

# T'AU EMPIRE

## H:OR

### CODEX: T'AU EMPIRE

This Team List uses the special rules and wargear lists found in Codex: T'au Empire. If a rule differs from the Codex, it will be clearly stated. **The points are intended for the model WITHOUT the equipment listed** (except for drones), you need to add the costs of the wargear you can find in the points values section of the Codex.

### FACTION KEYWORDS

All models in this list have the T'AU EMPIRE and <SEPT> keywords.

### MODEL AVAILABILITY

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

- 1 Team Leader model
- 1-20 Core models
- 0-3 Special models

### FOR THE GREATER GOOD

Do not use the For the Greater Good rule from the Codex, instead use the following: When resolving Overwatch, any model with this 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). A unit that uses this rule doesn't have to pile-in in the fight phase but cannot fire Overwatch again for the rest of the phase.

MS Word's two column thing is weird

### BONDING KNIFE RITUAL

This ability works as normal and applies to all Moral tests including Nerve and Rout tests.

### DRONES

Drone models and are not considered for Rout Test purposes and may not claim an Objective or carry anything (such as Relics). Drones bought as part of another unit also do not count towards Model Availability.

During a campaign, all Drones act in 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 counted as wargear, Drones do not have to roll for Injury and can never gain Battle Honours, even if they were bought as a separate unit.


### MARKERLIGHTS


For Heralds of Ruin games please refer to the Markerlight section near the end of the opus.

### SEPT TENANTS

All Sept tenants work as in the codex except for the SA'CEA reroll, which can only be used by half the team, rounding up, or a maximum of five times each turn.

# TEAM LEADERS

34 		Crisis Shas'vere								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
<b>Crisis Shas'vere</b>	8"	5+	4+	5	5	5	3	8	3+	
EQUIPMENT	<ul style="list-style-type: none"> <li>Burst Cannon</li> </ul>									
RULES	<ul style="list-style-type: none"> <li><b>Inspiring Presence / For the Greater Good / Bonding Knife Ritual / Manta Strike</b></li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>May replace its burst cannon with up to three items from the 'Ranged Weapons' and/or 'Support Systems' lists.</li> <li>May take items from the T'au Empire Armory, including Battlesuit, Crisis, and Leader only items.</li> <li>May take up to two drones from the 'Tactical Drones' list</li> </ul>									
KEYWORDS	BATTLESUIT, JET PACK, FLY, XV8 CRISIS BATTLESUIT									

24 		Stealth Shas'vere								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
<b>Stealth Shas'vere</b>	8"	5+	4+	4	4	4	3	8	3+	
EQUIPMENT	<ul style="list-style-type: none"> <li>Burst Cannon</li> </ul>									
RULES	<ul style="list-style-type: none"> <li><b>Inspiring Presence / Infiltrators / For the Greater Good / Bonding Knife Ritual / Camouflage Fields</b></li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>May replace its Burst Cannon with a Fusion Blaster</li> <li>May take items from the T'au Empire Armory, including Battlesuit and Leader only items.</li> <li>May take up to two drones from the 'Tactical Drones' list.</li> <li>May take a Target lock and a Markerlight</li> <li>May take one item from the 'Support Systems' list.</li> </ul>									
KEYWORDS	BATTLESUIT, INFANTRY, JET PACK, FLY, XV25 STEALTH BATTLESUIT									

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## Cadre Fireblade

NAME	M	WS	BS	S	T	W	A	Ld	Sv
<b>Cadre Fireblade</b>	6"	3+	2+	3	3	5	3	8	4+
EQUIPMENT	• Markerlight / Pulse Rifle / Photon Grenade								
RULES	• <b>Inspiring Presence / For the Greater Good / Bonding Knife Ritual / Volley Fire</b>								
OPTIONS	<ul style="list-style-type: none"> <li>• May take up to two drones from the 'Tactical Drones' list.</li> <li>• May take wargear from the Tau Empire Armory, including Leader only items.</li> </ul>								
KEYWORDS	CHARACTER, INFANTRY, CADRE FIREBLADE								

