

KILL TEAM

TAU EMPIRE

The Tau Empire is a rapidly expanding alien stellar empire situated near the Eastern Fringes. The Tau Empire was founded by the Ethereals, who lead the Tau Empire in the name of the philosophy they have named the Greater Good. Several intelligent alien races (the Kroot, Vespids, Nicassar and, Demiurg are known) have allied themselves with the Tau.

Model Availability

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

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

Shas'vre Battlesuit Options

The Shas'vre in this Tau Empire list has the option to take different types of battlesuit, a model may only take one type. A battlesuit replaces his Pulse Rifle and the model gains characteristic increases depending on their battlesuit type (it may still take additional optional wargear). They also follow all relevant special rules as given on page 27 of the Tau Empire codex (note that they may not Deep Strike if the mission has the 'Built Up Area' rule). The characteristic increases are as follows:

- *Crisis* – Adds +1 to Toughness, +2 to Strength, +1 to Wounds, and a 3+ armour save.
- *Stealth* – Adds +1 Strength, and a 3+ armour save.

TEAM LEADERS

Shas'vre – 25 pts

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

Wargear:

Pulse Rifle, Tau Armour (4+ armour save)

Special Rules:

Inspiring Presence

Options:

- May exchange Pulse Rifle with:
 - Pulse Carbine Free
 - Pulse Pistol and Close Combat Weapon Free
- May take any of the following:
 - Photon Grenade 1 pt
 - EMP Grenade 3 pts
 - Hard-wired Blacksun Filter 3 pts
 - Hard-wired Multi-tracker 5 pts
 - Markerlight 10 pts

- May take a Stealth Battlesuit and Burst Cannon for 20 pts. If the model does so, may also take one of the following:

- Blacksun Filter 3 pts
- Multi-tracker 5 pts
- Targeting Array 10 pts
- Shield Generator 20 pts

- May replace Stealth Battlesuit Burst Cannon with a Fusion Blaster for 2 pts.

- May take a Crisis Battlesuit for 15 pts. If the model does so, it must take at least one, and may take up to three pieces of wargear from the following list (and may not take more than one of each option):

- Blacksun Filter 3 pts
- Flamer 4 pts
- Multi-tracker 5 pts
- Twin-linked Flamer* 6 pts
- Burst Cannon 8 pts
- Targeting Array 10 pts
- Twin-linked Burst Cannon* 12 pts
- Fusion Blaster 12 pts
- Missile Pod 12 pts
- Cyclic Ion Blaster 15 pts
- Twin-linked Fusion Blaster* 18 pts
- Twin-linked Missile Pod* 18 pts
- Airbursting Fragmentation Projector 20 pts
- Shield Generator 20 pts
- Plasma Rifle 20 pts
- Twin-linked Plasma Rifle* 30 pts

**Note: Twin-linked weapons count as two wargear options for the three wargear limit.*

- May take wargear from the Tau Empire armoury including Shas'vre only items. If wearing a Crisis Battlesuit may also take Crisis only wargear.

Kroot Shaper – 25 pts

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

Wargear:

Kroot Rifle, Kroot Armour (6+ armour save)

Special Rules:

Inspiring Presence, Fieldcraft, Infiltrate

Options:

- May exchange Kroot Rifle with:
 - Pulse Rifle 5 pts
 - Pulse Carbine 5 pts
 - Pulse Pistol and Close Combat Weapon 5 pts
- *May take Shaper only wargear from the Tau Empire armoury.*



Kroot Shaman – 55 pts

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

Wargear:

Force Staff, Kroot Armour (6+ armour save)

Special Rules:

Inspiring Presence, Psyker (Master Level 1), Fieldcraft, Infiltrate

Special Rule – Evolutionary Power:

Before the battle the Kroot Shaman may choose a single Psychic Power from the following list to have for the duration of the game:

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

Vespid Strain Leader – 25 pts



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

Wargear:

Neutron Blaster, Vespid Chitin (5+ armour save)

Special Rules:

Fleet, Skilled Flyers

Special Rule – Strain Leader:

If you take a Vespid Strain Leader, you must take Vespid Stingwing models as Core.

