only) - 10 pts

The Kroot Shaper is adept at detecting hiding enemies. Hidden models are automatically revealed if they come within 12" of a Kroot Shaper, and if the Shaper is deployed before enemy Infiltrators no enemy may Infiltrate within 24" of him.

### DNA Samples (Shaper Only) – 15 pts

The Kroot physiology is able to consume DNA in order to absorb its genetic traits. At the start of every battle, roll a D6. Consult the chart below to find out what trait the Shaper gains for the duration of that battle:

1. *Dud DNA* – No effect.
2. *Human* – +1 Leadership.
3. *Eldar* – +1 Initiate.
4. *Tyranid* – 3+ armour save.
5. *Space Marine* – +1 Strength.
6. *Ork* – +1 Toughness.

### Blood of the Stalker (Shaper Only) - 5 pts

The Shaper has daubed themselves with the blood of local predators before battle. This has the effect of augmenting their already prodigious ambush skills. The model gains the Acute Senses special rule.

### Specialist Hunter (Shaper Only) - 5 pts

By consuming one foe for an extended period of time, the Shaper has grown to greater understand them. The model gains Preferred Enemy (Codex). Choose the 'Codex' when the model buys this wargear.

### Vicious Strain (Vespid Only) – 5 pts

The DNA strain the Vespid has developed from is particularly ferocious. The model gains the Furious Charge special rule.

### Stabilised Jet (Battlesuit Only) - 10 pts

The battlesuit is fitted with a superior jet system. The model may roll 3D6 and choose two of the dice for the distance rolled for its additional move in the Assault phase.

### Low Weight Composite (Battlesuit Only) – 5 pts

The model is immune to Strikedown.

### Coolant Injectors (Battlesuit Only) - 5 pts

The battlesuit is fitted with sophisticated coolant injectors, designed to put out fires and reduce overheating. The model automatically passes Initiative tests caused by 'Flaming' weapons.