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## Fire Warrior Shas'ui

NAME	M	WS	BS	S	T	W	A	Ld	Sv
<b>Fire Warrior Shas'ui</b>	6"	5+	4+	3	3	3	2	7	4+
EQUIPMENT	• Pulse Rifle / Photon Grenade								
RULES	<ul style="list-style-type: none"> <li>• <b>Inspiring Presence / For the Greater Good / Bonding Knife Ritual</b></li> <li>• <b>Field Amplifier Relay:</b> Models with a Field Amplifier Relay replace their &lt;STRIKE TEAM&gt; keyword with the &lt;BREACHER TEAM&gt; Keyword.</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>• May replace its Pulse Rifle with a Pulse carbine or a Pulse Blaster and Field Amplifier Relay.</li> <li>• May take a Pulse pistol and/or a Markerlight.</li> <li>• May take up to two drones from the 'Tactical Drones' list. Alternatively, this model may take a Guardian drone as one of those drones from the 'Support Drones' list.</li> <li>• May take items from the Tau Empire Armory including Shas'ui and Leader only items.</li> </ul>								
KEYWORDS	INFANTRY, STRIKE TEAM								

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## Pathfinder Shas'ui

NAME	M	WS	BS	S	T	W	A	Ld	Sv
<b>Pathfinder Shas'ui</b>	7"	5+	4+	3	3	3	2	7	5+
EQUIPMENT	• Pulse Carbine / Markerlight / Photon Grenade								
RULES	• <b>Inspiring Presence / For the Greater Good / Bonding Knife Ritual / Vanguard</b>								
OPTIONS	<ul style="list-style-type: none"> <li>• May take up to two drones from the 'Tactical Drones' list or the 'Support Drones' list.</li> <li>• May take items from the Tau Empire Armory, including Shas'ui, Leader and Pathfinder only item.</li> </ul>								
KEYWORDS	INFANTRY, PATHFINDER TEAM								

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## Ethereal

NAME	M	WS	BS	S	T	W	A	Ld	Sv
<b>Aun'ō</b>	6"	3+	4+	3	3	4	3	9	5+
EQUIPMENT	• Honour Blade								
RULES	• <b>Inspiring Presence / Bonding Knife Ritual / Invocation of the Elements</b>								
OPTIONS	<ul style="list-style-type: none"> <li>• May replace its Honour Blade with Equalizers.</li> <li>• May take a Hover Drone as described in 'Codex: T'au Empire'</li> <li>• May take up to two drones from the 'Tactical Drones' list.</li> <li>• May take wargear from the Tau Empire Armory, including Leader only items.</li> </ul>								
KEYWORDS	CHARACTER, INFANTRY, ETHEREAL								

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## Kroot Shaper

NAME	M	WS	BS	S	T	W	A	Ld	Sv
<b>Kroot Shaper</b>	7"	3+	4+	3	3	5	3	7	6+
EQUIPMENT	• Kroot Rifle / Ritual Blade								
RULES	• <b>Inspiring Presence / Wisest of their Kind / The Shaper Commands</b>								
OPTIONS	<ul style="list-style-type: none"> <li>• May replace Kroot Rifle with a Pulse Carbine or a Pulse Rifle.</li> <li>• May take wargear from the T'au Empire Armory including Shaper and Leader only items.</li> </ul>								
KEYWORDS	INFANTRY, CHARACTER, KROOT SHAPER								

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## Vespid Strain Leader

NAME	M	WS	BS	S	T	W	A	Ld	Sv
<b>Vespid Strain Leader</b>	14"	4+	4+	3	4	3	2	8	4+
EQUIPMENT	• Neutron Blaster								
RULES	• <b>Inspiring Presence / Plunge from the Sky</b>								
OPTIONS	• May take wargear from the T'au Empire Armory including Vespid and Leader only items.								
KEYWORDS	INFANTRY, FLY, VESPID STINGWINGS								

