

MACROMUNDA

TAU EMPIRE

HOUSE BOOK

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FACTION

TAU EMPIRE

The range is the weapon and the BS is the body

The Hunter Cadres of the T'au Empire fight by a single truth: the range is the weapon, and the marksman's eye is the body. A Fire Warrior costs little more than a common trooper, yet buys a sure aim and a hardened save — and pays for it at the knife's edge, where one Wound and a clumsy hand make him easy meat. So the cadre never fights there. It paints. A markerlight strips an enemy of cover and hands every gun in the cadre a target lit bright enough to kill, and the whole line answers as one weapon: when a warrior is shot at, another fires for him; when death finds the body that matters, a drone dies in its place. This is the Greater Good made mechanism — the individual a firing-point, the cadre the true fighter. Its suits vault and vanish, its painters range ahead, and its heaviest walkers break what will not fall to massed pulse fire. Take away the markerlight and it is only fragile infantry. Leave it, and the cadre kills the enemy at the distance it chooses, in a light the enemy cannot escape.

☠ FACTION SPECIAL RULES

✂ FOR THE GREATER GOOD — SUPPORTING FIRE AND SAVIOUR PROTOCOLS

GANG RULE

For the Greater Good is the doctrine that makes a cadre one weapon rather than many. No T'au is ever taken alone. When a friendly cadre fighter is shot at or charged, one other cadre fighter within 6" that has not yet activated this round and is not Engaged may immediately answer with a single supporting-fire shot at the attacker, resolved at –1 to Hit; having fired, that supporter is then treated as having Aimed, its readiness spent. The cadre closes ranks around every threatened warrior, trading a held activation for a comrade's life. Its second half is Saviour Protocols — the drone screen that dies in a warrior's place. Together they are the Greater Good made mechanism: the individual is a firing-point, and the cadre is what truly fights. Break the mutual support and the cadre becomes only a scattered handful of fragile marksmen.

✂ THE MARKERLIGHT

GANG RULE

The Markerlight is the cadre's flagship — the system by which it fights, painting the enemy a colour the whole line can read. A fighter carrying a markerlight may take the Mark Target (Basic) action: a ranged hit roll against an enemy it can see, for a markerlight must have its target in sight to paint it. On a hit, one Markerlight token is placed on that enemy. Tokens gather from every painter in the cadre across the round and are all removed at its end — the light is poured on fresh each round and never banked. A marked enemy suffers by the tokens on it: one strips its cover from the cadre's guns, two add to their aim as well, and three or more lend their fire a killing edge, with no further marks adding anything beyond that. The tokens sit on the enemy, not the cadre; there is nothing to hoard and nothing to save, only a target lit brighter the more light the cadre pours upon it, going dark again when the round ends. The cost is measured in activations: a painter spending its turn to paint is a gun that is not firing.

✧ MONT'KA & KAUYON

SPECIAL RULE

Mont'ka and Kauyon are the two hunting doctrines, and a cadre commits to one at the muster. Declare Kauyon — the Patient Hunter — and the cadre plays the long game: bait the enemy forward, light him as he comes, and destroy him at range before he can close. Declare Mont'ka — the Killing Blow — and it plays the opposite: strike fast, hard and close, breaking the enemy before he is set. The doctrine is a stance, not a resource; it is chosen at the start of the battle and colours every activation that follows, but it is never spent and never runs dry. Vior'la cadres lean to the patient hunt, Farsight's to the sudden strike, yet the choice belongs to whoever commands the field on the day.

✧ SAVIOUR PROTOCOLS

SPECIAL RULE

Saviour Protocols is the drone screen — the reflex by which a cadre spends its machines to keep its warriors whole. When a friendly cadre fighter would be struck by a ranged attack and a friendly drone hovers within 3" of it, the controlling player may have the drone interpose: the hit strikes the drone instead, resolved against the drone in full. A drone exists for exactly this moment. The cadre's leaders and suits move behind a wall of hovering machines the enemy must clear before it can touch the body that matters, and each drone thrown across a killing shot is a drone well spent. Once the screen is gone, the warriors it shielded are suddenly, gravely exposed.

☠ ARMOURY

Weapon	Range		Accuracy		Str	AP	D	Am	Traits
	S	L	S	L					
☞ Hot Blooded Volley	15	30	+1	-	5	-1	1	4+	Pulse Rapid Fire (2) vs a marked enemy
☞ Kroot Rifle	9	18	+1	-	4	-	1	4+	Bladed (also counts as a hunting blade in melee - +1 attack) Rapid Fire (1)
☞ Kroot Scattergun	4	9	+2	-	4	-	1	4+	Knockback Scattershot
☞ Pulse Blaster	6	12	+2	-	6 / (5 at long)	-1	1	4+	Close-pulse Rapid Fire (1)
☞ Pulse Carbine	9	18	+1	-	4	-	1	4+	Pulse Rapid Fire (1)
☞ Pulse Rifle	15	30	+1	-	5	-1	1	4+	Pulse Rapid Fire (1)
☞ Kroot Pistol	6	12	+1	-	3	-	1	4+	Pistol
☞ Pulse Pistol	6	12	+1	-	4	-	1	4+	Pistol

✚ Burning Eye	18	36	-	-	-	-	-	-	Markerlight – a successful Mark places 2 tokens; the marked target may be Seeker-missiled with no line of sight Silent
✚ Burst Cannon	12	24	-	-	4	-	1	5+	Rapid Fire (2)
✚ Cyclic Ion Blaster	9	18	-	-	5 / (overcharge 6, Blast)	-1	1/D3	5+	Ion Rapid Fire (1)
✚ Flamer	T	-	-	-	4	-1	1	5+	Blaze Template
✚ Fusion Blaster	6	12	-	-	8	-4	D3	6+	Melta Scarce
✚ Hunt Mark Array	18	36	-	-	-	-	-	-	Markerlight (scent-and-sigil prey-mark: place a token – see the Core signature) Silent
✚ Ion Rifle	15	30	-	-	6 / (overcharge 7, Blast, hot)	-1	1/D3	5+	Ion
✚ Kroot Long Rifle	18	36	-	-	4	-1	1	5+	Silent Sniper
✚ Markerlight	18	36	-	-	-	-	-	-	Markerlight Silent
✚ Plasma Rifle	12	24	-	-	6	-2	1	6+	Stable – no overhear
✚ Rail Rifle	18	36	-	-	7	-3	D3	6+	Knockback Rail
✚ Twin Fusion Blaster	6	12	-	-	8	-4	D3	6+	Melta (+1 Damage at close range) Scarce twin-linked (re-roll one die)
✚ Destroyer Missiles	-	48	-	-	9	-3	D3	2/battle	Barrage Blast One-shot x2
✚ Heavy Burst Cannon	18	36	-	-	5	-1	1	5+	Rapid Fire (2) Unwieldy
✚ High Yield Missile Pod	24	48	-	-	7	-1	2	4+	Blast Rapid Fire (2)
✚ Ion Accelerator	18	36	-	-	7	-2	2/D3	5+	Ion Nova-charge (overcharge for Blast; risk on a 1) Rapid Fire (1)
✚ Ion Cannon	18	36	-	-	7 / (overcharge 8, Blast, hot)	-2	D3	5+	Ion Unwieldy
✚ Kroot Gun	18	36	-	-	7	-1	2	5+	Rapid Fire (1) Unwieldy
✚ Missile Pod	18	36	-	-	7	-1	2	5+	Rapid Fire (1)
✚ Pulse Bomb	-	(over-flown)	-	-	6	-2	D3	1/battle	Blast One-shot Strafing Run

☛ Pulse Driver Cannon	30	60	-	-	10	-3	D3+3	6+	Blast Super-heavy Unwieldy
☛ Quad Ion Turret	15	30	-	-	7 / (overcharge 8, Blast)	-1	1/D3	5+	Ion Rapid Fire (2)
☛ Railgun	30	60	-	-	10	-4	D3+2	6+	Anti-Brute/vehicle Rail Unwieldy
☛ Riptide Heavy Burst Cannon	18	36	-	-	6	-1	1	5+	Rapid Fire (3) Unwieldy
☛ Seeker Missile	-	48	-	-	9	-3	3	1/battle	One-shot Seeker
☛ Smart Missile System	18	36	-	-	5	-	1	5+	Rapid Fire (2) Seeker
✂ Battlesuit Strike	E	-	-	-	+0	-	1	-	Melee
✂ Bonding Knife	E	-	-	-	+0	-	1	-	Melee
✂ Dawn Blade	E	-	-	-	+2	-3	2	-	Light-drinker (ignore a save-point per Markerlight token on the target) Melee Parry
✂ Fusion Blade	E	-	-	-	+3	-4	D3	-	Melee Melta-edge (no save vs a marked target)
✂ Honour Blade	E	-	-	-	+1	-1	1	-	Melee Parry
✂ Hunting Blade	E	-	-	-	+0	-	1	-	Melee
✂ Knarloc Beak	E	-	-	-	+1	-1	1	-	Melee Rendering (natural 6 to Wound → AP-3, +1 Damage)
✂ Krootox Fists	E	-	-	-	+2	-	1	-	Melee
✂ Ritual Blade	E	-	-	-	+1	-1	1	-	Gene-edge (a fighter slain by this may be fed on for the adapt - see Feed on the Slain) Melee Parry
✂ Twin Hunting Blades	E	-	-	-	+0	-	1	-	Melee Paired (+1 attack, re-roll one Hit)
Emp Grenade	-	Sx2	-	-	-	-	-	4+	Blast EMP
Photon Grenade	-	Sx2	-	-	-	-	-	4+	Blast Blind/Pinning
Pulse Grenade	-	Sx2	-	-	3	-	1	4+	Blast
Quill Burst	-	Sx2	-	-	4	-	1	4+	Blast (a hail of barbed quills) Thrown

✧ BATTLESUIT PLATE

ARMOUR

COST inherent

3+ SAVE — THE XV8 / XV25 / XV95 SUIT'S WORN PLATE

Battlesuit plate is the hardened shell of the XV8 Crisis, XV25 Stealth and XV95 Ghostkeel — a sealed armoured skin that turns aside most small-arms and lets a suit stride through fire that would cut down the line. It is the suit itself: the wearer does not don it as a separate rig but is enclosed within it, plate and pilot moving as one machine. Against massed pulse and blade alike, it is the survivability the fragile T'au body could never carry on its own.

✧ BLACKSUN FILTER

ACCESSORY

COST 15

NEGATE DARKNESS / ENEMY CONCEALMENT PENALTIES

A blacksun filter is a targeting optic that turns night into day for the wearer. This fighter negates the penalties of darkness and an enemy's concealment, its sensors reading heat and motion where an unaided eye would see only shadow. A cadre that fights in the dark is a cadre that never stopped seeing — the enemy who trusts the gloom to hide him finds a pulse round waiting all the same.

✧ COMBAT ARMOUR

ARMOUR

COST 25

4+ SAVE — THE FIRE WARRIOR'S HARDENED BODYSUIT

Combat armour is the Fire Warrior's hardened bodysuit — the standard save of the line. Layered plate and sealed weave across the vital mass turn aside the glancing hit and the spent round, lifting the trooper a clear step above unarmoured infantry. It will not save him from a rail slug or a blade driven home, and beneath it he is still one Wound of frail T'au flesh, but it is the difference between a line that holds a volley and one that folds under it.

✧ DRONE CONTROLLER

WARGEAR

COST 20

FIELD +1 ACCOMPANYING DRONE

A drone controller is the neural link that lets a fighter marshal more of the cadre's machines than his own instincts could. This fighter may field one additional accompanying drone, widening the hovering screen that guards him and the warriors at his side. More drones means more bodies to throw across a killing shot — the controller turns a single suit into the anchor of its own small swarm.

✧ GUN DRONE

STATUS

COST 30

TWIN-PULSE-CARBINE COMPANION – SAVIOUR PROTOCOLS SCREEN

A gun drone is a hovering companion armed with a twin pulse carbine — a little added fire and, far more importantly, another body for Saviour Protocols. It paces its master at head height and lends its carbine to the cadre's volleys, but its truest work is to die in his place, interposing itself when a shot finds him. Cheap and expendable, it earns its keep as much by the screen it throws as by the rounds it fires. Its weapon comes mounted with it.

