

Dia 6 (Warhammer 40,000 8th Edition) [49 PL, 999pts]

Outrider Detachment +1CP (T'au Empire) [18 PL, 353pts]

Fast Attack [11 PL, 209pts]

Pathfinder Team [4 PL, 105pts]

Selections: MV31 Pulse Accelerator Drone [8pts]

Categories: FAST ATTACK, INFANTRY, <SEPT>, T'AU EMPIRE, DRONE, FLY

Rules: Bonding Knife Ritual, Drone Support, For the Greater Good, Pulse Accelerator, Saviour Protocols, Vanguard

Keywords: MV31 Pulse Accelerator Drone, Pathfinder Team, **Unit:** MV31 Pulse Accelerator Drone

Pathfinder [8pts]

Selections: Markerlight [3pts]

Rules: Markerlights

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

Pathfinder Shas'ui [8pts]

Selections: Markerlight [3pts], Pulse pistol

Rules: Markerlights

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

3x Pathfinder w/ Rail Rifle [81pts]

Selections: 3x Rail rifle [66pts]

Unit: Pathfinder, **Weapon:** Photon grenade, Rail rifle

Keywords	Keywords (Faction)	Keywords (Basic)	Ref
MV31 Pulse Accelerator Drone	T'au Empire, <Sept>	Drone, Fly, Support Drones	
Pathfinder Team	T'au Empire, <Sept>	Infantry, Pathfinder Team	

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

Weapon	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	-	
Pulse pistol	12"	Pistol 1	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.	

Pathfinder Team [4 PL, 64pts]**Selections:** MB3 Recon Drone [12pts]**Categories:** FAST ATTACK, INFANTRY, <SEPT>, T'AU EMPIRE**Rules:** *Bonding Knife Ritual, Drone Support, For the Greater Good, Vanguard***Keywords:** *Pathfinder Team***Pathfinder [8pts]****Selections:** Markerlight [3pts]**Rules:** *Markerlights***Unit:** *Pathfinder, Weapon: Markerlight, Photon grenade, Pulse carbine***Pathfinder Shas'ui [8pts]****Selections:** Markerlight [3pts], Pulse pistol**Rules:** *Markerlights***Unit:** *Pathfinder Shas'ui, Weapon: Markerlight, Photon grenade, Pulse carbine, Pulse pistol***3x Pathfinder w/ Ion Rifle [36pts]****Selections:** 3x Ion rifle [21pts]**Unit:** *Pathfinder, Weapon: Ion rifle (Overcharge), Ion rifle (Standard), Photon grenade*

Keywords	Keywords (Faction)	Keywords (Basic)	Ref
MB3 Recon Drone	T'au Empire, <Sept>	Drone, Fly, Recon Drone	
Pathfinder Team	T'au Empire, <Sept>	Infantry, Pathfinder Team	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
MB3 Recon Drone	8"	5+	5+	4	4	2	1	6	4+	
Pathfinder	7"	5+	4+	3	3	1	1	6	5+	
Pathfinder Shas'ui	7"	5+	4+	3	3	1	2	7	5+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Burst cannon	18"	Assault 4	5	0	1	-	
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	-	
Pulse pistol	12"	Pistol 1	5	0	1	-	

Pathfinder Team [3 PL, 40pts]**Categories:** FAST ATTACK, INFANTRY, <SEPT>, T'AU EMPIRE**Rules:** *Bonding Knife Ritual, Drone Support, For the Greater Good, Vanguard***Keywords:** *Pathfinder Team***4x Pathfinder [32pts]****Selections:** 4x Markerlight [12pts]**Rules:** *Markerlights***Unit:** *Pathfinder*, **Weapon:** *Markerlight, Photon grenade, Pulse carbine***Pathfinder Shas'ui [8pts]****Selections:** Markerlight [3pts], Pulse pistol**Rules:** *Markerlights***Unit:** *Pathfinder Shas'ui*, **Weapon:** *Markerlight, Photon grenade, Pulse carbine, Pulse pistol*

Keywords	Keywords (Faction)	Keywords (Basic)	Ref
Pathfinder Team	T'au Empire, <Sept>	Infantry, Pathfinder Team	

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

Weapon	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	-	
Pulse pistol	12"	Pistol	1	5	0	1	-