# CORE



## Fire Warrior

NAME	M	WS	BS	S	T	W	A	Ld	Sv
<b>Fire Warrior</b>	6"	5+	4+	3	3	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>Pulse Rifle / Photon Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li><b>For the Greater Good / Bonding Knife Ritual</b></li> <li><b>Field Amplifier Relay:</b> Models with a Field Amplifier Relay replace their &lt;STRIKE TEAM&gt; keyword with the &lt;BREACHER TEAM&gt; Keyword.</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>May replace its Pulse Rifle with a Pulse Carbine or a Pulse Blaster and Field Amplifier Relay.</li> <li>May take a Pulse Pistol.</li> </ul>								
KEYWORDS	INFANTRY, STRIKE TEAM								



## Pathfinder

NAME	M	WS	BS	S	T	W	A	Ld	Sv
<b>Pathfinder</b>	7"	5+	4+	3	3	1	1	6	5+
EQUIPMENT	<ul style="list-style-type: none"> <li>Pulse Carbine / Markerlight / Photon Grenade</li> </ul>								
RULES	<ul style="list-style-type: none"> <li><b>For the Greater Good / Bonding Knife Ritual</b></li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>Up to three Pathfinders in your team may replace their Pulse Carbine and Markerlight with an Ion Rifle or a Rail Rifle</li> <li>May take 'Pathfinder only' items from the Tau Empire Armory.</li> </ul>								
KEYWORDS	INFANTRY, PATHFINDER TEAM								



## Tactical Drones

NAME	M	WS	BS	S	T	W	A	Ld	Sv
<b>Tactical Drones</b>	8"	5+	5+	3	4	1	1	6	4+
EQUIPMENT	<ul style="list-style-type: none"> <li>(Gun Drones) Two Pulse Carbines / (Marker Drones) Markerlight</li> </ul>								
RULES	<ul style="list-style-type: none"> <li><b>Point Costs:</b> Gun Drone: 12 pts / Marker Drone: 7 / Shield Drone: 10</li> <li><b>For the Greater Good / Saviour Protocols / Manta Strike / (Gun Drone) Threat Identification Protocols / (Marker Drone) Stable Platform / (Shield Drone) Shield Generator</b></li> <li><b>Limited:</b> you may only take one Tactical Drone for every two Fire Warriors and/or Pathfinders in your team.</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>(none)</li> </ul>								
KEYWORDS	DRONE, FLY, TACTICAL DRONES								

4		Kroot Carnivore								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
<b>Kroot Carnivore</b>	7"	3+	4+	3	3	1	1	6	6+	
EQUIPMENT	• Kroot Rifle									
RULES	• <b>Stealthy Hunters</b>									
OPTIONS	• (none)									
KEYWORDS	INFANTRY, KROOT CARNIVORES									

4		Kroot Hound								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
<b>Kroot Hound</b>	12"	3+	-	3	3	1	2	5	6+	
EQUIPMENT	• Ripping Fangs									
RULES	<ul style="list-style-type: none"> <li>• <b>Voracious Predators</b></li> <li>• <b>Hunting Pair:</b> you may only take one 'Kroot Hound' for every 'Kroot Carnivore' in your team.</li> </ul>									
OPTIONS	• (none)									
KEYWORDS	BEASTS, KROOT HOUNDS									

11		Vespid Stingwing								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
<b>Vespid Stingwing</b>	14"	4+	4+	3	4	1	1	8	4+	
EQUIPMENT	• Neutron Blaster									
RULES	• <b>Plunge from the Sky</b>									
OPTIONS	• May take Vespid only item from the Tau Empire Armory									
KEYWORDS	INFANTRY, FLY, VESPID STINGWINGS									

# SPECIAL

24		★								
		Crisis Shas'ui								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Crisis Shas'ui	8"	5+	4+	5	5	3	2	8	3+	
EQUIPMENT	• Burst Cannon									
RULES	• <b>For the Greater Good / Bonding Knife Ritual / Manta Strike</b>									
OPTIONS	<ul style="list-style-type: none"> <li>• May replace its burst cannon with up to three items from the 'Ranged Weapons' and/or 'Support Systems' lists.</li> <li>• May take Battlesuit and Crisis only items from the T'au Empire Armory.</li> <li>• May take up to two drones from the 'Tactical Drones' list.</li> </ul>									
KEYWORDS	BATTLESUIT, JET PACK, FLY, XV8 CRISIS BATTLESUITS									