✧ HEAVY BATTLESUIT PLATE

ARMOUR

COST inherent

2+ SAVE – THE COMMANDER / BROADSIDE / RIPTIDE APEX PLATE

Heavy battlesuit plate is the apex armour of the T'au arsenal — the near-impervious shell of the Commander, the Broadside and the towering Riptide. Thicker and denser than a standard suit's skin, it shrugs aside all but the heaviest fire and lets these war-suits wade into a killing zone that would annihilate the line. Like all suit plate it is the machine itself, not a rig worn over flesh: to wear it is to be sealed within the suit.

✧ MARKER DRONE

STATUS

COST 30

MARKERLIGHT COMPANION – THE MOBILE PAINTER; SAVIOUR PROTOCOLS

A marker drone is a hovering companion mounting a markerlight — a mobile painter that lights targets from angles a grounded scout could never hold. It ranges with the cadre, marking enemies for the whole line's fire, and like every drone it stands ready for Saviour Protocols, throwing itself across a shot meant for its master. Cheap and expendable, it puts a painting beam wherever the cadre needs one. Its markerlight comes mounted with it.

✧ MULTI TRACKER

WARGEAR

COST inherent

FIRE TWO HARDPOINT WEAPONS IN ONE SHOOT ACTION

A multi-tracker is the twin-hardpoint Crisis's signature system — a fire-control array that slaves both weapon mounts to a single trigger. With it, the suit may fire two hardpoint weapons in one Shoot action, doubling the volley it throws in a single activation. It is the reason a Crisis strikes with such sudden weight: two mounts speaking as one, a full loadout emptied into the enemy before the suit jets clear.

✧ POSITIONAL RELAY

ACCESSORY

COST 20

SEEKER OFF THE PAINT; A SUIT MAY DEEP-STRIKE ONTO THE BEACON

A positional relay is a homing beacon that ties the cadre's reach to the light it casts. A marked enemy may be struck by a seeker missile fired off the paint, needing no line of sight, and a battlesuit may drop from reserve directly onto the beacon's signal, arriving exactly where the cadre needs it. It is coordination made physical — the cadre fights not as scattered fighters but as one net, every beacon a point the whole force can strike from or arrive upon.

✧ RECON ARMOUR

ARMOUR

COST 15

5+ SAVE — THE PATHFINDER'S / SHAS'LA'S LIGHTER RIG

Recon armour is the lighter rig of the Pathfinder and the Shas'la — a stripped, mobile weave that trades protection for speed and stealth. It saves against the glancing hit but little more; the scout who wears it lives by staying unseen and at range, not by weathering fire. For a fighter whose work is to slip ahead of the line and mark the enemy, the freedom to move quietly is worth more than the plate he leaves behind.

✧ SHIELD DRONE

STATUS

COST 30

SHIELD-GENERATOR COMPANION — INTERPOSES A SAVE; SAVIOUR PROTOCOLS

A shield drone is a hovering companion mounting a shield generator — the sturdiest of the drone screens. It interposes a raised save against shots that find its master, and like every drone it is ready for Saviour Protocols, throwing itself bodily across a killing blow. Where a gun drone adds fire and a marker drone adds light, the shield drone adds survival, hovering between the enemy and the warrior who matters most. Its shield generator comes mounted with it.

✧ SHIELD GENERATOR

ARMOUR

COST 35

4+ INVULNERABLE FIELD — THE SUIT'S ENERGY SHIELD

A shield generator wraps a battlesuit in a 4+ invulnerable field — an energy shell that turns aside a blow regardless of what struck it or how hard. Where plate can be pierced by rail and melta, the shield answers all comers alike, catching the shot that would otherwise punch clean through the suit. It is the close-strike suit's survival kit, the margin that lets a Crisis or Commander wade into fusion range and come back out. The field is finite, but for as long as it holds, the wearer is far harder to kill.

✧ STIMULANT INJECTOR

PERSONAL

COST 25

ONCE/BATTLE, IGNORE A FLESH WOUND

A stimulant injector is the suit's own field-medic — a bank of combat drugs slaved to the pilot's vitals. Once per battle, the wearer may ignore a Flesh Wound, the injector flooding him with what he needs to fight on where another fighter would falter. It buys no lasting healing, only a single refusal to fall at the moment it matters most: the suit shrugs off a hurt that should have slowed it and keeps firing.

✧ TARGET LOCK

WARGEAR

COST 20

IGNORE THE SUPPORTING-FIRE / OVERWATCH PENALTY; FIRE AT A TARGET OTHER THAN THE CADRE'S

A target lock is a fire-control system that frees a fighter to choose his own mark. This fighter ignores the –1 penalty on a supporting-fire or overwatch shot, and may fire at a target other than the one the rest of the cadre is engaging — picking off a flanker or a lone threat while the line pours fire elsewhere. Where the cadre fights as one gun, the target lock lets a single suit answer a second problem without breaking from the whole.

✧ VELOCITY TRACKER

WARGEAR

COST 15

+1 TO HIT VS FAST / JETPACK / FLYING TARGETS

A velocity tracker is a predictive optic tuned to the fast and the airborne. This fighter gains +1 to Hit against targets that are fast, jetpack-borne or flying — leading the mark, reading its arc, and putting a pulse round where it will be rather than where it is. Against a foe built on speed and evasion, the tracker turns a near-impossible shot into a reliable one; it is the cadre's answer to anything that hoped to outrun its guns.

☠ WEAPON TRAITS

✂ BLAST

WEAPON TRAIT

An area attack. Centre a circular blast marker of diameter "X" (commonly 3" or 5") over the target point; **every** fighter (friend or foe) fully or partially under it is hit. Blast weapons do **not** roll to-hit against BS in the normal way — a scatter/placement mechanic applies if the shot misses its aim point. The signature trait of frag grenades, frag missiles, plasma cannons.

✂ KNOCKBACK

WEAPON TRAIT

If the weapon's **Strength** exceeds the target's **Strength** (or simply on a hit, per the weapon), the target is pushed **1"** directly away from the firer. Can shove fighters off ledges or out of cover (stub guns, shotguns, heavy stubbers).

✂ MELEE

WEAPON TRAIT

The weapon can only be used at **Engagement range** (close combat). Baseline tag for CC weapons.

✂ MELTA

WEAPON TRAIT

Anti-armour heat lance. At **Short range** the weapon's **Damage** is **doubled** (and it is brutal vs vehicles/structures). At Long range it is an ordinary, weaker hit. The signature of meltaguns/multi-meltas/melta bombs.

✂ PAIRED

WEAPON TRAIT

The weapon is one of a **matched pair**; wielding both grants an extra attack die in close combat (matched blades, twin chainswords).

✂ PARRY

WEAPON TRAIT

Defensive blade trait. When the fighter is attacked in melee, for each Parry weapon they hold they can **force** the attacker to re-roll one successful hit dice (one of the attacker's hits). Swords, knives. Two Parry weapons can give two re-rolls in some printings.

✂ RAPID FIRE

WEAPON TRAIT

The weapon can put out multiple hits. When you make the hit roll you may roll X **additional** Firepower/ammo dice; each that would normally hit scores an extra hit (subject to a -1 to-hit per extra dice after the first in some printings). More dice = more hits but more chances to trigger an Ammo check. The classic "spray" trait of autoguns/heavy stubbers/storm weapons.

✂ RENDING

WEAPON TRAIT

On a **natural 6 to wound**, the attack improves: it gains additional AP and/or +1 **Damage** (the "rends armour" effect). Turns a mid-Str weapon into an armour-killer on lucky rolls (needle weapons, some blades).

✂ SCARCE

WEAPON TRAIT

The opposite of Plentiful. Ammo is rare; once the weapon runs out it **cannot be reloaded** during the battle (it stays out of ammo). Common on exotic/heavy ordnance and special ammo. Pushes a weapon's effective cost down per-shot.

✂ SCATTERSHOT

WEAPON TRAIT

A short-range spray (e.g. scatter shotgun shells). Typically grants extra hit dice at close range / hits more reliably up close, representing a shotgun cone. Often pairs with poor long-range Acc.

✧ SILENT

WEAPON TRAIT

Firing does not break stealth in the same way — does not automatically reveal/wake or trigger reactions that noisy weapons would (needle weapons, suppressed stubbers). Strong in scenarios with sentries/sneaking.

✧ SNIPER

WEAPON TRAIT

Treats the target's **range** and **cover** more favourably and often imposes **Pinning** or a Flesh Wound on a hit; can target specific fighters ignoring "nearest" rules. The marksman's-rifle trait.

✧ TEMPLATE

WEAPON TRAIT

Uses the flame/teardrop **Flamer template** instead of a to-hit roll. Place the template with its narrow end touching the firer; every fighter under it is automatically hit (they may get a chance to be hit on a roll, but there is no BS test). Ignores cover positioning to a large degree. The flamer family. Targets hit by a Template count as having been hit by a "guaranteed" attack.

✧ UNWIELDY

WEAPON TRAIT

Big, heavy, two-handed. The weapon takes **two hands** (cannot pair it with another weapon for extra attacks) and imposes a penalty when used (e.g. counts as fewer attacks, or a to-hit/Initiative penalty). The cost balancer on power fists, heavy melee, and some heavy ranged weapons (firing a heavy weapon unbraced).

SKILLS

✧ COORDINATED FIREBASE TAU EMPIRE SET

A fighter drilled in Coordinated Firebase tightens the cadre's mutual support into a single interlocking field of fire. This fighter's For the Greater Good supporting-fire range extends to 9", reaching further across the line to answer a threatened comrade, and when its supporting shot is loosed at a marked enemy it is made without the usual -1 reaction penalty. Against a target the cadre has lit, the fighter answers as surely as if it had taken deliberate aim — the firebase does not flinch, and no warrior within its reach fights unanswered.

✧ DRONE MASTER TAU EMPIRE SET

A Drone Master is a warrior who has learned to think as his machines do. This fighter may field one additional drone beyond the cadre's usual allowance, and the reach of his drones' Saviour Protocols extends to 6" — a wider screen thrown across a broader stretch of the line. Where another fighter's drones shield only what hovers close, his interpose for comrades further off, dying across shots aimed well beyond their master. A cadre built around a Drone Master fields more of the expendable machines and loses fewer of the warriors that matter.

✧ JET PACK MANOEUVRE TAU EMPIRE SET

Jet Pack Manoeuvre is the hit-and-fade that defines battlesuit warfare — fire, then be gone before the answer comes. After this battlesuit fighter resolves a Shoot action, it may immediately make a free reposition move of up to 4", though it may not end that move in base contact with an enemy. The suit looses its hardpoints and jets back into cover, breaking the firing line it just exposed. Only a battlesuit's jet drive can pull it clear this way; the line trooper who shoots must hold his ground, but the suit strikes and withdraws in a single breath.

✧ KILLING BLOW MONTKA TAU EMPIRE SET

The Killing Blow is the moment a cadre stops hunting and commits. Once per battle, this fighter may declare Mont'ka: until the end of the round, friendly cadre fighters within 9" of it re-roll failed Hit rolls against marked enemies. Where the markerlight has lit a target, the cadre now pours its fire in certain of the kill — the patient painting gives way to the decisive strike, and the enemy the cadre has committed to rarely survives the round. Chosen once and spent, it is the hammer-blow the whole hunt has been shaping toward.

✧ MARKERLIGHT DISCIPLINE

TAU EMPIRE SET

Markerlight Discipline is the painter's mastered art — the ability to light a target and act upon the light in a single breath. In one activation this fighter may Mark Target and then Shoot, painting an enemy and firing on it without surrendering its turn to the mark alone; or, if the fighter would rather feed the cadre's fire than its own, a successful Mark places an additional Markerlight token, a steadier beam that lights the target one shade brighter for every gun in the line. Either way, the disciplined painter wrings more from every beam than a raw hand ever could.

✧ VOLLEY FIRE

TAU EMPIRE SET

Volley Fire is the reward for the patient, stationary gunline. If this fighter did not move during its activation, its Rapid Fire weapon makes one additional shot against a marked enemy — the disciplined trooper plants his feet, finds the lit target, and pours on an extra measure of pulse fire. The bonus is the cadre's whole method distilled: hold the line, let the painters do their work, and answer a marked enemy with more fire than it can weather. A warrior who stands and shoots at a target the cadre has lit is at his deadliest.



