New Roster (Warhammer 40,000 8th Edition) [55 PL, 999pts]

Battalion Detachment +3CP (T'au Empire) [55 PL, 999pts]

HQ

Cadre Fireblade [2 PL, 42pts]

For the Greater Good, Markerlights, Volley Fire
Markerlight

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Cadre Fireblade	6"	3+	2+	3	3	5	3	8	4+	

Name	Range	Type	S	AP	D	Abilities	Ref
Markerlight	36"	Heavy 1	-	-	-	See Markerlights.	
Photon grenade	12"	Grenade D6	-	-		This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for INFANTRY units that have suffered any hits from photon grenades until the end of the turn.	
Pulse rifle	30"	Rapid Fire 1	5	0	1	-	

Commander [7 PL, 121pts]

For the Greater Good, Manta Strike, Master of War, Saviour Protocols, Shield Generator
2x Burst cannon, Drone controller, Multi-tracker, MV4 Shield Drone, MV7 Marker Drone

Name	Description	Ref
Drone controller	Friendly <SEPT> DRONE units within 6" of a model equipped with a drone controller add one to any hit rolls.	
Multi-tracker	A model equipped with a multi-tracker can re-roll hit rolls of 1 if it is firing all of its weapons at the same target.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Commander	8"	3+	2+	5	5	6	4	9	3+	
MV4 Shield Drone	8"	5+	5+	3	4	1	1	6	4+	
MV7 Marker Drone	8"	5+	5+	3	4	1	1	6	4+	

Name	Range	Type	S	AP	D	Abilities	Ref
Burst cannon	18"	Assault 4	5	0	1	-	
Markerlight	36"	Heavy 1	-	-	-	See Markerlights.	

Troops

Strike Team [5 PL, 83pts]
Bonding Knife Ritual

Fire Warrior Shas'ui
Markerlights
Markerlight, Pulse rifle

9x Fire Warrior w/ Pulse Rifle

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Fire Warrior	6"	5+	4+	3	3	1	1	6	4+	
Fire Warrior Shas'ui	6"	5+	4+	3	3	1	2	7	4+	

Name	Range	Type	S	AP	D	Abilities	Ref
Markerlight	36"	Heavy 1	-	-	-	See Markerlights.	
Photon grenade	12"	Grenade D6	-	-		This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for INFANTRY units that have suffered any hits from photon grenades until the end of the turn.	
Pulse rifle	30"	Rapid Fire 1	5	0	1	-	

Strike Team [5 PL, 83pts]
Bonding Knife Ritual

Fire Warrior Shas'ui
Markerlights
Markerlight, Pulse rifle

9x Fire Warrior w/ Pulse Rifle

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Fire Warrior	6"	5+	4+	3	3	1	1	6	4+	
Fire Warrior Shas'ui	6"	5+	4+	3	3	1	2	7	4+	

Name	Range	Type	S	AP	D	Abilities	Ref
Markerlight	36"	Heavy 1	-	-	-	See Markerlights.	
Photon grenade	12"	Grenade D6	-	-		This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for INFANTRY units that have suffered any hits from photon grenades until the end of the turn.	
Pulse rifle	30"	Rapid Fire 1	5	0	1	-	

Strike Team [5 PL, 83pts]

Bonding Knife Ritual

Fire Warrior Shas'ui

Markerlights

Markerlight, Pulse rifle

9x Fire Warrior w/ Pulse Rifle

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Fire Warrior	6"	5+	4+	3	3	1	1	6	4+	
Fire Warrior Shas'ui	6"	5+	4+	3	3	1	2	7	4+	

Name	Range	Type	S	AP	D	Abilities	Ref
Markerlight	36"	Heavy 1	-	-	-	See Markerlights.	
Photon grenade	12"	Grenade D6	-	-		This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for INFANTRY units that have suffered any hits from photon grenades until the end of the turn.	
Pulse rifle	30"	Rapid Fire 1	5	0	1	-	

XV25 Stealth Battlesuits [6 PL, 107pts]

Bonding Knife Ritual, Camouflage Fields, For the Greater Good, Infiltrator

Stealth Shas'ui
Burst cannon, Multi-tracker

Stealth Shas'ui
Burst cannon, Multi-tracker

Stealth Shas'ui w/ Fusion blaster
Fusion blaster, Multi-tracker

Name	Description	Ref
Multi-tracker	A model equipped with a multi-tracker can re-roll hit rolls of 1 if it is firing all of its weapons at the same target.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Stealth Shas'ui	8"	5+	4+	4	4	2	2	7	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
Burst cannon	18"	Assault 4	5	0	1	-	
Fusion blaster	18"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	

XV8 Crisis Battlesuits [11 PL, 192pts]

Bonding Knife Ritual, For the Greater Good, Manta Strike

Crisis Shas'ui

2x Burst cannon, Multi-tracker

Crisis Shas'ui

2x Burst cannon, Multi-tracker

Crisis Shas'ui

2x Burst cannon, Multi-tracker

Name	Description	Ref
Multi-tracker	A model equipped with a multi-tracker can re-roll hit rolls of 1 if it is firing all of its weapons at the same target.	