14		★								
		Stealth Shas'ui								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Stealth Shas'ui	8"	5+	4+	4	4	2	2	7	3+	
EQUIPMENT	• Burst Cannon									
RULES	• <b>Infiltrators / For the Greater Good / Bonding Knife Ritual / Camouflage Fields</b>									
OPTIONS	<ul style="list-style-type: none"> <li>• For every three Stealth Shas'ui on your team, one may replace its burst cannon with a Fusion Blaster.</li> <li>• May take one item from the 'Support Systems' list.</li> <li>• May take 'Battlesuit only' wargear from the 'Tau Empire Armory'.</li> </ul>									
KEYWORDS	BATTLESUIT, INFANTRY, JET PACK, FLY, XV25 STEALTH BATTLESUITS									

21		★								
		Firesight Marksman								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Firesight Marksman	5"	5+	3+	3	3	3	2	7	4+	
EQUIPMENT	• Markerlight / Pulse Pistol									
RULES	• <b>For the Greater Good / Drone Uplink / Marksman Stealth Field</b>									
OPTIONS	• (none)									
KEYWORDS	CHARACTER, INFANTRY, FIRESIGHT MARKSMAN									

16		☆		<b>MV71 Sniper Drone</b>						
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
<b>MV71 Sniper Drone</b>	8"	5+	5+	3	4	1	1	6	4+	
EQUIPMENT	<ul style="list-style-type: none"> <li>Longshot Pulse Rifle</li> </ul>									
RULES	<ul style="list-style-type: none"> <li><b>For the Greater Good / Savior Protocol / Sniper Drone Stealth Field</b></li> <li><b>Limited:</b> You can only take up to two Sniper Drones for each Firesight Marksman in your team. They do not count towards model availability.</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>(none)</li> </ul>									
KEYWORDS	DRONE, FLY, MV71 SNIPER DRONES									

*		☆		<b>Support Drones</b>						
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
<b>Support Drones</b>	8"	5+	5+	*	4	*	1	6	4+	
EQUIPMENT	<ul style="list-style-type: none"> <li>(Recon Drone) Burst Cannon</li> </ul>									
RULES	<ul style="list-style-type: none"> <li><b>Point Costs:</b> MV36 Guardian Drone (8 pts) / Pulse Accelerator Drone (8 pts) / Grav-Inhibitor Drone (8 pts) / Recon Drone (12 pts).</li> <li><b>Stat Changes:</b> MV36 Guardian Drone, Pulse Accelerator Drone &amp; Grav-inhibitor Drone: S3, W1 / Recon Drone: S4, W2.</li> <li><b>For the Greater Good / Savior Protocols / Manta Strike / (Pulse Drone) Pulse Accelerator / (Grav Drone) Gravity Wave Projector / (Recon Drone) Recon Suite / (Guardian Drone) Guardian Field</b></li> <li><b>Limited:</b> You may only take one Support Drone for every two Fire Warrior and/or Pathfinder you take in your team.</li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>(none)</li> </ul>									
KEYWORDS	DRONE, FLY, SUPPORT DRONES									

25		☆		<b>Krootox Rider</b>						
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
<b>Kroot Rider</b>	7"	3+	4+	6	5	4	2	6	6+	
EQUIPMENT	<ul style="list-style-type: none"> <li>Kroot Gun / Krootox Fists</li> </ul>									
RULES	<ul style="list-style-type: none"> <li><b>Agile Brute</b></li> </ul>									
OPTIONS	<ul style="list-style-type: none"> <li>(none)</li> </ul>									
KEYWORDS	CALVARY, KROOTOX RIDER									