TAU EMPIRE • HOUSE DOSSIER

THE FARSIGHT ENCLAVES

The bold close-range battlesuit assault

The Farsight Enclaves are the cadre that broke from the Greater Good's caution and learned the closest, hardest truth of war: the T'au gun is deadliest at the range the Ethereals fear. Where the loyalist septs bait an enemy into a distant kill-box, the Enclaves jet straight at him — a wall of Crisis suits crashing into fusion range, dropping melta at point-blank, and the Commander's dawn blade taking the head before the suit jets clear. This is still T'au firepower, but delivered with the Mont'ka, the killing blow, at the knife's edge of the enemy's line. They paint the target short, commit the whole suit wall in one devastating alpha, then survive the answer with their mobility spent. Their strength is the strike, not the body: the line is still T3 and single-wounded, and a suit caught in the open once its charge is done stands exposed on a 3+ save and a shield. They are undone by an enemy that screens them out and out-shoots the committed suits — but by then the target the strike came for is already gone. The gun is a knife, and the close fight the Empire forbade is their home ground.

GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	4

BUILD RULES

- ♦ Starting credits: 1500. No per-fighter tithe — the Markerlight, For the Greater Good, Saviour Protocols and the doctrines are inherent to the cadre
- ♦ Exactly 1 Leader (Commander, Farsight-pattern)
- ♦ 1-4 Champions (Crisis / Stealth / Bodyguard / Ghostkeel suits — the Enclaves field more Champions than any T'au cadre; the suit wall is the gang)
- ♦ Fire Warriors a thin supporting line; 0-1 Pathfinder (the short-paint floor)
- ♦ 0-1 Brute (XV104 Riptide), or a lone KV128 Stormsurge super-heavy in its place
- ♦ Backbone inverted — the fist, not the line: the Enclaves may field Champions $\geq$ Gangers, the one T'au House whose suit wall outnumbers its supporting troops
- ♦ Intra-faction sibling support: a Farsight cadre may field a Kroot Auxiliary packmate by reference — a howling melee screen to hold a flank while the suits strike — never a cross-faction wiring
- ♦ The Bold Strike: the Mont'ka doctrine, the suit-heavy wall, and the 6th skill swapped from The Killing Blow to Crashing Assault

A starting gang of the Enclaves forms on 1,500 credits around a single Commander of Farsight pattern — exactly one Leader, the blade-lord who leads the strike from the front. Beneath him stand one to four Champions, the Crisis, Stealth, Bodyguard and Ghostkeel suits that are the body of the cadre. This is the inverted House: the suit wall is the gang, and the Enclaves may field as many Champions as Gangers, or more — a fist of few costly suits rather than a broad line. Fire Warriors and Shas'la form a thin supporting line behind them, and a single Pathfinder lays the short paint the strike opens on. A gang may take one Riptide Brute, or a lone Stormsurge super-heavy in its place. A Kroot Auxiliary packmate may be fielded by reference as a melee screen, sibling support within the Empire and never a cross-faction hire. As the cadre's legend grows, Reputation unlocks its deeper suit slots and its relic blades.

👤 GANG RULES

✂ THE BOLD STRIKE

GANG RULE

The Bold Strike is how the Enclaves fight the Mont'ka — the killing blow struck fast and close. Rather than hold and pour fire into a distant kill-box, the cadre jets its whole suit wall forward, paints the target short with the Markerlight, and crashes into fusion-and-blade distance, where T'au firepower is most lethal and the enemy's own guns are at their worst. The first exchange is a one-sided alpha: fusion at point-blank ignoring armour, the dawn blade taking the head, the Riptide nova-charging a lane open. The cost is the cost of commitment. A suit that has charged has spent its mobility and stands in the enemy's lines, exposed in the open, and must survive the answer on its save, its shield and its drone screen. This is the divergence from the loyalist septs: Farsight closes and strikes where they hold and paint. The strike lands devastating, but the cadre that delivered it must then weather what comes back.

✂ FARSIGHT'S EXAMPLE

GANG RULE

Farsight's Example is the renegade Commander's own presence made a weapon. While the Commander of Farsight pattern is on the field and not Seriously Injured, friendly battlesuits within 9" re-roll failed Hit rolls in close range, within 6", and on a Charge — the wall fights like its founder, striking with the certainty of the one T'au warrior who mastered the close fight. It is the heart of the Bold Strike: the alpha lands cleaner where the Commander leads it, and the suits that crash in around him do not miss the target the paint has opened. Where a loyalist Fireblade projects the gunline, the Commander projects the strike — one leader, one aura, and the whole cadre pulled into the close fight behind him. Take the Commander Out of Action and the example fails; the wall fights on, but no longer as one.

FIGHTERS

COMMANDER

LEADER

✖ 510 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"→	2+	2+	5	5	4	3+	4	5+	4+	5+	5+

SAVE 2+

SPECIAL RULES The Bold Strike (*leads the Mont'ka strike from the front*)

Farsight's Example (*the renegade's example lifts the whole wall*)

The Markerlight (*paints the target short to open the strike*)

SEE SPECIAL RULES

Typed Effects

- re-roll Hit
- mark-target

PRIMARY

Agility

Combat

Ferocity

Leadership

Shooting

Signature

SECONDARY

Brawn

Cunning

Savant

STARTING GEAR Heavy Battlesuit Plate

FREE SKILL Crashing Assault

EQUIPMENT LIST

SPECIAL

Cyclic Ion Blaster 65 credits

Plasma Rifle 70 credits

Twin Fusion Blaster 110 credits

HEAVY

Missile Pod 90 credits

CLOSE-COMBAT

Dawn Blade 70 credits

ARMOUR

Shield Generator 75 credits

Heavy Battlesuit Plate

included

WARGEAR

Target Lock 20 credits

✧ Early Warning Override 25 credits

From the 40k battlesuit Early Warning Override hardpoint (Codex: T'au Empire); kitbash onto a Crisis / Commander. Overwatch at no penalty on a charging enemy once/round.

PERSONAL

Stimulant Injector 25 credits

STATUS

Gun Drone 30 credits

Marker Drone 30 credits

Shield Drone 30 credits

✧ Guardian Drone 40 credits

From the 40k T'au Guardian Drone (Codex: T'au Empire); kitbash onto a drone body. Projects a 5+ invulnerable field to the Commander within 3" (Saviour-linked).

The Commander is the renegade warlord at the head of the strike — the one T'au body that genuinely wins a melee. He jets forward at the front of the suit wall, his twin fusion blaster opening the target at melta range and his

CRISIS BODYGUARD CHAMPION x 340 CREDITS

SAVE 3+

PRIMARY Agility Brawn Combat SECONDARY Leadership
Ferocity Shooting Signature

EQUIPMENT LIST	
SPECIAL	ARMOUR
Twin Fusion Blaster110 credits	Shield Generator75 credits
HEAVY	Heavy Battlesuit Plate
Smart Missile System110 credits	<i>included</i>
CLOSE-COMBAT	WARGEAR
Fusion Blade60 credits	✧ <i>Early Warning Override</i> 25 credits
	<i>From the 40k battlesuit Early Warning Override hardpoint (Codex: T'au Empire); kitbash onto a Crisis / Commander. Overwatch at no penalty on a charging enemy once/round.</i>

CRISIS SUIT

CHAMPION

✖ 265 CREDITS

M	WS	BS	S	T	W	I	A	Ld	CL	Wil	Int
6"→	4+	3+	5	5	3	3+	2	6+	6+	6+	6+

SAVE 3+

SPECIAL RULES The Bold Strike (*jet-charges into fusion range*) Saviour Protocols (*screened by its drones*)

SEE SPECIAL RULES

PRIMARY

Agility

Combat

Ferocity

Shooting

Signature

SECONDARY

Brawn

Cunning

Leadership

Savant

STARTING GEAR Battlesuit Plate

FREE SKILL Jet Pack Manoeuvre

EQUIPMENT LIST

SPECIAL

Burst Cannon 60 credits

Cyclic Ion Blaster 65 credits

Twin Fusion Blaster 110 credits

HEAVY

Missile Pod 90 credits

Smart Missile System 110 credits

CLOSE-COMBAT

Fusion Blade 60 credits

ARMOUR

Shield Generator 75 credits

Battlesuit Plate

included

WARGEAR

✧ Early Warning Override 25 credits

From the 40k battlesuit Early Warning Override hardpoint (Codex: Tau Empire); kitbash onto a Crisis / Commander. Overwatch at no penalty on a charging enemy once/round.

STATUS

Gun Drone 30 credits

Marker Drone 30 credits

Shield Drone 30 credits

The Crisis Battlesuit in Enclave pattern is the body of the strike — the twin-fusion brawler that jet-charges into melta range and drops fusion at point-blank, where armour means nothing. It carries the fusion blade for the moment after the shot, and its drones screen the charge in under Saviour Protocols, interposing for the fire that answers a committed suit. Jet Pack Manoeuvre is its founding skill, the fire-and-fade that keeps it shooting without standing still to be shot. This is the wall that walks: the Enclaves field more of these than any other cadre fields Champions, and they arrive together, crashing the enemy's line where they land. Once committed it has spent its mobility and stands exposed in the open on a 3+ save and a shield — but by then the target it came for is already gone.

GHOSTKEEL

CHAMPION

✖ 275 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"→	4+	3+	5	6	4	3+	2	6+	6+	6+	6+

SAVE 3+

SPECIAL RULES The Bold Strike (*the close-range Mont'ka striker*) The Markerlight (*jets in unseen off the paint*)

SEE SPECIAL RULES

Typed Effects

- mark-target

PRIMARY Agility Combat Cunning SECONDARY Brawn Savant
Ferocity Shooting Signature

STARTING GEAR Battlesuit Plate

EQUIPMENT LIST	
SPECIAL	ARMOUR
Markerlight	Shield Generator
Burst Cannon	Battlesuit Plate
Cyclic Ion Blaster	<i>included</i>
Fusion Blaster	STATUS
Twin Fusion Blaster	Gun Drone
HEAVY	Marker Drone
Smart Missile System	Shield Drone
CLOSE-COMBAT	
Fusion Blade	

The Ghostkeel is Farsight's close-range Mont'ka striker — a heavy stealth-walker that jets into fusion range unseen and opens the strike from a place the enemy never marked. Its heavy stealth field keeps it hidden until it is already inside melta distance, where its fusion and blade do the work the cloak set up. It carries the Markerlight to paint its own target short before it strikes, folding scout and killer into one body. Larger and tougher than a Stealth suit at T6 and four wounds, it fights the Bold Strike as the blade that arrives from nowhere — the first the enemy knows of it is the fusion at arm's length.

PATHFINDER CHAMPION

CHAMPION

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	2+	3	3	2	3+	1	6+	6+	6+	6+

SAVE 5+

SPECIAL RULES The Markerlight (*the painter-leader opens the strike*) SEE SPECIAL RULES

Typed Effects

- mark-target

PRIMARY

Agility

Cunning

Ferocity

SECONDARY

Combat

Leadership

Savant

Shooting

Signature

STARTING GEAR Markerlight · Rail Rifle

FREE SKILL Markerlight Discipline

EQUIPMENT LIST

BASIC

Pulse Carbine 20 credits

PISTOL

Pulse Pistol 15 credits

SPECIAL

Markerlight 20 credits

Rail Rifle 75 credits

HEAVY

Seeker Missile 60 credits

CLOSE-COMBAT

Bonding Knife 10 credits

ARMOUR

Recon Armour 15 credits

ACCESSORY

Positional Relay 20 credits

STATUS

Marker Drone 30 credits

The Pathfinder Champion is the painter-leader who opens the strike. At BS 2+ it lays the Markerlight with precision, painting the target short so the charging suit's fusion lands on a body that cannot hide in cover, and its rail rifle punches a heavy shot into anything armoured that survives the mark. Its founding skill is Markerlight Discipline — it marks and shoots in the same activation, or stacks an extra token on a clean paint. A light body in recon armour, it leads from the picket rather than the wall: the strike does not land clean unless this fighter commits first.

