



**COMMANDER R'ALAI ..... 165 POINTS**

*Commander R'alai is a HQ choice in a Codex: Tau Empire detachment.*

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Commander R'alai	4	5	5	5	4	4	4	10	3+	Jet Pack Infantry (Character)	1 (Unique)

**Wargear:**

- Hazard battlesuit
- Drone controller
- Vectored retro thrusters

**Signature Systems:**

- Experimental pulse-submunitions rifle
- 'Eclipse' shield generator

**Warlord Trait:**

- Through Unity, Devastation.

**Special Rules:**

- Bonding Knife Ritual
- Independent Character
- Stubborn
- Supporting Fire
- Very Bulky

**OPTIONS:**

- May take up to two Marker Drones ..... 12 points/model

**XV9 Hazard Bodyguard Team**

If your army includes Commander R'alai, you may take one XV9 Hazard Team as a HQ selection. This unit does not take up a Force Organisation slot though. In addition, all Hazard Shas'vere in the unit gains the Sworn Protector special rule.

**XV9 Hazard Battlesuit**

*The XV9 series is a considerably larger battlesuit armour than its more commonplace counterparts, and built to the highest specification the Tau Empire can produce on a substantial scale. As well as greatly augmenting the warrior within, the armour's in-built systems feature a powerful compact energy source that enables it to mount weapons of an unprecedented strength for its size.*

The XV9 Hazard Battlesuit confers a 3+ Armour Save and comes equipped with multi-trackers, a blacksun filter and photon grenades.

**'Eclipse' Shield Generator**

*A huge drain on the suit's power capacity, the experimental 'Eclipse' type shield generator provides a defensive energy barrier and diffracts light much in the manner of a stealth field.*

It provides a 4+ Invulnerable Save increasing to a 3+ against attacks more than 12" distant.

**Experimental Pulse-Submunitions Rifle**

*As well as his standard pulse submunitions rounds, R'alai is also equipped with a selection of experimental, limited issue warheads for his weapon.*

	Range	Strength	AP	Type
Experimental pulse-submunitions rifle				
Pulse-submunitions rounds	24"	5	5	Assault 2, Blast, Ignores Cover
EMP shell	24"	-	-	Assault 2, Haywire, Gets Hot!
Hyper-density sabot	36"	9	3	Assault 2, Gets Hot!
Ionic-cluster-beam shell	24"	7	4	Assault 2, Blast, Gets Hot!

**Note:** *the pulse-submunitions rounds count as pulse weapons.*

**GUE'VESA STRIKE TEAM ..... 50 POINTS**

*You may take 0-5 Gue'vesa Strike Teams as a single Troops choice in a Codex: Tau Empire detachment. They count as a single unit for the purposes of deployment and reserves but are otherwise treated as separate units.*

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Gue'vesa Trooper	3	3	3	3	1	3	1	7	5+	Infantry	9 Gue'vesa Troopers
Gue'vesa Sergeant	3	3	3	3	1	3	2	8	5+	Infantry (Character)	1 Gue'vesa Sergeant

**Wargear:**

- Recon armour
- Lasgun
- Close-combat weapon
- Frag grenades

**Special Rules:**

- Drop Pod Assault

**OPTIONS:**

- The Gue'vesa Sergeant may take any of the following:
  - Blacksun filter ..... 3 points
  - Markerlight ..... 10 points
  - Homing beacon ..... 15 points
- The unit may take photon grenades ..... 1 point/model
- The unit may take EMP grenades ..... 2 points/model

**Drop Pod Assault**

*The Gue'vesa is treated as an "abundant resource" in the Tau military, and used as such too. The strike teams of the Gue'vesa are deployed via cheap, one-use drop pods to act as disruption units. While their equipment is insufficient to do any major damage, their mere presence in the enemy's rear area is often enough to divert essential assets away from the main Tau forces thus opening important tactical windows for the Fire Caste to deliver the killing blow.*

The Gue'vesa Strike Team must start the game in Reserve. When they become available, place the Drop Pod marker anywhere on the battlefield and scatter it as per the rules of Deep Strike. If it would land on impassable terrain or within 1" of enemy models, then reduce the scatter distance by the minimum required to avoid the obstacle. After the marker is placed, deploy the unit as if it would disembark from an open-topped vehicle, counting the Drop Pod marker as the vehicle. After the first unit arrives this way, repeat this process with all the other Gue'vesa Strike Teams, but the following Drop Pod markers must be placed within 6" of an already deployed Drop Pod marker, though they can scatter outside of this distance. After deployed, the Drop Pod markers remain in place for the rest of the battle and count as Wreckage Battlefield Debris.