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## Broadside Shas'ui

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Broadside Shas'ui	5"	5+	4+	5	5	3-6	2	7	2+
	5"	6+	4+	5	5	1-2	1	6	2+
EQUIPMENT	<ul style="list-style-type: none"> <li>Heavy Rail Rifle</li> </ul>								
RULES	<ul style="list-style-type: none"> <li><b>For the Greater Good / Bonding Knife Ritual</b></li> <li><b>Damaged Generator:</b> When this model has 1 or 2 wounds, all natural 1's to hit made with a ranged weapon by this model results in an automatic Strength 6 AP -2 hit on the wielder with a Damage of 1.</li> <li><b>Solid State Projectile:</b> When firing a Heavy Rail Rifle, measure an imaginary line (no more than 1 mm wide) from the user's base to the target's base, with the line extending all the way up to the weapons maximum firing range. In addition to the primary target, each model that this line passes through (including friendly models) suffers an attack from, those weapon with a -1 to hit for each model that lies before it on the imaginary line (to a minimum of 6+).</li> <li><b>Automatic Targeting System:</b> When a model equipped with an 'Automatic Targeting System' fires a Seeker Missile at a model with 3 Markerlight Tokens, the missile hits at the firing models' Ballistic Skill. If the targeted unit has 4+ Markerlight Tokens, the missile hits on a 2+.</li> <li><b>Broadside Honors:</b> While this unit is part of your kill team, no other unit with the &lt;XV88 BROADSIDE BATTLESUIT&gt; keyword can be included in your kill team.</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>May replace its Heavy rail rifle with two High-yield missile pods.</li> <li>May take two smart missile systems or two plasma rifles.</li> <li>May take a Seeker missile and Automatic targeting system.</li> <li>May take up to two drones from the 'Tactical Drones' list or up to two MV8 Missile Drones.</li> <li>May take one item from the Support Systems list.</li> <li>May take Battlesuit only wargear from the T'au Empire Armory.</li> </ul>								
KEYWORDS	BATTLESUIT, XV88 BROADSIDE BATTLESUITS								

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## Hazard Suit

NAME	M	WS	BS	S	T	W	A	Ld	Sv
<b>Hazard Suit</b>	8"	5+	4+	5	5	5	2	7	3+
EQUIPMENT	<ul style="list-style-type: none"> <li>Two Double-Barreled Burst Cannons</li> </ul>								
RULES	<ul style="list-style-type: none"> <li><b>For the Greater Good / Bonding Knife Ritual / Manta Strike</b></li> <li><b>Hazard Honors:</b> While this unit is part of your kill team, no other unit with the &lt;XV9 HAZARD SUPPORT TEAM&gt; keyword can be included in your kill team.</li> </ul>								
OPTIONS	<ul style="list-style-type: none"> <li>May replace each Double-Barreled Burst Cannon with a Fusion Cascade, a Phased Ion Gun, or a Pulse Submunitions Rifle.</li> <li>May take one item from the 'Support Systems' list.</li> <li>May take up to four drones from the 'Tactical Drones' list.</li> </ul>								
KEYWORDS	BATTLESUIT, JET PACK, FLY, XV9 HAZARD SUPPORT TEAM								