STEALTH SUIT

CHAMPION

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	4	4	2	3+	1	6+	6+	6+	6+

SAVE 3+

SPECIAL RULES The Markerlight (*paints from the cloak*) Saviour Protocols (*screened by its drones*) SEE SPECIAL RULES

Typed Effects

- mark-target

PRIMARY

Agility

Cunning

Savant

SECONDARY

Combat

Ferocity

Shooting

Signature

STARTING GEAR Burst Cannon · Markerlight

EQUIPMENT LIST			
SPECIAL		WARGEAR	
Markerlight	20 credits	Target Lock	20 credits
Burst Cannon	60 credits	STATUS	
Fusion Blaster	80 credits	Marker Drone	30 credits

The Stealth Battlesuit is the cloaked scout that opens a flank. Its stealth field keeps it hidden as it works into position, burst cannon ready and Markerlight in hand to paint a target short for the strike coming in behind it. Lighter than the brawler suits at T4 and two wounds, it fights from concealment rather than the wall — a mark and a volley from a place the enemy did not watch. Its drones screen it under Saviour Protocols, and its target lock lets it paint or fire past the cadre's own line. It sets the strike up; the Crisis wall finishes what it marks.

FIRE WARRIOR BREACHER

GANGER

75 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	3+	3	3	1	4+	1	7+	6+	7+	6+

SAVE 4+

SPECIAL RULES For the Greater Good — supporting fire and Saviour Protocols (*supporting fire for the strike*)

SEE SPECIAL RULES

Typed Effects

- grant-action Shoot free
- -1

PRIMARY

Combat

Cunning

Shooting

Signature

SECONDARY

Agility

Brawn

Ferocity

Savant

STARTING GEAR Pulse Blaster · Bonding Knife

EQUIPMENT LIST

BASIC

Pulse Blaster 30 credits

PISTOL

Pulse Pistol 15 credits

CLOSE-COMBAT

Bonding Knife 10 credits

ARMOUR

Combat Armour 25 credits

The Breacher is the close-support line that follows the suits in. Armed with the short-ranged pulse blaster, it fights where the strike fights — hard at knife range, weak past it — and covers the ground the suits cannot hold alone. It is a single wound of T3 flesh at BS 3+, thin and cheap, and it answers as one with the cadre: under For the Greater Good it throws a supporting shot whenever a mate is shot or charged. It will not win the close fight the way a suit does, but it thickens the wall and punishes anything that closes on the strike from the flank.

FIRE WARRIOR STRIKE

GANGER

× 65 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	3+	3	3	1	4+	1	7+	6+	7+	6+

SAVE 4+

SPECIAL RULES For the Greater Good — supporting fire and Saviour Protocols (*supporting fire for the strike*)

SEE SPECIAL RULES

Typed Effects

- grant-action Shoot free
- -1

PRIMARY

Savant

Shooting

Signature

SECONDARY

Agility

Combat

Cunning

Ferocity

STARTING GEAR Pulse Rifle · Bonding Knife

EQUIPMENT LIST

BASIC

Pulse Carbine 20 credits

Pulse Rifle 25 credits

PISTOL

Pulse Pistol 15 credits

SPECIAL

Markerlight 20 credits

Ion Rifle 55 credits

CLOSE-COMBAT

Bonding Knife 10 credits

ARMOUR

Combat Armour 25 credits

The Strike Team Fire Warrior is the thin firebase that covers the strike. Its pulse rifle reaches out past the suits' melta range to punish a foe crossing open ground, and at BS 3+ it hits reliably. A single wound of T3 at WS 5+, it is no brawler — it holds the rear and shoots, answering as one with the cadre under For the Greater Good whenever a mate is shot or charged. Where the suits deliver the killing blow up close, the Strike Team keeps the lanes behind them clear.

PATHFINDER

GANGER

55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	3+	3	3	1	3+	1	7+	7+	7+	6+

SAVE 5+

SPECIAL RULES The Markerlight (*lights the target for the charging suit*) SEE SPECIAL RULES

Typed Effects

- mark-target

PRIMARY Agility Cunning Savant SECONDARY Ferocity
Shooting Signature

STARTING GEAR Markerlight · Pulse Carbine

EQUIPMENT LIST	
BASIC	CLOSE-COMBAT
Pulse Carbine 20 credits	Bonding Knife 10 credits
PISTOL	ARMOUR
Pulse Pistol 15 credits	Recon Armour 15 credits
SPECIAL	ACCESSORY
Markerlight 20 credits	Positional Relay 20 credits
Ion Rifle 55 credits	STATUS
	Marker Drone 30 credits

The Pathfinder is the painter that opens the close strike. It lays the Markerlight short — a token on the enemy that strips his cover so the charging suit's fusion cannot miss into terrain — then falls back on its pulse carbine once the suits arrive. A single wound of T3 at BS 3+, it is fragile and must commit forward first, ahead of the wall, to light the target the cadre means to delete. The alpha is never free: it begins with this fighter exposed on the picket, paint on the enemy, waiting for the suits to crash in.

SHASLA

JUVE

× 45 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	8+	7+	7+	7+

SAVE 5+

SPECIAL RULES For the Greater Good — supporting fire and Saviour Protocols (*the cheap close-support body answers as one*)

SEE SPECIAL RULES

Typed Effects

- grant-action Shoot free
- -1

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Combat

Ferocity

Savant

Signature

STARTING GEAR Pulse Carbine

EQUIPMENT LIST

BASIC

Pulse Carbine 20 credits

PISTOL

Pulse Pistol 15 credits

CLOSE-COMBAT

Bonding Knife 10 credits

ARMOUR

Recon Armour 15 credits

The Shas'la is the raw cadet — the cheapest close-support body in the cadre, sent forward to learn the strike or die in it. Armed with a pulse carbine and nothing more, it is a single wound of T3 at BS 4+, thin even by the line's standard. It answers as one with the cadre under For the Greater Good, throwing a supporting shot when a mate is shot or charged, and it thickens the wall the suits are the edge of. Some cadets live to pilot a suit; most simply hold the ground a round longer so the strike can land.

DRONE

EXOTIC BEAST

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"→	5+	4+	3	4	1	4+	1	8+	7+	7+	7+

SAVE 4+

SPECIAL RULES Saviour Protocols (*interposes for its master*) SEE SPECIAL RULES

PRIMARY Agility Shooting SECONDARY Cunning Savant

EQUIPMENT LIST

BASIC

Pulse Carbine 20 credits

SPECIAL

Markerlight 20 credits

ARMOUR

Shield Generator 75 credits

The Drone is the suit's screen — a hovering gun, shield or marker machine that trails the strike and throws itself into the answer. Under Saviour Protocols it interposes for a ranged hit aimed at its master, spending its single wound so a committed suit survives to strike again. It is fast and expendable, an M8" jetpack body that keeps pace with the charging wall and dies in its place. A gun drone adds fire, a marker drone paints the target short, a shield drone hardens the suit it guards — all three exist to buy the committed cadre one more round in the open.

VEHICLES

DEVILFISH

TRANSPORT

✖ 125 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	7	6	6	6	5+	4+	4+	7+	6+	7+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Burst Cannon — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)
- ♦ 2x detachable gun drone

The Devilfish is the anti-grav workhorse of the Hunter Cadres — the Tau answer to a Rhino, a fast and agile Skimmer that floats a Fire Warrior team across broken ground and disgorges them where the firing line is needed. A turret burst cannon hoses the approach clear, while a pair of detachable gun drones ride its flanks to peel off as a screen and answer for the machine under Saviour Protocols. Its hull is armour enough against small-arms but thin by war-engine standards; it lives on speed and its anti-grav motor, not on trading blows. One rides with a cadre at a time. It plugs into the Ash-Wastes vehicle rules for its handling, its facing Toughness and its Loss of Control, the floating transport every sept learns to move behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GHOSTKEEL

VEHICLE

× 240 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	7	6	5	6	5+	3+	3+	6+	6+	6+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Cyclic Ion Blaster — Shoulder arc (Crew)
- ♦ Fusion Blaster — Shoulder arc (Crew)
- ♦ Burst Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ Stealth field (the holographic shroud — enemy ranged attacks against this vehicle at long range suffer an additional -1 to Hit; a Markerlight-marked Ghostkeel ignores this benefit)

The XV95 Ghostkeel is the heaviest thing a warrior can still wear rather than pilot from within a hull — and as of the corrected vehicle model that is exactly the line it crosses: a piloted walker-scale war-machine, not a worn suit, and so it fights as a §5c vehicle. The nimblest machine in the Tau pool, it walks at speed on jet-assisted legs, its survival resting not on armour but on the stealth field — a shroud of baffles and holographic ghosting that scatters targeting locks so the machine is hardest to strike precisely when it is closest and deadliest. A light hull carries it: Toughness 7 to the front over six Hull Points, thinning to the flanks and rear like the rest of the glass-under-fire motor pool. Cyclic-ion and fusion hardpoints ride its shoulders and a twin burst cannon hoses its hull, and a single pilot is both driver and gunner — its precision is held at the suit-warrior's own eye, the reason its gunnery reads a step above the crewed grav-tanks. It walks unseen to killing range, then makes itself known — a phantom that resolves into a war-machine only once it is too late to answer. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points, its handling and every Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HAMMERHEAD

VEHICLE

✖ 215 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	7	5+	4+	4+	7+	6+	7+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Railgun — Turret arc (Crew)
- ♦ Burst Cannon — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ 2x detachable gun drone

The Hammerhead is the Tau main battle tank — a durable grav-tank floating on the same anti-grav motor as the Devilfish but built to kill armour rather than carry troops. Its turret railgun drives a solid slug clean through anything the enemy fields, and the more brightly the cadre has lit its quarry the deeper the slug bites, paint and railgun compounding into a single killing blow; a turret ion cannon serves the crew that would rather rake infantry with an overcharged blast. Pintle burst cannon and a pair of gun drones ward its flanks. Its front facing is thick and its price dear, sitting well below the super-heavy ceiling. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling — a gun-tank that need not move to end a target.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PIRANHA

VEHICLE

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	5	4	4	4	5+	5+	4+	7+	6+	7+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Fusion Blaster — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ 2x detachable gun drone

The Piranha is the fastest chassis in the Tau motor pool — a tissue-thin anti-grav flanker built to hunt, not to hold a line. A nose-fixed fusion blaster burns through armour at close reach, and then the machine simply jets away before the enemy can bring its own guns to bear; a burst cannon serves the crew that would rather rake infantry than crack tanks. Its pair of gun drones detach as it runs, screening its retreat and answering for it under Saviour Protocols. Four Hull Points and thin facing mean a single solid hit can gut it — this is a glass hunter that trades survivability for speed and a killing pass. One rides with a cadre at a time, plugging into the Ash-Wastes vehicle rules for its handling, its facing Toughness and its Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORSHARK

GUNSHIP

✖ 225 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	7+	6+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Quad Ion Turret — Turret arc (Crew)
- ♦ Missile Pod — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Networked markerlight
- ♦ 2x seeker missile (off marks)

The Razorshark is the Tau interceptor jet — a fast forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it makes its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass. Its turret quad ion turret hunts fast movers and light armour, wing missile pods reach out at heavier prey, and a pair of seeker missiles fall off the cadre's paint onto whatever the painters have lit below. Eight Hull Points let it weather the odd hit, but its true defence is velocity and altitude. A gang fields one to deny the sky. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RIPTIDE

VEHICLE

✖ 440 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	8	7	6	8	6+	3+	3+	6+	6+	6+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Ion Accelerator — Turret arc (Crew)
- ♦ Riptide Heavy Burst Cannon — Hull arc (Crew)
- ♦ Smart Missile System — Side arc (Crew)
- ♦ Markerlight — Networked arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Nova charge (once per turn the ion accelerator may overcharge into a Blast; on a roll of 1 the vehicle suffers a Hull Point of feedback)