Options:

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

CORE

Fire Warrior – 10 pts

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

Wargear:

Pulse Rifle, Tau Armour (4+ armour save)

Options:

- May exchange Pulse Rifle with:
 - Pulse Carbine Free
- May take any of the following:
 - Photon Grenade 1 pt
 - EMP Grenade 3 pts

Kroot – 7 pts

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

Wargear:

Kroot Rifle

Special Rules:

Fieldcraft, Infiltrate

Options:

- May take Kroot Armour (6+ armour save) for 1pt.

Kroot Hound – 6 pts

WS	BS	S	T	W	I	A	Ld	Sv
4	0	4	3	1	5	2	7	-

Wargear:

Ferocious Fangs

Special Rules:

Fieldcraft, Infiltrate

Special Rule - Animal:

A Kroot Hound can never gain EXP.

Krootox Rider – 35 pts

You may take one Krootox Rider for every 5 Kroot you take in your team.

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

Wargear:

Kroot Gun

Special Rules:

Fieldcraft

Gun Drone – 12 pts

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

Unit Type: Jetpack Infantry,**Wargear:**

Twin-linked Pulse Carbine, Tau Armour (4+ armour save)

Special Rule – Automaton:

A Gun Drone can never gain EXP.

SPECIAL

Pathfinder – 12 pts

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

Wargear:

Pulse Carbine and Markerlight Target Designator, Tau Armour (4+ armour save)

Special Rules:

Scouts

Options:

- May exchange Pulse Carbine and Markerlight target designator with:
 - Rail Rifle 10 pts
- May take any of the following:
 - Photon Grenade 1 pt
 - EMP Grenade 3 pts

Stealth Battlesuit – 30 pts

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

Wargear:

Stealth Armour, Burst Cannon

Special Rules:

Stealth Armour, Infiltrate

Options:

- May take one of the following:
 - Blacksun Filter 3 pts
 - Multi-tracker 5 pts
 - Targeting Array 10 pts
 - Shield Generator 20 pts
- May replace Burst Cannon with a Fusion Blaster for 2 pts.

Crisis Battlesuit – 25 pts

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

Unit Type: Jetpack Infantry

Wargear:

XV8 Crisis Battlesuit, See Options*

Special Rules:

XV8 Crisis Battlesuit

**Options:**

- *Must take at least one, and may take up to three pieces of wargear from the following list (and may not take more than one of each option):
 - Blacksun Filter 3 pts
 - Flamer 4 pts
 - Multi-tracker 5 pts
 - Twin-linked Flamer* 6 pts
 - Burst Cannon 8 pts
 - Targeting Array 10 pts
 - Twin-linked Burst Cannon* 12 pts
 - Fusion Blaster 12 pts
 - Missile Pod 12 pts
 - Twin-linked Fusion Blaster* 18 pts
 - Twin-linked Missile Pod* 18 pts
 - Shield Generator 20 pts
 - Plasma Rifle 20 pts
 - Twin-linked Plasma Rifle* 30 pts

*Note: Twin-linked weapons count as two wargear options for the three wargear limit.

- *May take Crisis only wargear from the Tau Empire armoury*

Broadside Battlesuit – 70 pts

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

Wargear:

XV88 Broadside Battlesuit, Twin-linked Railgun, Smart Missile System

Special Rules:

XV88 Battlesuit

Options:

- May take one of the following:
 - Blacksun Filter 3 pts
 - Multi-tracker 5 pts
 - Targeting Array 10 pts
 - Advanced Stabilisation System 10 pts
 - Shield Generator 20 pts
- May replace Smart Missile System with a Twin-linked Plasma Rifle for 10 pts.

Vespid Stingwing – 16 pts

WS	BS	S	T	W	I	A	Ld	Sv
3	3	3	4	1	5	1	6	5+

Unit Type: Jump Infantry

Wargear:

Neutron Blaster, Vespid Chitin (5+ armour save)

Special Rules:

Fleet, Skilled Flyers

Options:

- May take Vespid only wargear from the Tau Empire armoury.