# ARMOURY

## Tau Empire Armory

ITEM	Cost	DESCRIPTION										
Hard-Wired Light Shield	15	<b>(Team Leader only)</b> Grants the model a 5+ invulnerable save.										
Command Node	10	<b>(Team Leader only)</b> Increases the models Inspiring Presence radius to 12".										
XV05 Armour	5	<b>(Team Leader only)</b> Grants the model a 3+ armor save (cannot be taken by a Pathfinder Shas'ui).										
Sniper Training	5	<b>(Team Leader only)</b> The model can re-roll 'To Hit' rolls of 1 when shooting if it didn't move in the previous Movement phase.										
Compact Stimulant Injector	5	<b>(Team Leader only)</b> Roll a dice each time this model suffers a wound, on a roll of 6 ignore it.										
Kodachi	8	<p><i>"A weapon designed for dueling rather than warfare, it's curved blade allows for a debilitating riposte".</i></p> <p><b>(Team Leader only)</b> A weapon with the following profile</p> <table border="1"> <thead> <tr> <th>Range</th> <th>S</th> <th>AP</th> <th>D</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Melee</td> <td>User</td> <td>-1</td> <td>1</td> <td>Melee</td> </tr> </tbody> </table> <p>Rule: If you make a wound roll of 6+ for this weapon, a single hit is resolved with an AP of -4 and Damage of 2.</p>	Range	S	AP	D	Type	Melee	User	-1	1	Melee
Range	S	AP	D	Type								
Melee	User	-1	1	Melee								
Extended Drone Controller	10	<b>(Team Leader only)</b> Any friendly Gun Drones or Marker Drones within 12" of this model may add +1 to their hit rolls.										
Rail Carbine	18	<p><b>(Team Leader only)</b> The model may replace one of its ranged weapons with a Rail Carbine, paying the difference in points. The Rail Carbine has the following profile:</p> <table border="1"> <thead> <tr> <th>Range</th> <th>S</th> <th>AP</th> <th>D</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>18"</td> <td>6</td> <td>-4</td> <td>D3</td> <td>Assault 2</td> </tr> </tbody> </table> <p>Rule: For each wound of 6+ made for this weapon, the target unit suffers a mortal wound in addition to the normal damage.</p>	Range	S	AP	D	Type	18"	6	-4	D3	Assault 2
Range	S	AP	D	Type								
18"	6	-4	D3	Assault 2								
Marksman Honour	15	<b>(Shas'ui only)</b> Grants the model an additional attack with one of its ranged weapons each shooting phase.										
Stabilizing Jet	5	<b>(Jet Pack only)</b> The model may move an additional 2" when advancing.										
Hardwired Support System	*	<b>(Battlesuit only)</b> The model may take an item from the Support Systems list, increasing it's cost by 50% rounding up. Advanced Targeting System and Shield Generator's cost is doubled instead.										

Iridium Armour	15	<b>(Crisis only)</b> Increase the users armor save to 2+				
DNA Samples	10	<p><b>(Shaper only).</b> At the start of every battle, roll a D6. The Shaper gains the following for the duration of that battle:</p> <ol style="list-style-type: none"> <li>1. <i>Ogryn</i>: +1 to close combat hit rolls.</li> <li>2. <i>Rattling</i>: +1 to ranged hit rolls.</li> <li>3. <i>Human</i>: +1 to leadership</li> <li>4. <i>Eldar</i>: +2 Movement</li> <li>5. <i>Space Marine</i>: +1 to Strength</li> <li>6. <i>Ork</i>: +1 to Toughness</li> </ol>				
Specialist Hunter	5	<b>(Shaper only)</b> The model may re-roll all to hit rolls.				
Vicious Strain	5	<b>(Vespid only)</b> The model may add 1 to all wound rolls in close combat.				
Extra Chitin Layers	5	<b>(Vespid only)</b> Increase the models saving throw by one.				
Crushing Claw	1	<b>(Vespid only)</b> Grants the model with the following profile:				
		<b>Range</b>	<b>S</b>	<b>AP</b>	<b>D</b>	<b>Type</b>
		Melee	User	-2	1	Melee
Stealth Cloaking	2	<b>(Pathfinder only)</b> Your opponent subtracts 1 from to hit rolls against this model when attacking from more than 12" away.				
Smoke Grenade	8	One use only. You may purchase more than one of this item per model. Instead of shooting, you may choose a point within 8" of the bearer. Until the start of your next turn, all models (friend and foe) within 3" of the chosen point are targeted at -1 to hit by attacks in the Shooting phase. Models can draw line of sight into and out of the sphere of influence, but not through it.				
Blacksun Visor	5	A model wearing the Blacksun Visor ignores negative modifiers to hit rolls in the shooting phase that result from any special rules the target model has.				

## Philosophies

The T'au Empire are incredibly flexible with their tactics, represented by the multitude of Philosophies and Tactical Actions. You can choose to use a philosophy from bellow, or from ones found in the Heralds of Ruin Rule book (remember Kill Teams are limited to one Philosophy per game).