The XV104 Riptide is the Enclave anvil-on-the-move — a towering piloted assault-walker that grinds into the enemy's lines and dares them to stop it, and under the corrected vehicle model it fights on the §5c track as the Walker it always was. Toughness 8 to the front over eight Hull Points, it soaks fire a lesser suit could never stand under, its ion accelerator nova-charging into a Blast that clears a lane for the strike while a heavy burst cannon hoses the ground it means to take. It is the ram to the Crisis wall's knife: where the wall is the cut, the Riptide is the mass behind it. A side smart-missile mount hunts targets around cover and a networked markerlight lets the walker paint its own quarry, firing the lit kill at range before it jets forward to keep the pressure closing. Nova-charging risks a Hull Point of feedback on a roll of 1, but a Riptide that reaches the enemy's centre has already broken the line where it stands. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points, its handling and every Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SKY RAY

VEHICLE

✖ 185 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	7	5+	4+	4+	7+	6+	7+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Seeker Missile — Turret arc (Crew)
- ♦ Markerlight — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ 2x detachable gun drone
- ♦ Networked markerlight (mobile painter)

The Sky Ray is the Markerlight signature made mobile — the Hammerhead hull turned to fire support rather than tank-killing. Its turret carries a battery of seeker missiles fired off the cadre's paint, and its networked markerlights let the machine itself paint a target for the whole line to fall upon. It is a force-multiplier before it is a gun: it lights the enemy, its own seekers and every seeker and off-mark weapon in the cadre following the beam onto a foe with nowhere left to hide. Gun drones ward its flanks and answer for it under Saviour Protocols. Priced above the transport and below the gun-tank, one rides with a cadre at a time, plugging into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMSURGE

VEHICLE

✖ 580 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	10	8	6	10	6+	3+	4+	7+	6+	7+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Pulse Driver Cannon — Turret arc (Crew)
- ♦ Destroyer Missiles — Hull arc (Crew)
- ♦ Smart Missile System — Side arc (Crew)
- ♦ Markerlight — Networked arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Anchor (must not move the turn the pulse-driver cannon fires)

The KV128 Stormsurge is the Enclaves' super-heavy gun-walker — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. The Tau answer to a Knight: an apex Walker of Toughness 10 front armour over ten Hull Points, but thin-flanked and thin-rear (the glass-under-fire motor pool at gang scale), it lumbers at Movement 4" and must **anchor** to fire its pulse-driver cannon — planting its stabilisers to crack a fortress or an enemy war-engine. A hull destroyer battery rains off the cadre's marks, side smart-missile mounts hunt around cover, and a networked markerlight lets the piloted walker paint its own target. The fortune-gatekeeper apex of the armoury, above the ~450 superheavy ceiling and square-law capped, 0-1 per gang; its provisional price is re-derived from the profile, and its damage and handling and every Loss of Control resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMSURGE

VEHICLE

✖ 580 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	10	8	6	10	6+	3+	4+	7+	6+	7+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Pulse Driver Cannon — Turret arc (Crew)
- ♦ Destroyer Missiles — Hull arc (Crew)
- ♦ Smart Missile System — Side arc (Crew)
- ♦ Markerlight — Networked arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Anchor (must not move the turn the pulse-driver cannon fires)

The KV128 Stormsurge is the war-engine of the Hunter Cadres — the Tau answer to a Knight, a piloted super-heavy gun-walker that dwarfs even the battlesuits and hunches on splayed anchor-legs beneath a pulse-driver cannon. It is an apex Walker of Toughness 10 front armour over ten Hull Points, yet thin-flanked and thin-rear beneath that prow: the glass-under-fire motor pool at gang scale. It lumbers at a crawl and must anchor to loose its heaviest gun, planting its stabilisers to crack a fortress or an enemy war-engine. A hull destroyer battery rains off the cadre's marks, side smart-missile mounts hunt targets around cover, and a networked markerlight lets the walker paint its own quarry for the whole line. It is committed whole and alone — one only, and rarely — the ceiling of what a cadre can bring to bear when something on the field must simply be broken. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points, its handling and every Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SUN SHARK

GUNSHIP

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
16"	7	6	6	8	6+	4+	4+	7+	6+	7+	6+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Pulse Bomb — Hull arc (Crew)
- ♦ Missile Pod — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Networked markerlight
- ♦ 2x seeker missile (off marks)
- ♦ 2x interceptor drone bay

The Sun Shark is the Tau bomber — an airframe built to over-fly and destroy rather than dogfight. Like its Razorshark cousin it has no Hover, so it must keep moving, but where the interceptor hunts the sky the bomber hunts the ground beneath it: a belly-slung pulse bomb saturates whatever it over-flies in a strafing run, wing missile pods hammer below, and seeker missiles fall off the cadre’s paint onto lit targets. As it passes it launches a pair of interceptor drones into the cadre’s screen, gun and marker machines that stay behind to fight while the bomber climbs away. Eight Hull Points and thick facing carry it through a run. Sitting below the assault-gunship tier, one rides with a gang, plugging into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

🦴 GANG TACTICS

D66

ROLL	TACTIC	TIMING
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11	Montka. Play this at the start of the round. Declare the Mont'ka: one friendly battlesuit may make a free jetpack move this round and then Charge, even if it has already activated. The killing blow, called and taken.	START OF ROUND
12	Coordinated Strike. Play this at the start of the round and name a marked enemy. Until the end of the round, any two friendly suits that Charge that same target each strike at +1 Damage — the wall folds two blades onto one throat.	START OF ROUND
13	Nova Charge. Play this at any time. Until the end of the round, your Riptide may nova-charge its ion accelerator with no risk of the reactor turning on its pilot — the overcharge spent freely, the lane torn open.	ANY TIME
14	Drop Zone Strike. Play this at the start of the round. One friendly suit in reserve may deep-strike onto a friendly positional relay, arriving within Charge range of a marked enemy — the strike lands where the beacon called it.	START OF ROUND
15	Crashing Assault. Play this when a friendly battlesuit declares a Charge against a marked enemy. Before it fights, it makes one free Shoot with a close-range weapon at the charge target, then strikes at +1 to Hit in the melee — the suit lands shooting.	CHARGE
16	Dawn Blade Drawn. Play this when your Commander fights in melee. His dawn blade ignores all save against a marked target this round, and the first enemy he takes Out of Action lets him make an immediate free attack against another fighter in base contact — the blade does not stop at one head.	COMBAT
21	Fusion Alpha. Play this when a friendly suit Shoots a fusion weapon at a target within melta range. That shot strikes at +1 Damage and re-rolls a failed Wound roll — melta at arm's length, where armour means nothing.	SHOOTING
22	Paint And Close. Play this at the start of the round. A friendly painter may place a Markerlight token on an enemy without an action, and a friendly suit that Charges that enemy this round adds 1" to its Charge — paint the target short, then close.	START OF ROUND
23	Jet And Fade. Play this after a friendly battlesuit Shoots. It makes a free 4" reposition move that does not end in base contact — the fire-and-fade that keeps a suit from standing still to be shot.	SHOOTING
24	The Wall Walks. Play this at the start of the round. Up to three friendly suits may each make a free 2" move toward the nearest enemy — the wall walks forward together, and the enemy's line folds where it lands.	START OF ROUND
25	Short Paint. Play this when a friendly painter Marks an enemy within 12". Place one additional Markerlight token on that enemy — the paint leaned short, laid heavy to open the close strike.	SHOOTING
26	Greater Good Answer. Play this when a friendly fighter is shot or charged. A friendly fighter within 6" that has not activated may make an immediate supporting Shoot at the attacker — the cadre answers as one.	REACTION
31	Saviours Screen. Play this when a friendly suit is hit by a ranged attack. A friendly drone within 6" may interpose, taking the hit in the suit's place — the screen spends itself so the strike survives.	REACTION
32	Committed Strike. Play this when a friendly suit fights in melee having Charged this round. It strikes at +1 Attack, but may not make a reposition move afterward — the suit that commits fully strikes hardest and stays where it lands.	COMBAT
33	Nova Spearhead. Play this when your Riptide fights in melee. Its towering strike hits at +1 to Hit and knocks back any fighter it wounds — the anvil-on-the-move ramming through the line.	COMBAT

34	Twin Fusion Volley. Play this when a friendly suit Shoots a twin fusion blaster. It re-rolls all failed Hit rolls against a marked target — paired emitters loosed together at point-blank.	SHOOTING
35	Renegades Resolve. Play this at any time. A friendly fighter may immediately pass a Nerve or Cool test it has just failed — the renegades who walked away from the Empire do not break easily.	ANY TIME
36	Hunt The Head. Play this at the end of the round. If a friendly suit is within 3" of an enemy Leader or Champion, it may make a free jetpack move toward that fighter — the strike hunts the head, closing for the next round's kill.	END OF ROUND
41	Forward Beacon. Play this during deployment. Set up one positional relay anywhere in your deployment zone — the strike's forward anchor, the point the suits will jump to.	DEPLOYMENT
42	Melta At Armslength. Play this when a friendly suit Shoots a fusion weapon at a target within 6". The shot ignores the target's cover entirely — melta at arm's length finds the body the paint has opened.	SHOOTING
43	Blade And Jet. Play this when a friendly suit Charges. It adds 2" to its Charge move and may fight with a fusion blade at +1 to Hit — the suit jets in and finishes with the edge.	CHARGE
44	Mark The Anvil. Play this when a friendly painter Marks an enemy Brute or heavy target. Place two Markerlight tokens on it instead of one — the anvil painted heavy for the guns that will crack it.	SHOOTING
45	Cadre Of The Bold. Play this at any time while your Commander is on the field. One friendly suit within 9" of him may re-roll a single failed Hit roll — the founder's example steadies the strike at the decisive moment.	ANY TIME
46	Severed Strike. Play this when a friendly Bodyguard fights in melee within 3" of the Commander. It strikes at +1 Attack — the shieldsuit fights hardest at its lord's side.	COMBAT
51	Stealth In Close. Play this at the start of the round. A friendly Stealth or Ghostkeel suit counts as concealed until it Shoots or Charges, even in the open — the cloaked killer working into strike range unseen.	START OF ROUND
52	Drone Master Call. Play this during deployment. Field one additional drone with a friendly suit — an extra screen for the committed strike, the body that will die in a suit's place.	DEPLOYMENT
53	Ion Overcharge. Play this when a friendly suit Shoots an ion weapon. It may overcharge to a Blast profile with no risk this shot — the ion lane torn open without the gamble.	SHOOTING
54	The Eights Example. Play this at any time. Until the end of the round, friendly battlesuits re-roll failed Hit rolls on the turn they Charge — the example of the Eight settling over the whole wall.	ANY TIME
55	Point Blank Discipline. Play this when a friendly suit Shoots at a target within melta range. It does not suffer the penalty for the target being engaged, and re-rolls a failed Hit — the discipline of the gun used as a knife.	SHOOTING
56	Relentless Advance. Play this when a friendly suit makes a Move action. It may move an additional 2" this activation so long as the move ends closer to the nearest enemy — the strike never stops closing.	MOVEMENT
61	Montka Unleashed. Play this at the start of the round. Declare the Mont'ka unleashed: two friendly suits may each make a free jetpack move this round — the whole strike committing at once, the killing blow doubled.	START OF ROUND

62	Crash And Survive. Play this at any time after a friendly suit has Charged. Until the start of your next round, that suit gains +1 to its save against ranged attacks — the committed body braced for the answer it knew would come.	ANY TIME
63	Salvaged Suit. Play this at the start of the round. A friendly suit that has been Seriously Injured may act as though Standing and Active this round — the Earth Caste's field-repairs holding the salvaged body together one battle longer.	START OF ROUND
64	Fusion Blade Edge. Play this when a friendly suit fights with a fusion blade against a marked target. The blade ignores all save this round — the melta-edge burning straight through what the paint has opened.	COMBAT
65	Coordinated Mark. Play this when two friendly painters Mark the same enemy. Place one extra Markerlight token on that enemy beyond the two — the cadre's paint stacked to open the target for the strike.	SHOOTING
66	The Enclave Endures. Play this at any time. A friendly fighter that would be taken Out of Action this round is instead only Seriously Injured — the Enclave endures beyond the Empire's reach, and its bold do not fall easily.	ANY TIME

ALLIANCES

THE KROOT PACKMATE

ALLIANCE

WHO	a Kroot Auxiliary packmate — the Enclave's oldest organic auxiliaries (a Kroot Carnivore squad / Krootox melee screen), sibling support within the T'au Empire; any Kroot force, phase-gated
TERMS	campaign-level sibling pact, gated to a local campaign phase: while it stands, Farsight may field a Kroot melee screen by reference (never re-statted) plus a small tax, to hold a flank while the suits strike; no Kroot enters a normal-battle list as a mercenary; the pact opens at the phase the cadre needs a howling screen for its committed suits

The Kroot Auxiliary are the Enclave's oldest organic auxiliaries — a Carnivore squad and Krootox screen, sibling support within the T'au Empire. The pact is a campaign-level one, gated to a local phase: while it stands, a Farsight cadre may field a Kroot melee screen by reference, never re-statted, to hold a flank while the suits strike. No Kroot enters a normal-battle list as a mercenary; the packmate is called only when the cadre needs a howling screen for its committed suits, and the pact opens at the phase that need arrives.