HQ [7 PL, 144pts]

Commander in XV84 Crisis battlesuit [7 PL, 144pts]

Selections: 2x Fusion blaster [42pts], 2x MV4 Shield Drone [16pts], Target lock [6pts]

Categories: <SEPT>, BATTLESUIT, CHARACTER, FLY, JET PACK, HQ, T'AU EMPIRE, COMMANDER, LEGENDARY UNIT

Rules: *For the Greater Good, Manta Strike, Markerlights, Master of War*

Abilities: *Networked Markerlight, Target lock*, **Keywords:** *Commander in XV84 Crisis battlesuit*, **Unit:** *Commander in XV84 Crisis battlesuit*, **Weapon:** *Fusion blaster*

Abilities	Description	Ref
Networked Markerlight	If any attack in the Shooting phase from this model successfully hits its target, regardless of whether it passes its wound roll, it automatically applies a single markerlight counter to the target unit. This ability may only apply a maximum of one Markerlight counter per phase.	IAI: Xenos p43
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.	
Target lock	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.	

Keywords	Keywords (Faction)	Keywords (Basic)	Ref
Commander in XV84 Crisis battlesuit	T'au Empire, <Sept>	Battlesuit, Character, Jet Pack, Fly, Commander, Commander in XV81 Crisis battlesuit	
Tactical Drones	T'au Empire, <Sept>	Drone, Fly, Tactical Drones	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Commander in XV84 Crisis battlesuit	8"	3+	2+	5	5	6	4	9	3+	IAI: Xenos p43
MV4 Shield Drone	8"	5+	5+	3	4	1	1	6	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	

Supreme Command Detachment +1CP (T'au Empire) [31 PL, 646pts]

HQ [18 PL, 418pts]

Commander [7 PL, 176pts]

Selections: 4x Fusion blaster [84pts], 2x MV4 Shield Drone [16pts]

Categories: <SEPT>, BATTLESUIT, CHARACTER, FLY, JET PACK, HQ, T'AU EMPIRE, COMMANDER

Rules: *For the Greater Good, Manta Strike, Master of War*

Keywords: *Commander*, **Unit:** *Commander*, **Weapon:** *Fusion blaster*

Abilities	Description	Ref
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.	

Keywords	Keywords (Faction)	Keywords (Basic)	Ref
Commander	T'au Empire, <Sept>	Battlesuit, Character, Jet Pack, Fly, Commander	
Tactical Drones	T'au Empire, <Sept>	Drone, Fly, Tactical Drones	

Unit	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+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	

Commander [7 PL, 176pts]

Selections: 4x Fusion blaster [84pts], 2x MV4 Shield Drone [16pts]

Categories: <SEPT>, BATTLESUIT, CHARACTER, FLY, JET PACK, HQ, T'AU EMPIRE, COMMANDER

Rules: *For the Greater Good, Manta Strike, Master of War*

Keywords: *Commander*, **Unit:** *Commander*, **Weapon:** *Fusion blaster*

Abilities	Description	Ref
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.	

Keywords	Keywords (Faction)	Keywords (Basic)	Ref
Commander	T'au Empire, <Sept>	Battlesuit, Character, Jet Pack, Fly, Commander	
Tactical Drones	T'au Empire, <Sept>	Drone, Fly, Tactical Drones	

Unit	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+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
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.	

Ethereal [4 PL, 66pts]**Selections:** Honour blade, Hover Drone [1 PL, 5pts], 2x MV4 Shield Drone [16pts]**Categories:** <SEPT>, CHARACTER, HQ, INFANTRY, T'AU EMPIRE, JET PACK, FLY**Rules:** *Failure Is Not An Option, Hover Drone, Invocation of the Elements***Keywords:** *Ethereal on Hover Drone, Unit: Ethereal, Weapon: Honour blade*

Abilities	Description	Ref
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.	