Philosophies	
<p><b>Mont'ka</b> [2 TP]</p> <p>You must advance all deployed units within your first movement phase.</p>	<p><b>Kauyon</b> [1 TP]</p> <p>You may not move any units within your first movement phase.</p>
<p><b>Monat</b> [* TP]</p> <p><i>(Your Team Leader must have the Battlesuit keyword and be the only Battlesuit of its kind in your team)</i></p> <p>While there are no models are within the Inspiring Presence of your Team Leader, roll a D6 every time a Tactical Action affects the Team Leader. On a 5+ the Tactical Points cost for that action is fully refunded.</p>	<p><b>Combined Arms</b> [1 TP]</p> <p>Your team contains one of each:</p> <ul style="list-style-type: none"> <li>• Model with the &lt;BATTLESUIT&gt; keyword.</li> <li>• Model with the &lt;VEHICLE&gt; keyword.</li> <li>• Model with the &lt;DRONE&gt; keyword.</li> <li>• Model with the &lt;INFANTRY&gt; keyword, and no &lt;BATTLESUIT&gt; keyword.</li> </ul>
<p><b>Superior Technology</b> [2 TP]</p> <p>Your team contains only models with the &lt;BATTLESUIT&gt; keyword. If done so, any drones taken as wargear counts as Core models.</p>	<p><b>Classic Approach</b> [1 TP]</p> <p>Your team contains no models with the &lt;BATTLESUIT&gt; keyword.</p>
<p><b>The Auxiliary</b> [2 TP]</p> <p>Your team contains only models with "Kroot" or "Vespid" in their name</p>	<p><b>The Vanguard</b> [1 TP]</p> <p>Your team contains only models with the &lt;PATHFINDER TEAM&gt; keyword.</p>

## Tactical Actions

The T'au Empire has access to many exclusive Tactical Actions. You can choose to use a tactical action from below, or from ones found in the 'Heralds of Ruin' rule book.

Actions	Cost	DESCRIPTION
<b>Uplinked Markerlight</b>	2TP	Used immediately after an enemy model has been hit by one of your Markerlights, place D3+1 Markerlight counters instead of 1.
<b>Recon Sweep</b>	1TP	In the shooting phase, a PATHFINDER unit may forgo its shooting and instead move up to 2D6" as if it was the movement phase.
<b>Breach and Clear</b>	1TP	In the shooting phase, when a BREACHER TEAM unit targets an enemy unit in cover, it may reroll wound rolls against that model.
<b>Fail Safe Detonator</b>	1TP	Use this Tactic when a BATTLESUIT unit is destroyed in the fight phase, every unit within 3" takes a single Strength 7 and AP-1 hit.
<b>Hunting Grounds</b>	1TP	After a KROOT HOUND unit has successfully charge an enemy unit, other Kroot units within 12" may reroll failed charge rolls against that same enemy unit until the end of the phase.
<b>Automated Repair Systems</b>	2TP	At the start of any turn, pick a VEHICLE or BATTLESUIT unit in your team. That unit may regain D3 lost wounds.
<b>Benevolent Sacrifice</b>	1TP	Use this tactic when a friendly ETHEREAL is wounded by an enemy attack. Nominate a friendly T'AU EMPIRE model within 3" of the wounded Ethereal (this model cannot be a Kroot or Vespide); all damage that would have been allocated to the Ethereal is redirected to the chosen model as mortal wounds.
<b>Hyperdense Iridium Rounds</b>	1TP	When firing a Rail-type weapon, measure an imaginary line (no more than 1 mm wide) from the user's base to the target's base, with the line extending all the way up to the weapons maximum firing range. In addition to the primary target, each model that this line passes through (including friendly models) suffers an attack from, those weapon with a -1 to hit for each model that lies before it on the imaginary line (to a minimum of 6+).

## Markerlights

If a model fires a Markerlight, it cannot fire any other weapons in that phase. When a unit is hit by a Markerlight, place a Markerlight 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.

# of Markerlights	DESCRIPTION
1	You can re-roll to hit rolls of 1 for <T'AU EMPIRE> models attacking this model
2	The target model's saving throw bonus for being in cover is reduced by 1.
3	<T'AU EMPIRE> models attacking this unit do not suffer the penalty for moving and firing Heavy weapons or Advancing and firing Assault Weapons.
4	Add 1 to hit rolls for <T'AU EMPIRE> models attacking this model.