WHO	the loyalist Hunter Cadres of the T'au Empire — the sept forces that name the Enclaves heretics and hunt the renegades who walked away from the Ethereals
TERMS	a standing feud, not a pact: while it holds, any loyalist T'au gang (Vior'la or a Core cadre) may declare a grudge battle against the Enclaves at reduced cost, and a Farsight win over a loyalist cadre grants extra reputation (the renegades proving the close fight was right); the feud is intra-faction, the schism made into a rivalry on the map

The loyalist Hunter Cadres of the T'au Empire name the Enclaves heretics and hunt the renegades who walked away from the Ethereals. This is a standing feud, not a pact. While it holds, any loyalist T'au gang — a Vior'la sept or a Core cadre — may declare a grudge battle against the Enclaves at reduced cost, and a Farsight win over a loyalist cadre grants extra Reputation, the renegades proving the close fight was right all along. The enmity is intra-faction, the schism made a rivalry on the map.

FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Salvaged Suit. Roll a 2. The Enclave's salvage-cell drags a fallen battlesuit back from the field and refits it. For the coming battle you may field one additional Crisis suit above your normal Champion limit — a salvaged body pressed back into the wall. It comes as it was found, and if it is taken Out of Action it is stripped for parts and does not return.	THE ENCLAVE'S SALVAGE-CELL — THE EARTH CASTE RENEGADES WHO DRAG FALLEN SUITS BACK AND REFIT THEM
3	A Fresh Blade. Roll a 3. The Enclave's own weaponsmiths, working beyond the Empire's reach, forge a new close-strike arm. For the coming battle one of your suits may take a fusion blade at no cost — the blade that finishes what the melta opens.	THE EARTH CASTE FORGE-CELL — THE ENCLAVE'S OWN WEAPONSMITHS, BEYOND THE EMPIRE'S REACH
4	A Drone Flight. Roll a 4. The Enclave's drone-fabricators send a flight of screens forward. For the coming battle you may field two additional drones — the interposing bodies that keep your committed suits alive under Saviour Protocols.	THE ENCLAVE'S DRONE-FABRICATORS — THE SCREEN THAT KEEPS THE COMMITTED SUITS ALIVE
5	The Forge Cells Gift. Roll a 5. The forge-cell hardens your strike for the answer it will face. For the coming battle one suit may take a shield generator at no cost — the field that turns aside the return fire a committed body cannot outrun.	THE EARTH CASTE FORGE-CELL — THE SURVIVAL KIT FOR THE CLOSE STRIKE

6	Renegades Answer The Call. Roll a 6. Word of a winning Enclave draws renegades to its banner. For the coming battle you may field one extra Fire Warrior or Pathfinder at no cost — a cadre-mate who walked away from the Empire to fight beside you. When the battle ends, they melt back into the network.	THE RENEGADE NETWORK — THE CADRES AND PILOTS DRAWN TO A WINNING ENCLAVE'S LEGEND
8	A Relic Recovered. Roll an 8. The Enclave's vaults yield a founding cadre's heirloom. For the coming battle your Commander may bear a relic dawn blade, its light-drinking edge sharper for the years it has waited. The vaults reclaim it when the battle is done.	THE ENCLAVE'S VAULTS — THE HEIRLOOM BLADES OF THE FOUNDING CADRES
10	The Commanders Summons. Roll a 10. A named blade-lord of the Enclave answers the summons and takes the field beside you. For the coming battle your Commander re-rolls all failed Charge distances and strikes at +1 Attack — the founder's own art, lent to the strike.	A NAMED SHAS'O OF A NAMED ENCLAVE — THE BLADE-LORD WHO LEADS FROM THE FRONT
12	The Eights Blessing. Roll a 12. The example of the Eight settles over the whole cadre. For the coming battle every friendly battlesuit re-rolls failed Hit rolls on the turn it Charges, and the first suit that would be taken Out of Action is instead only Seriously Injured — the founders' example will not let the strike falter.	THE EIGHT — THE FOUNDING BLADE-LORDS WHOSE EXAMPLE THE WHOLE HOUSE FIGHTS BY

SUB-PLOTS

THE DEEPENING WALL

SUB-PLOT

Reward: The Enclave's legend draws renegades and salvage: for the rest of the campaign, the gang may field one additional Champion above its normal limit (a salvaged suit joining the wall), and its Crisis suits count as one Reputation tier higher for slot-growth purposes. Claimed once per campaign.

This sub-plot resolves when your gang wins five battles in which it took an objective or an enemy Leader or Champion Out of Action with a jetpack Charge — five clean Mont'ka killing blows. When it does, the Enclave's legend draws renegades and salvage to the wall: for the rest of the campaign you may field one Champion above your normal limit, a salvaged suit joining the strike, and your Crisis suits count as one Reputation tier higher when their slots grow. Claimed once per campaign.

✧ THE RELIC BLADE

SUB-PLOT

Reward: The Enclave's vaults open to a proven blade-lord: the Commander gains free access to a named relic dawn blade (the +1 Damage / save-ignoring heirloom) for the rest of the campaign, and earns a legendary name. Claimed once per campaign.

This sub-plot resolves when your Commander personally takes three enemy Leaders or Champions Out of Action in melee across the campaign — three heads taken by the blade. When it does, the Enclave's vaults open to a proven blade-lord: your Commander gains free access to a named relic dawn blade, the +1 Damage, save-ignoring heirloom, for the rest of the campaign, and earns a legendary name. Claimed once per campaign.

💀 LEGENDARY NAMES

✧ THE DAWN BLADE

COMMANDER / LEADER

XP cost (random): 6

XP cost (chosen): 12

The Dawn Blade is a named Shas'O of a named Enclave — the blade-lord who owns the close fight and anchors the cadre's legend. While he stands upon the battlefield, his dawn blade strikes at +1 Damage and, once per battle, ignores all save against a marked target: the perfect killing blow. Friendly battlesuits within 12" of him re-roll their Charge distance, Farsight's Example carried further by the founder's own art. Yet he cannot hold back. He must always deploy nearer the enemy than any other friendly fighter, and may never end a round having taken no aggressive action — the blade-lord who leads from the very front, and will not be kept from the strike.

✧ THE EIGHT

CRISIS SUIT / CHAMPION

XP cost (random): 5

XP cost (chosen): 10

The Eight is a named veteran of the close strike — the Crisis pilot who survived a hundred committed alphas and never once missed the crash. While it stands upon the battlefield, once per battle it may make a jetpack Charge as a free action, and it re-rolls all failed Wound rolls with fusion weapons at 6" or less against a marked enemy: the veteran who never misses the alpha. But it fights only at the front of the wall. It may not benefit from friendly cover on the turn it Charges, and must be among the first two friendly suits to reach strike range each battle — the veteran who leads the crash, and knows no other way to fight.

✧ THE SEVERED

CRISIS BODYGUARD / CHAMPION

XP cost (random): 5

XP cost (chosen): 10

The Severed is a named shieldsuit — the veteran who cut every tie to the Empire and lives now only to stand in the answer for his Commander. While he is within 3" of the Commander, he may interpose for any Hit, ranged or melee, aimed at his lord, and he passes automatically the first Injury roll he suffers each battle: the shieldsuit that will not fall while his Commander fights. Yet he has nothing left but that duty. He may not move more than 6" from the Commander, and should the Commander be taken Out of Action he must immediately make a reckless Charge at the nearest enemy — the veteran with nothing left to guard.

☠ TERRAIN

✧ THE FORWARD BEACON

TERRAIN

The Forward Beacon is a positional relay the Enclaves set up ahead of their line — the deep-strike anchor the strike jumps to. A friendly suit may deep-strike onto the Forward Beacon from reserve, arriving within Charge range of a marked enemy, and a Pathfinder within 3" of the beacon may fire a Seeker weapon off the paint with no line of sight. Held as a territory, the Forward Beacon grants the gang one free deployment of it in a Jet-Charge Strike scenario each campaign.

✧ THE TIDEWALL SHIELDLINE

TERRAIN

The Tidewall Shieldline is a drone-projected shield wall, shared T'au terrain given to the Enclaves alongside the Forward Beacon — the mobile cover the committed suits advance behind. A fighter behind the Shieldline gains cover and +1 to its save against ranged attacks from the far side. A friendly suit in base contact may reposition it once per battle, the drone-net advancing with the strike. Held as a territory, it grants the gang one free deployment of it each campaign.

ATTACKER	the opposing gang (counter-attacking the committed Enclave suits after the alpha, when their mobility is spent and they are exposed in the open)
DEFENDER	the Farsight Enclaves (the suit wall that has struck and must now hold the ground it took with the answer coming in)
DEPLOY	Farsight deploys forward, dug into the ground its strike has just taken (a captured objective, a broken enemy line); the attacker deploys around it and closes to punish the committed suits
OBJECTIVE	Farsight wins by holding the struck ground to the final round; the attacker wins by clearing the committed suits off it — the mirror of the alpha, where the Enclaves must now weather what they usually deliver
VICTORY	Farsight wins if it controls the central ground at the end of the final round; the attacker wins by taking it, having out-last-ed the exposed suit wall
REWARDS	Farsight gains reputation for every attacker fighter destroyed while it holds the ground; the attacker gains reputation for each committed suit it clears
CONTROL TRACK	a Farsight win advances its claim (the strike held); an attacker win pushes the marker back (the committed cadre was cleared off the ground it took)

This is the mirror of the alpha — the fight after the strike, when the committed Enclave suits have struck and must now hold the ground they took as the answer comes in, their mobility spent and their bodies exposed in the open.

ATTACKER AND DEFENDER The attacker is the opposing gang, counter-attacking the committed suits after their alpha. The defender is the Farsight Enclaves, the suit wall that has struck and must now hold the ground it took.

BATTLEFIELD The struck ground — a captured objective or a broken enemy line — lies at the centre of the board, the position the Enclaves must keep.

DEPLOYMENT Farsight deploys forward, dug into the ground its strike has just taken. The attacker deploys around it and closes to punish the committed suits.

OBJECTIVE Farsight must hold the struck ground to the final round. The attacker must clear the committed suits off it.

ENDING THE BATTLE AND VICTORY Farsight wins if it controls the central ground at the end of the final round. The attacker wins by taking it, having out-last-ed the exposed suit wall.

REWARDS Farsight banks Reputation for every attacker fighter destroyed while it holds the ground. The attacker banks Reputation for each committed suit it clears.

CONTROL TRACK A Farsight win advances its claim, the strike held. An attacker win pushes the marker back, the committed cadre cleared off the ground it took.

ATTACKER	the Farsight Enclaves (the suit wall that jets forward, paints short, and crashes into fusion-and-blade range to delete the objective in one alpha)
DEFENDER	the opposing gang (holding an objective or leader the Enclaves mean to take in a single devastating strike)
DEPLOY	the defender sets up around a central objective or its Leader; Farsight deploys at the far edge with its suit wall, a short-paint picket, and a Riptide, and must cross to strike range
OBJECTIVE	Farsight wins by deleting the objective/leader in a committed close strike, then surviving the answer; the defender wins by breaking the strike before it lands, or by out-lasting the committed suits once their mobility is spent
VICTORY	Farsight wins if it takes the objective/leader Out of Action and still has a Champion or Leader in play at the final round; the defender wins by holding the objective, having weathered the alpha and out-shot the exposed suits
REWARDS	Farsight gains bonus reputation for taking the target Out of Action in a jetpack Charge (a clean Mont'ka kill); the defender gains reputation for every committed suit it destroys after the strike
CONTROL TRACK	a Farsight win advances its Control-Track claim on the district by one step (the killing blow landed); a defender win pushes the marker back toward the defending faction (the strike was answered)

The Farsight Enclaves jet forward to take an objective or an enemy leader in a single devastating strike — the Mont'ka killing blow made a mission. The suit wall crosses the field, paints its target short, and crashes into fusion-and-blade range to delete it in one alpha; then it must survive the answer with its mobility spent.