Keywords	Keywords (Faction)	Keywords (Basic)	Ref
Ethereal on Hover Drone	T'au Empire, <Sept>	Character, Infantry, Ethereal, Jet Pack, Fly	
Tactical Drones	T'au Empire, <Sept>	Drone, Fly, Tactical Drones	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
Ethereal	6"	3+	4+	3	3	4	3	9	5+	
MV4 Shield Drone	8"	5+	5+	3	4	1	1	6	4+	

Weapon	Range	Type	S	AP	D	Abilities	Ref
Honour blade	Melee	Melee	+2	0	1	-	

Elites [13 PL, 228pts]

XV25 Stealth Battlesuits [13 PL, 228pts]

Selections: Homing beacon [20pts], MV4 Shield Drone [8pts]

Categories: <SEPT>, BATTLESUIT, ELITES, FLY, INFANTRY, JET PACK, T'AU EMPIRE

Rules: *Bonding Knife Ritual, Camouflage Fields, For the Greater Good, Homing Beacon, Infiltrator*

Keywords: *XV25 Stealth Battlesuits*

5x Stealth Shas'ui w/o support system [150pts]

Selections: 5x Burst cannon [50pts]

Unit: *Stealth Shas'ui*, **Weapon:** *Burst cannon*

Stealth Shas'vre [50pts]

Selections: Fusion blaster [21pts]

Unit: *Stealth Shas'vre*, **Weapon:** *Fusion blaster*

Markerlight + Target Lock [9pts]

Selections: Markerlight [3pts], Target lock [6pts]

Rules: *Markerlights*

Abilities: *Target lock*, **Weapon:** *Markerlight*

Abilities	Description	Ref
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.	
Target lock	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.	

Keywords	Keywords (Faction)	Keywords (Basic)	Ref
Tactical Drones	T'au Empire, <Sept>	Drone, Fly, Tactical Drones	
XV25 Stealth Battlesuits	T'au Empire, <Sept>	Battlesuit, Infantry, Jet Pack, Fly, XV25 Stealth Battlesuits	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
MV4 Shield Drone	8"	5+	5+	3	4	1	1	6	4+	
Stealth Shas'ui	8"	5+	4+	4	4	2	2	7	3+	
Stealth Shas'vre	8"	5+	4+	4	4	2	3	8	3+	

Weapon	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.	
Markerlight	36"	Heavy 1	-	-	-	See Markerlights.	

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.

Failure Is Not An Option: Friendly T'AU EMPIRE units within 6" of an ETHEREAL may use the Ethereal's Leadership characteristic instead of their own when taking Morale tests.

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.

Homing Beacon: A homing beacon may be used during your Movement phase by placing it within 1" of its unit. If there are any friendly homing beacons on the battlefield at the end of your Movement phase, one of your <SEPT> units that has been set up in a Manta hold can perform a low-altitude drop instead of a Manta strike. Set up the unit wholly within 6" of the homing beacon. The homing beacon then shorts out and is removed from the battlefield. Homing beacons are deactivated and removed from the battlefield if an enemy model ends a move within 9" of it.

Hover Drone: The Ethereal's Move characteristic becomes 8".

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.

Invocation of the Elements: In your Movement phase, the Ethereal may invoke one of the elemental powers. All T'AU EMPIRE INFANTRY and BATTLESUIT units within 6" of any ETHEREAL invoking an elemental power gains the relevant benefit until the start of your next turn.

* Calm of Tides: Subtract 1 from any Morale tests made for affected units.

* Storm of Fire: You may re-roll hit rolls of 1 in the Shooting phase for affected units that remain stationary in the Movement phase.

* Sense of Stone: Whenever an affected unit suffers an unsaved wound, roll a D6. On a 6, that wound is ignored.

* Zephyr's Grace: You can re-roll the dice for affected units when they Advance.

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: At the beginning of your turn, a single friendly COMMANDER can declare either Kauyon or Mont'ka. You can only use the Master of War ability once per battle, irrespective of how many models in your army have this ability.

* 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.

Pulse Accelerator: T'AU EMPIRE INFANTRY units within 3" of a friendly Pulse Accelerator Drone have the range of their pulse pistols, pulse carbines and pulse rifles increased by 6".

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.

Saviour Protocols: If a <SEPT> DRONES unit is within 3" of a friendly <SEPT> INFANTRY or <SEPT> BATTLESUIT unit when an enemy attack successfully wounds it, you can allocate that wound to the Drones unit instead of the target. If you do, that Drones unit suffers a mortal wound instead of the normal damage.

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.