Sniper Drone Team – 40 pts

Spotter:

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

Sniper Drone:

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

Wargear:

Spotter: Pulse Pistol, Drone Controller, Networked Markerlight. *Sniper Drone:* Rail Rifle, Target Lock. *All:* Stealth Field Generator, Targeting Array, Tau Armour (4+ armour save).

Special Rules:

Squad (1 Sniper Drone, 1 Spotter)

Options:

- May take up to two additional Sniper Drones for 20 pts each.

TAU EMPIRE ARMOURY

Repulser Shield (Shas'vre Only) – 20 pts

May only be taken if the Shas'vre has taken a Crisis Battlesuit. A modified shield generator that can discharge stored kinetic energy at the cost of shield strength, knocking back anyone in close range. Grants a 5+ invulnerable save. Also, once per game, the Shas'vre may activate the Repulser: Any model within 6" counts as being hit by a weapon with the Strikedown special rule.

Fragmentation Missile Pod (Shas'vre Only) - 15 pts

May only be taken if the Shas'vre has taken a Crisis Battlesuit. This is a large back mounted multi-missile launcher that fires a large salvo of fragmentation missiles, with the following profile:

	Range	S	AP	Type
Fragmentation Missile Pod	24"	4	6	Heavy 2, One Shot, Large Blast

Stimulant Injector (Shas'vre Only) – 15 pts

The model gains the Feel No Pain special rule.

Shield Drone (Shas'vre Only) – 15 pts

Rule Amendment: Shield Drones are unarmed Drones equipped with a shield generator, and usually follow important Tau personnel. Shield Drones are counted as wargear in all respect when playing a campaign, and do not need roll for Injury. If the Shas'vre is removed from the game, also remove the Shield Drone. A Shield Drone does not count for Model Availability or Run Away! tests, and has the following profile:

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

Unit Type: Same as Shas'vre

Special Rules: Invulnerable Save (4+), Close Protection

Close Protection: The Shield Drone always has the same Toughness and Armour Save values as the Shas'vre. If the Shas'vre is the target of a ranged attack but the Shield Drone is closer to the firer, always work out any Wounds on the Shield Drone first. Shield Drones automatically pass all Leadership tests (and are unaffected by effects that target Leadership), and must always end any phase within 2" of the Shas'vre. If it ends a phase outside of 2" for any reason, simply move the Shield Drone to within 2" (you may even move it out of combat).

Command Node (Shas'vre Only) – 10 pts

A sophisticated AI-assisted transmission system. Increases a Leader's Inspiring Presence radius from 6" to 12".

Bonding Knife (Shas'vre Only) – 10 pts

Rule Amendment: Any friendly Tau, non-Kroot, non-Vespid, non-Droid, model within 6" of the Shas'vre may re-roll failed morale tests.

Hard-wired Light Shield (Shas'vre Only) – 10 pts

Grants the Shas'vre a 5+ invulnerable save.

XV12 Armour (Shas'vre Only) – 5 pts

An advanced light-weight personal armour. Grants the model a 3+ armour save.

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:

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) - 10 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.

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.

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) – 10 pts

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

Hardened Chitin (Vespid Only) – 5 pts

Grants the Vespid a 4+ armour save.

Iridium Armour Plates (Crisis Only) – 20 pts

Rule Amendment: The battlesuit is fitted with additional armour protection, in the form of iridium armour plates fitted across its surface. These increase the model's Armour Save to 2+, but the additional 2D6" move in the Assault phase is reduced to 1D6".

Vectored Retro-thrusters (Crisis Only) – 10 pts

The battlesuit is equipped with additional thruster nozzles, allowing the pilot a degree of additional manoeuvrability that may be useful in escaping an enemy that has engaged him in close combat. The model gains the Hit and Run special rule.

Stabilised Jet (Crisis Only) - 10 pts

The battlesuit is fitted with a superior jet system. The model may reroll the distance rolled for its additional move in the Assault phase.

Low Weight Composite (Crisis Only) – 5 pts

The model is immune to Strikedown.

Coolant Injectors (Crisis 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.