ATTACKER AND DEFENDER The attacker is the Farsight suit wall, jetting forward with a short-paint picket and a Riptide to strike in one committed alpha. The defender is the opposing gang, holding an objective or its Leader that the Enclaves mean to take.

BATTLEFIELD The defender's objective, or its Leader, stands at the centre of the board. The ground is open enough to cross and cluttered enough to punish a committed suit that lingers.

DEPLOYMENT The defender sets up around the central objective or its Leader. The attacker deploys along the far board edge with its suit wall, short-paint picket and Riptide, and must cross to strike range.

OBJECTIVE The attacker must delete the objective or Leader in a committed close strike, then survive the answer. The defender must break the strike before it lands, or out-last the committed suits once their mobility is spent.

ENDING THE BATTLE AND VICTORY The attacker wins if it takes the objective or Leader Out of Action and still has a Champion or Leader in play at the final round. The defender wins by holding the objective, having weathered the alpha and out-shot the exposed suits.

REWARDS The Enclaves bank bonus Reputation for taking the target Out of Action in a jetpack Charge — a clean Mont'ka kill. The defender banks Reputation for every committed suit it destroys after the strike.

CONTROL TRACK A Farsight win advances its control-track claim on the district by one step, the killing blow landed. A defender win pushes the marker back toward the defending faction, the strike answered.



TAU EMPIRE • HOUSE DOSSIER

KROOT KINDRED

The pack that eats the war

The Kroot Auxiliary is the pack that eats the war — the oldest auxiliaries of the Greater Good, and nothing at all like their masters. Where the suit septs hold a line or crash in with fusion, the Kroot hunt: a loping pack of avian predators that ghosts through broken terrain, loses its prey in the dark, and erupts from cover in a screech of blades and quill-guns. They wear no armour worth the name and are single wounds of fragile flesh, but they are fast, they are cheap, and they are many, fielded in numbers and meant to be spent. Their whole art is the Kindred — set up hidden and outflanking, cross the ground no one else can, light the quarry with a hunt-mark, and land the pack-charge all at once, winning by body-count and the closing blade rather than by firepower. And they feed: every enemy taken Out of Action is meat, and from the meat the pack takes traits, growing keener across a campaign until the survivors wear the speed and strength of everything they have eaten. Deny them the terrain and the charge, catch them in the open under disciplined fire, and the paper bodies die before they arrive. Let them reach a foe, and they are at his throat before his guns have finished counting.



GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	3

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default); no per-fighter tithe — the Markerlight (as recipient), For the Greater Good and the genetic feast are inherent, no pool and no coin
- ♦ Exactly 1 Leader (Master Shaper)
- ♦ 0-3 Champions (Kroot Trackers / Flesh Shaper)
- ♦ Carnivores are the pack bulk — cheap, plentiful, and meant to be spent
- ♦ 0-4 Kroot Hounds (the flank-runners); 0-1 Brute (Krootox or Greater Knarloc)
- ♦ 0-1 Marker Drone (the lone sibling-support painter — the recipient's link to the Greater Good's light)
- ♦ Backbone: it is a swarm — Carnivores + Juves $\geq$ 2x Leaders + Champions (the heaviest body-count backbone of any Tau House)
- ♦ The Kindred: hidden setup, raw mobility and the closing pack-charge, winning by body-count and the blade, feeding to adapt

A Kroot kindred musters on 1500 credits, the converter-wide default, and pays no per-fighter tithe — the Markerlight it fields as a recipient, For the Greater Good, and the genetic feast are all inherent, drawing on no pool and no coin. The controlling player fields exactly one Leader, the Master Shaper who renders the feast, and up to three Champions drawn from the Kroot Trackers and the Flesh Shaper. Carnivores form the bulk of the pack — cheap, plentiful, and meant to be spent — and the kindred is built as a swarm: its Carnivores and Juves together must number at least twice its Leaders and Champions, the heaviest body-count backbone of any Tau House. Around that mass a pack may run up to four Kroot Hounds on the flanks and a single Brute, either a Krootox Rider or a Greater Knarloc, and may field one Marker Drone as its lone painter and its link to the Greater Good's light. This is the Kindred given a roster: a mass of fast, expendable hunters around a thin cadre of Shapers, winning by numbers, the ambush and the closing charge.

☠ GANG RULES

✧ THE SHAPER'S GUIDANCE

GANG RULE

The Shaper's Guidance: the pack-elder directs the hunt and the feast, and while the Master Shaper is on the field and not Seriously Injured its presence steadies the whole kindred. Friendly Kroot within 9" of the Shaper re-roll failed Charge rolls — the pack lands its coordinated charges more surely with the elder calling the timing, and the ambush that depends on reaching the prey rarely falls short. And the Shaper renders the feast for more than one mouth: whenever a friendly Kroot within 9" triggers Feed on the Slain, the Shaper may share the chosen adaptation with one other Kroot within 9" until the end of the round, so a single kill sharpens two hunters instead of one. Where the suit septs project firepower through their leaders, the Kroot project the pack and the adapt — one elder, one aura, the hunt moving as the Shaper wills it. The counter is the Shaper itself: it leads from the front where the charges begin, and a kindred that loses its Master Shaper loses both the re-roll and the sharing at once, the hunt scattering back into ordinary hunters.

✧ THE KINDRED

GANG RULE

The Kindred: a Kroot gang fights as a cheap, fast, expendable pack, and this is the rule that binds its whole way of war. The kindred does not hold ground and does not trade a firefight — its hunters are single wounds of T3 flesh with no armour worth the name. Instead it hunts. Its fighters set up hidden and outflanking, cross the broken terrain the suit-Tau cannot, and light the quarry with a hunt-mark; then they erupt from cover in a coordinated pack-charge, landing Carnivores and Hounds on the lit prey all at once and winning by body-count and the closing blade rather than by firepower. And the kindred feeds: every enemy taken Out of Action becomes meat, and through Feed on the Slain the battle's kills become a campaign-long edge, the survivors growing keener with each world they eat. This is the Kroot's divergence from their siblings — they swarm and feed where the suit septs hold and paint or close and strike. The whole rule is bought with the body it rides on: no armour, one wound, helpless in the open. A disciplined gunline that denies the kindred its terrain and its charge guns the pack down on open ground before it ever arrives, and that counter is as hard and as named as the swarm it answers.

FIGHTERS

MASTER SHAPER

LEADER

✖ 117 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	3+	4	4	2	3+	3	6+	5+	6+	6+

SAVE 6+

SPECIAL RULES The Kindred (*the pack-elder who leads the hunt*)

The Shaper's Guidance (*directs the feast and the charge*)

For the Greater Good — supporting fire and Saviour Protocols (*the pack answers when a mate is struck*) SEE SPECIAL RULES

Typed Effects

- grant-action Shoot free
- 1

PRIMARY

Agility Combat Cunning
Ferocity Leadership Savant
Signature

SECONDARY

Brawn Shooting

STARTING GEAR Hide Quill

FREE SKILL Feed On The Slain

EQUIPMENT LIST

BASIC

Kroot Rifle 20 credits

PISTOL

Kroot Pistol 10 credits

SPECIAL

Hunt Mark Array 20 credits

CLOSE-COMBAT

Hunting Blade 10 credits

Ritual Blade 30 credits

GRENADE

Quill Burst 20 credits

ARMOUR

Hide Quill

included

ACCESSORY

Camo Quills 15 credits

STATUS

Marker Drone 30 credits

The Master Shaper is the pack-elder who leads the hunt and renders its feast — the Kroot Leader, and the only fighter without whom the kindred stops adapting. It fights at WS3+/S4/T4 across two wounds, a ritual blade in one hand and a kroot rifle in the other, and directs the pack more surely than any of its hunters can think for themselves. As one of the Kindred it hunts hidden and closes with the charge; through the Shaper's Guidance it lets friendly Kroot within 9" re-roll failed Charge rolls and shares out the adaptation whenever one of them feeds. Its founding skill is Feed on the Slain — the elder is the deepest-fed hunter of them all, and the meat it takes becomes

a permanent edge. Its guns answer For the Greater Good when a packmate is struck. Kill the Shaper and the pack fights on, but the feast dies with it; keep it alive and the kindred grows keener with every world it eats.

FLESH SHAPER

CHAMPION

× 80 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	4+	3	4	2	3+	2	6+	5+	6+	6+

SAVE 6+

SPECIAL RULES The Kindred (*the lesser gene-smith of the pack*)

For the Greater Good — supporting fire and Saviour Protocols (*the pack answers together*) SEE SPECIAL RULES

Typed Effects

- grant-action Shoot free
- -1

PRIMARY

CunningFerocityLeadershipSavantSignature

SECONDARY

AgilityCombatShooting

STARTING GEAR Hide Quill

FREE SKILL Pack Hunt

EQUIPMENT LIST	
BASIC	GRENADE
Kroot Rifle20 credits	Quill Burst20 credits
PISTOL	ARMOUR
Kroot Pistol10 credits	Hide Quill
CLOSE-COMBAT	included
Ritual Blade30 credits	

The Flesh Shaper is the pack's lesser gene-smith — a Champion who grafts the traits of the eaten onto the living, deepening the kindred between battles. It fights at WS3+/S3/T4 across two wounds with a ritual blade, whose Gene-edge makes any fighter it slays fit to be fed upon for the adapt. As one of the Kindred it hunts hidden and closes with the pack, and its founding skill is Pack Hunt — when it charges, a Kroot Hound or Carnivore within 6" charges the same prey for free, and the fighters that land together strike the harder for it. Its blade answers alongside the pack under For the Greater Good. It runs the gene-graft pool that banks the feast's adaptations across a campaign; where the Master Shaper leads the hunt, the Flesh Shaper tends the flesh it wins, and the pack that keeps one grows a keener body battle by battle.

TRACKER

CHAMPION

≈ 70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	3+	3	3	1	2+	2	7+	6+	7+	6+

SAVE 6+

SPECIAL RULES The Kindred (*the pack's eyes, hidden and outflanking*)

The Markerlight (*lights the prey with its hunt-mark*)

For the Greater Good — supporting fire and Saviour Protocols (*answers the pack's supporting fire*) SEE SPECIAL RULES

Typed Effects

- mark-target
- grant-action Shoot free
- -1

PRIMARY

Agility

Combat

Cunning

Ferocity

Shooting

Signature

SECONDARY

Leadership

Savant

STARTING GEAR Hide Quill

FREE SKILL Kroot Ambush

EQUIPMENT LIST

BASIC

Kroot Rifle 20 credits

✦ Kroot Bow 25 credits

From the 40k / Kill Team Kroot Farstalker kroot bow; kitbash onto a Carnivore / Tracker. Silent, Bladed (also a hunting blade in melee).

PISTOL

Kroot Pistol 10 credits

SPECIAL

Hunt Mark Array 20 credits

Kroot Long Rifle 45 credits

CLOSE-COMBAT

Hunting Blade 10 credits

GRENADE

Quill Burst 20 credits

ARMOUR

Hide Quill

included

ACCESSORY

Camo Quills 15 credits

STATUS

Marker Drone 30 credits

The Kroot Tracker is the pack's eyes and its painter — a scout-killer Champion who moves ahead of the hunt, finds the prey, and lights it for the blades that follow. It fights at WS3+/BS3+ with a fast I2+, carrying a kroot long rifle and a hunt-mark array; the long rifle reaches out with Sniper and Silent to drop a target no one heard aim, and the hunt-mark places the scent-and-sigil prey-mark that functions as the Markerlight, stripping cover and drawing the pack's fire. As one of the Kindred it deploys hidden and outflanking, and its founding skill is Kroot Ambush — it is rarely where the guns are aimed. Its shots answer For the Greater Good, joining the supporting fire that covers

the pack. Only a single wound of T3 flesh, the Tracker survives by never being seen: it lights the quarry, and the hunt does the killing.