**Designer's Note:** *The Drop Pod marker is a cylinder with a radius of 1.5" and a height of 3.5".*

**Lasgun**

*The humble lasgun is the main armament of the Gue'vesa strike teams. It is cheap to produce and easy to maintain, and these qualities make it a superb weapon for these forward deployed units.*

	Range	Strength	AP	Type
Lasgun	24"	3	-	Rapid Fire

**XV9 HAZARD TEAM ..... 75 POINTS**

*The XV9 Hazard Team is a Fast Attack choice in a Codex: Tau Empire detachment.*

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Hazard Shas'vere	2	3	5	5	2	2	3	9	3+	Jet Pack Infantry	1 Hazard Shas'vere

**Wargear:**

- Hazard battlesuit
- Two twin-linked burst cannons
- Vectored retro thrusters

**Special Rules:**

- Bonding Knife Ritual
- Supporting Fire
- Very Bulky

**OPTIONS:**

- May include up to two additional Hazard Shas'vere ..... 75 points/model
- Any Hazard Shas'vere may take a single item from the **Support Systems** list.
- Any Hazard Shas'vere may take up to two drones from the **Drones** list.
- Any Hazard Shas'vere may exchange one or both of its twin-linked burst cannons for one of the following:
  - Phased ion gun ..... 5 points each
  - Fusion cascade ..... 10 points each
  - Pulse-submunitions rifle ..... 15 points each

**XV9 Hazard Battlesuit**

*The XV9 series is a considerably larger battlesuit armour than its more commonplace counterparts, and built to the highest specification the Tau Empire can produce on a substantial scale. As well as greatly augmenting the warrior within, the armour's in-built systems feature a powerful compact energy source that enables it to mount weapons of an unprecedented strength for its size.*

The XV9 Hazard Battlesuit confers a 3+ Armour Save and comes equipped with multi-trackers, a blacksun filter and photon grenades.

**Phased Ion Gun**

*Phased ion guns are experimental weapons which seek to develop the high-powered ionization technology of the vehicle mounted ion cannon into a stable battlesuit weapon.*

	Range	Strength	AP	Type
Phased ion gun				
Standard	18"	7	3	Assault 2
Overcharge	18"	8	3	Assault 1, Blast, Gets Hot!

**Fusion Cascade**

*The fusion cascade is an experimental, cutting-edge fusion blaster variant. It fires in bursts, so while each charge is less powerful than an equivalent imperial melta weapon of similar size, the fusion cascade can overwhelm its target through sheer weight of fire.*

	Range	Strength	AP	Type
Fusion cascade	18"	6	1	Assault D3, Melta

**Pulse-Submunitions Rifle**

*Pulse-submunitions rifles are advanced variants of the standard pulse rifles. They fire rounds that affect large areas, similar to the airbursting fragmentation projector, and can bypass cover effectively.*

	Range	Strength	AP	Type
Pulse-submunitions rifle	24"	5	5	Assault 1, Large Blast, Ignores Cover

**Note:** pulse-submunition rifles count as pulse weapons.

**PIRANHA TX-42 SQUADRON ..... 50 POINTS**

*The Piranha TX-42 Squadron is a Fast Attack choice in a Codex: Tau Empire detachment.*

	Armour					Unit Type	Unit Composition
	BS	F	S	R	HP		
Piranha TX-42	4	11	11	10	2	Vehicle (Fast, Open-Topped, Skimmer)	1 Piranha TX-42

**Wargear:**

- Twin-linked fusion blaster

**OPTIONS:**

- May include up to four additional Piranha TX-42 ..... *50 points/model*
- Any Piranha TX-42 may exchange its twin-linked fusion blaster for one of the following:
  - Twin-linked missile pod ..... *free*
  - Twin-linked plasma rifle ..... *5 points/model*
  - Twin-linked rail rifle ..... *5 points/model*
- Any Piranha TX-42 may take up to two seeker missiles ..... *8 points each*
- Any Piranha TX-42 may take items from the **Vehicle Battle Systems** list.