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Crisis Shas'ui	8"	5+	4+	5	5	3	2	7	3+	

Name	Range	Type	S	AP	D	Abilities	Ref
Burst cannon	18"	Assault 4	5	0	1	-	

Fast Attack

Pathfinder Team [3 PL, 52pts]

Bonding Knife Ritual, Drone Support, For the Greater Good, Vanguard

2x Pathfinder
  Markerlights
  2x Markerlight

3x Pathfinder w/ Ion Rifle
  3x Ion rifle

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Pathfinder	7"	5+	4+	3	3	1	1	6	5+	

Name	Range	Type	S	AP	D	Abilities	Ref
Ion rifle (Overcharge)	30"	Heavy D3	8	-1	1	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.	
Ion rifle (Standard)	30"	Rapid Fire 1	7	-1	1	-	
Markerlight	36"	Heavy 1	-	-	-	See Markerlights.	
Photon grenade	12"	Grenade D6	-	-		This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for INFANTRY units that have suffered any hits from photon grenades until the end of the turn.	
Pulse carbine	18"	Assault 2	5	0	1	-	

Pathfinder Team [3 PL, 97pts]

Bonding Knife Ritual, Drone Support, For the Greater Good, Vanguard

2x Pathfinder
  Markerlights
  2x Markerlight

3x Pathfinder w/ Rail Rifle
  3x Rail rifle

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
Pathfinder	7"	5+	4+	3	3	1	1	6	5+	

Name	Range	Type	S	AP	D	Abilities	Ref
Markerlight	36"	Heavy 1	-	-	-	See Markerlights.	
Photon grenade	12"	Grenade D6	-	-		This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for INFANTRY units that have suffered any hits from photon grenades until the end of the turn.	
Pulse carbine	18"	Assault 2	5	0	1	-	
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.	

Tactical Drones [2 PL, 32pts]

Drone Support

4x MV1 Gun Drone

Name	M	WS	BS	S	T	W	A	Ld	Save	Ref
MV1 Gun Drone	8"	5+	5+	3	4	1	1	6	4+	

Name	Range	Type	S	AP	D	Abilities	Ref
Pulse carbine	18"	Assault 2	5	0	1	-	

Selection Rules

Bonding Knife Ritual: If you roll a 6 when taking a Morale test for this unit, the test is automatically passed.

Camouflage Fields: Your opponent must subtract 1 from all hit rolls for attacks that target this unit.

Drone Support: When a unit is set up, any accompanying Drones must be placed in unit coherency with it. From that point onwards, the accompanying Drones are treated as a separate unit.

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.

Infiltrator: During deployment, this unit can be set up anywhere on the battlefield that is not within your opponent's deployment zone and is more than 12" from any enemy unit.

Manta Strike: During deployment, you may set up Crisis Battlesuits in a Manta hold instead of placing them on the battlefield. At the end of any of your Movement phases, they can use a Manta strike to enter the fray - set them up anywhere on the battlefield that is more than 9" from any enemy models.

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 to 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 - 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 - The target unit does not gain any bonus to its saving throws for being in cover.
 5 or more - Add 1 to hit rolls for T'AU EMPIRE models attacking this unit.

Master of War: Once per battle, at the beginning of your turn, a friendly COMMANDER can declare either Kauyon or Mont'ka.

 Kauyon: Until the end of the turn, you can re-roll failed hit rolls for friendly <SEPT> units within 6", but these units cannot move for any reason.
 Mont'ka: Friendly <SEPT> units within 6" can both Advance and shoot as if they hadn't moved this turn.

Saviour Protocols: If a DRONES unit is within 3" of a friendly T'AU EMPIRE INFANTRY or BATTLESUIT unit, you can choose to allocate any wounds to the Drones instead of the target unit.

Shield Generator: This model has a 4+ invulnerable save.

Stable Platform: Marker Drones do not suffer the penalty for moving and firing Heavy weapons.

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.

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 can do this, the player who is taking the first turn moves their units first.

Volley Fire: Models in <SEPT> units within 6" of any friendly <SEPT> Cadre Fireblade may fire an extra shot with pulse pistols, pulse carbines and pulse rifles when shooting at a target within half of the weapon's range.