## CHANGE LOG

**How version numbers work:** The first number denotes any fundamental changes to the core HoR rules. This includes a turn over to a new edition of Warhammer 40K or any fundanemtal changes to game mechanics. The second number denotes any significant changewithin the Opus. This includes the change or addition of several core rules (i.e Canticles of the Omnissiah), the introduction of a new units, unit rules, or equipments. The third number is reserved for insignificant changes to the Opus. This includes the introduction of a single unit rule or equipment to the game, cleaning up grammer, clarifying rules, or the implementation of any minor buffs or nerfs.

**How to number your edit:** let say you are making a new edit to version [6.4.12], and you decide to implement two new rules and correct some typos that the previous editer made. Since you are making a major change to the opus you would change the [4] to a [5]. Since you are also cleaning us some typos you would change the [12] to a [13]. Thus, the version number should be [6.5.13]. But, lets say that Warhammer 13<sup>th</sup> edition gets released and you were tasked with transcribing the opus into the new edition, you would then reset the second and third values and change the first value to [4], thus the new version number would be [7.0.0].

May 9, 2019 (Franco P.) [1.1.1]

- Updated unit cost to match latest Chapter Approved
- Added XV9 Battlesuit
- Added Philosophy and Tactical Actions from development group recommendations
- Added "Damaged State" rules to Battlesuits with 5+ wounds
- Added the 'Hardwired Support System' and 'Iridium Armour' to the armoury.
- Added a new Markerlight table for the smaller scale HoR.

May 14, 2019 (Do Hyun) [1.1.1]

- Another Typo and Reformatting crusade.
- Fixed up wording on various rules and equipment options.

May 15, 2019 (Franco Perez) [1.2.3]

- Another sweep for typos overlooked from the reformatting.
- Updated Stealth Suit Equipment Options to allow one of every third multiple stealth suit to bring a Fusion Blaster, full Stealth Suit teams rejoice!
- Swapping datasheet places to fit more properly with fixed typos and updated rules
- Added team composition Philosophies and reworked original three T'au Philosophies.
- Changed 'Kodachi' stats to be more than a T'au power sword.

May 15, 2019 (Do Hyun) [1.2.4]

- Added missing stats to the 'Support Drones' list.
- Fixed several typos and formatting errors

May 16, 2019 (Do Hyun) [1.2.5]

- Edit wording for 'Damaged Generator' rule to be more clear

May 16, 2019 (Franco P.) [1.2.6]

- Final fixup of grammar and spelling before the release.
- Fixed 'Superior Technology' Philosophy to be possible with new limited drones rule.

June 1, 2019 (Franco P.) [1.3.7]

- Added the Aun'ο Ethereal, with plans to add the Aun'el soon.
- Added the 'Protect the Ethereals' tactic to protect the new Ethereal.
- Added the Automated 'Repair Systems' tactic to help maintain Battlesuits and future vehicles on the field.
- Fixed up various grammar and wording from FB Dev Group suggestions.

June 2, 2019 (Do Hyun) [1.3.8]

- Rewording of the 'Protect the Ethereals' tactic to its 'Benevolent Sacrifice' form.

October 7, 2019 (Franco P.) [1.4.9]

- Removed stat degradation from Crisis and Hazard Battlesuits after community feedback. (Appreciate the help lads, keep the feedback coming!)
- Added the Hyperdense Iridium Rounds and Solid-State Projectile special rule for Rail weaponry to hopefully make their high anti-vehicle price more worth it. (This idea is all Do Hyun! I just turned it into a tactic.)
- Added back the Drone Opus ruling. Seems that rule ran away when we reformatted the Opus.
- Reworded the Smoke Grenade effect to make the sphere shape of the smoke more obvious.
- *Hey, I finally noticed there's a version number in Pg. 1's Header!*

January 24, 2020 (Franco P.) [1.5.10]

- Updated the point values to reflect new CA values
- Updated the Vanguard Philosophy to reflect the new Pathfinder point value. (Please do test and give feedback for this if possible)
- Fixed up a typo or two found during the update.