**TETRA SCOUT SPEEDER SQUADRON ..... 40 POINTS**

*The Tetra Scout Speeder Squadron is a Fast Attack choice in a Codex: Tau Empire detachment.*

	Armour					Unit Type	Unit Composition
	BS	F	S	R	HP		
Tetra	3	10	10	10	2	Vehicle (Fast, Open-Topped, Skimmer)	1 Tetra

**Wargear:**

- Twin-linked pulse rifle
- High intensity markerlight
- Disruption pod
- Homing beacon

**Special Rules:**

- Scout

**OPTIONS:**

- May include up to three additional Tetras ..... *40 points/model*
- Any Tetra may take items from the **Vehicle Battle Systems** list.

**High Intensity Markerlight**

*This advanced Markerlight system emits a more powerful beam than standard systems, coupled with specialised drone-controlled gyros fitted to the Tetra that keep it fixed on a target with increased accuracy. This allows it to easily guide multiple strikes onto a single target, or to serve as a beacon for weapons that would otherwise be too distant to home in on standard Markerlight signals.*

	Range	Strength	AP	Type
High intensity markerlight	36"	-	-	Heavy 4, Target Acquired

**DX-6 REMORA DRONE FIGHTER SQUADRON ..... 110 POINTS***The DX-6 Remora Drone Fighter Squadron is a Fast Attack choice in a Codex: Tau Empire detachment.*

	Armour					Unit Type	Unit Composition
	BS	F	S	R	HP		
Remora Drone Fighter	3	10	10	10	2	Vehicle (Flyer, Hover)	1 Remora Drone Fighter

**Wargear:**

- Twin-linked hyper burst cannon
- Two seeker missiles
- Networked markerlight
- Blacksun filter

**Special Rules:**

- Shrouded
- Vector Dancer

**OPTIONS:**

- May include up to four additional Remora Drone Fighters ..... *110 points/model*
- Any Remora Drone Fighter may take items from the **Vehicle Battle Systems** list.

**Hyper Burst Cannon**

*An improved version of the common burst cannon, the hyper burst cannon uses an overcharged accelerator array to fire its projectiles with a much higher power than normal. Unfortunately, the rapid micro-vibrations caused by the firing procedure could be fatal to any pilot, so only the unmanned Remora drone fighter is capable to carry this weapon.*

	Range	Strength	AP	Type
Hyper burst cannon	36"	6	4	Heavy 4

**HEAVY GUN DRONE SQUADRON ..... 50 POINTS***The Heavy Gun Drone Squadron is a Heavy Support choice in a Codex: Tau Empire detachment.*

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Heavy Gun Drone	2	2	4	5	1	4	1	7	4+	Jet Pack Infantry	2 Heavy Gun Drones

**Wargear:**

- Twin-linked burst cannon

**Special Rules:**

- Supporting Fire

**OPTIONS:**

- May include up to four additional Heavy Gun Drones ..... *25 points/model*
- Any Heavy Gun Drone may take a single item from the **Support Systems** list. They may not take positional relays, vectored retro thrusters, drone controllers or stimulant injectors.
- Any Heavy Gun Drone may exchange its twin-linked burst cannon for one of the following:
  - Twin-linked ion rifle ..... *free*
  - Twin-linked fusion blaster ..... *5 points/model*
  - Twin-linked missile pod ..... *5 points/model*
  - Twin-linked plasma rifle ..... *5 points/model*
  - Twin-linked rail rifle ..... *5 points/model*