CARNIVORE

GANGER

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	4+	3	3	1	3+	1	8+	7+	8+	8+

SAVE 6+

SPECIAL RULES The Kindred (*the expendable body the swarm is built on*)

For the Greater Good — supporting fire and Saviour Protocols (*answers the pack's fire*) SEE SPECIAL RULES

Typed Effects

- grant-action Shoot free
- -1

PRIMARY

AgilityCombatCunning

SECONDARY

BrawnSavant

FerocityShootingSignature

STARTING GEAR Hide Quill

EQUIPMENT LIST	
BASIC	GRENADE
Kroot Rifle20 credits	Quill Burst20 credits
↻ Kroot Bow25 credits	ARMOUR
From the 40k / Kill Team Kroot Farstalker kroot bow; kitbash onto a Carnivore / Tracker. Silent, Bladed (also a hunting blade in melee).	Hide Quill
PISTOL	included
Kroot Pistol10 credits	PERSONAL
CLOSE-COMBAT	Stimulant Glands25 credits
Hunting Blade10 credits	ACCESSORY
	Camo Quills15 credits

The Kroot Carnivore is the body the pack is built on — a loping avian hunter at M7", cheap enough to field in numbers and meant to be spent. It carries a single kroot rifle it fires like a gun and swings like a club, standing on WS3+ and a lone wound of T3 flesh with no armour worth the name. Alone it is fragile; that is the bargain. It fights as one of the Kindred, setting up hidden and outflanking, ghosting across broken ground the enemy cannot cross, and erupting from cover onto lit prey in a pack-charge no single hunter could survive making. Its guns answer For the Greater Good, joining the supporting fire that covers a struck packmate. It buys no skill of its own at the founding, but it advances broad across Agility, Combat, Ferocity and Cunning as it survives — and every kill it takes and feeds upon leaves it keener than the hunter it was. Four of them close on one expensive foe, and there are always more.

CARNIVORE CLOSE

GANGER

× 64 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	3+	5+	3	3	1	3+	2	8+	7+	8+	8+

SAVE 6+

SPECIAL RULES The Kindred (*the melee half of the pack-charge*) SEE SPECIAL RULES

PRIMARY

Agility

Combat

Cunning

SECONDARY

Brawn

Shooting

Ferocity

Signature

STARTING GEAR Hide Quill

EQUIPMENT LIST

BASIC

Kroot Scattergun 25 credits

✦ *Dvorgite Skinner* 30 credits

From the 40k / Kill Team Kroot Farstalker dvorgite skinner; kitbash onto a close Carnivore. Template (short organic acid-spray), Blaze.

PISTOL

Kroot Pistol 10 credits

CLOSE-COMBAT

Twin Hunting Blades 20 credits

GRENADE

Quill Burst 20 credits

ARMOUR

Hide Quill

included

PERSONAL

Stimulant Glands 25 credits

The close-blade Carnivore is the melee half of the pack-charge — a Kroot leaned all the way into the kill, trading the rifle for twin hunting blades and a kroot scattergun for the last few inches. It fights at WS3+ with two attacks and a lone wound of T3 flesh; the scattergun's Knockback and Scattershot break a target open at close range, and the Paired blades give it the extra attack and the re-roll that finish what the charge begins. As one of the Kindred it deploys hidden and outflanking, crosses the broken ground, and lands on lit prey with the rest of the pack. It carries no gun worth holding at range and no armour worth the name — it is built to reach the enemy and be among him, and it is cheap enough that the pack can afford to lose the ones who do not.

JUVE

JUVE

× 39 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	4+	5+	3	3	1	3+	1	9+	8+	8+	9+

SAVE 7+

SPECIAL RULES

The Kindred (*the half-grown hunter of the pack*)SEE SPECIAL RULES

PRIMARY

Agility

Combat

Cunning

SECONDARY

Ferocity

Shooting

Signature

STARTING GEAR

Hide Quill

EQUIPMENT LIST	
BASIC	CLOSE-COMBAT
Kroot Rifle20 credits	Hunting Blade10 credits
PISTOL	ARMOUR
Kroot Pistol10 credits	Hide Quill
	included

The Kroot Juve is the half-grown hunter of the pack — a fledgling barely into its quills, cheap and plentiful, the kindred's future thrown early into the hunt. It fights at WS4+/BS5+ with a single attack and a lone wound of T3 flesh, carrying a kroot pistol and a hunting blade and little idea yet of how to use them well. As one of the Kindred it runs hidden and outflanking with its elders and closes when they close. It learns fastest along Agility, Combat and Cunning — the speed, the blade and the ambush — and the ones who survive their first hunts grow into Carnivores, and a rare few into something the pack will one day follow. Most do not survive. The kindred breeds more than it can arm, and spends the youngest first.

KROOTOX

BRUTE

× 142 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	4+	5	5	3	4+	2	8+	6+	7+	8+

SAVE 5+

SPECIAL RULES The Kindred (*the pack's living gun-platform*)

For the Greater Good — supporting fire and Saviour Protocols (*its cannon answers for the pack*) SEE SPECIAL RULES

Typed Effects

- grant-action Shoot free
- -1

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Agility

Cunning

Signature

Shooting

STARTING GEAR Hide Quill

EQUIPMENT LIST

HEAVY

Kroot Gun

90 credits

ARMOUR

Hide Quill

included

The Krootox Rider is the pack's living gun-platform — a Kroot borne on the broad back of a Krootox beast, bearing the only heavy weapon the kindred owns. The pairing fights as a Brute at S5/T5 across three wounds, the beast's fists striking at S+2 in the press while the rider works the kroot gun: a heavy cannon reaching 36" at S7, AP-1 and Damage 2, Rapid Fire (1) and Unwieldy. It is the slowest body in the pack at M6", holding and hammering where the Carnivores run. As one of the Kindred it lends its weight to the hunt, and its cannon answers For the Greater Good, laying down the fire that softens prey before the blades arrive. Where a suit sept would field a rack of guns, the kindred fields one beast and one Kroot who can carry them.

DRONE

EXOTIC BEAST

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"→	5+	4+	3	4	1	4+	1	8+	7+	7+	7+

SAVE 4+

SPECIAL RULES

The Markerlight *(the pack's lone painter)*

For the Greater Good — supporting fire and Saviour Protocols *(the recipient's link to the cadre)*

SEE SPECIAL RULES

Typed Effects

- mark-target
- grant-action Shoot free
- -1

The Marker Drone is the pack's lone painter — a single T'au drone, fielded by sibling support, that carries the kindred's only manufactured link to the Greater Good's light. It hovers at M8" on a 4+ save, one wound of anti-grav hull, and it does not hunt: it lights. Directing the Markerlight, it places tokens on the prey that strip cover and draw the pack's blades and quill-guns onto a target that cannot hide, and it answers For the Greater Good as the recipient's thread back to the cadre. Where a suit sept would fly a whole net of drones, the kindred flies one — the pack's survival is speed and terrain, not a wall of machines. It is a borrowed thing, and the Kroot use it lightly and up close, to open the kill rather than to feed a distant kill-box.

GREATER KNARLOC

EXOTIC BEAST

× 170 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"	4+	—	6	6	4	4+	3	8+	6+	8+	10+

SAVE 5+

SPECIAL RULES

The Kindred *(the war-beast driven before the pack)*

SEE SPECIAL RULES

PRIMARY

Brawn

Combat

Ferocity

SECONDARY

Agility

Signature

The Greater Knarloc is the towering carnosaur the pack drives before it — a war-beast the size of a building, and the closest thing the kindred has to a battering ram. It fights as a Brute-Beast at S6/T6 across four wounds, striking with a beak and claws whose Rending turns a natural 6 to Wound into AP-3 and an extra point of Damage; little that it reaches survives being reached. It has no ranged attack and needs none: as one of the Kindred it is loosed into the enemy's heaviest ground, breaking a line open so the Carnivores and Hounds can pour through the gap. It is slower to think than to kill, and the pack points it rather than commands it. Where the hunt is all speed and thin bodies, the Knarloc is the one place the kindred hits like a hammer.

HOUND

EXOTIC BEAST

× 60 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
9"	3+	–	3	3	1	2+	2	9+	7+	9+	10+

SAVE 7+

SPECIAL RULES The Kindred (*runs the flanks of the pack*) SEE SPECIAL RULES

PRIMARY Agility Combat Cunning
Ferocity Signature

The Kroot Hound is the six-limbed hunting beast that runs the flanks of the pack — the fastest body in the kindred, and one of the fastest in the Empire, at M9". It fights on WS3+ and a keen I2+ with two attacks of natural claws, and no gun at all: it exists to reach the enemy first and hold him for the hunters behind. As one of the Kindred it comes on hidden and outflanking with the pack, and it is the free partner every pack-charge wants — when a Kroot near it charges, a Hound is what joins the leap for nothing. It is a lone wound of T3 flesh with only its hide to save it, and it is cheap; the kindred loses Hounds gladly to buy the seconds a slower packmate needs to close. Where the enemy's flank is thin, the Hounds are already through it.

VEHICLES

DEVILFISH

TRANSPORT

✖ 125 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	7	6	6	6	5+	4+	4+	7+	6+	7+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Burst Cannon — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)
- ♦ 2x detachable gun drone

The Devilfish is the anti-grav workhorse of the Hunter Cadres — the Tau answer to a Rhino, a fast and agile Skimmer that floats a Fire Warrior team across broken ground and disgorges them where the firing line is needed. A turret burst cannon hoses the approach clear, while a pair of detachable gun drones ride its flanks to peel off as a screen and answer for the machine under Saviour Protocols. Its hull is armour enough against small-arms but thin by war-engine standards; it lives on speed and its anti-grav motor, not on trading blows. One rides with a cadre at a time. It plugs into the Ash-Wastes vehicle rules for its handling, its facing Toughness and its Loss of Control, the floating transport every sept learns to move behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GHOSTKEEL

VEHICLE

✖ 240 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	7	6	5	6	5+	3+	3+	6+	6+	6+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Cyclic Ion Blaster — Shoulder arc (Crew)
- ♦ Fusion Blaster — Shoulder arc (Crew)
- ♦ Burst Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ Stealth field (the holographic shroud — enemy ranged attacks against this vehicle at long range suffer an additional -1 to Hit; a Markerlight-marked Ghostkeel ignores this benefit)

The XV95 Ghostkeel is the heaviest thing a warrior can still wear rather than pilot from within a hull — and as of the corrected vehicle model that is exactly the line it crosses: a piloted walker-scale war-machine, not a worn suit, and so it fights as a §5c vehicle. The nimblest machine in the Tau pool, it walks at speed on jet-assisted legs, its survival resting not on armour but on the stealth field — a shroud of baffles and holographic ghosting that scatters targeting locks so the machine is hardest to strike precisely when it is closest and deadliest. A light hull carries it: Toughness 7 to the front over six Hull Points, thinning to the flanks and rear like the rest of the glass-under-fire motor pool. Cyclic-ion and fusion hardpoints ride its shoulders and a twin burst cannon hoses its hull, and a single pilot is both driver and gunner — its precision is held at the suit-warrior's own eye, the reason its gunnery reads a step above the crewed grav-tanks. It walks unseen to killing range, then makes itself known — a phantom that resolves into a war-machine only once it is too late to answer. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points, its handling and every Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HAMMERHEAD

VEHICLE

✖ 215 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	7	5+	4+	4+	7+	6+	7+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Railgun — Turret arc (Crew)
- ♦ Burst Cannon — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ 2x detachable gun drone

The Hammerhead is the Tau main battle tank — a durable grav-tank floating on the same anti-grav motor as the Devilfish but built to kill armour rather than carry troops. Its turret railgun drives a solid slug clean through anything the enemy fields, and the more brightly the cadre has lit its quarry the deeper the slug bites, paint and railgun compounding into a single killing blow; a turret ion cannon serves the crew that would rather rake infantry with an overcharged blast. Pintle burst cannon and a pair of gun drones ward its flanks. Its front facing is thick and its price dear, sitting well below the super-heavy ceiling. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling — a gun-tank that need not move to end a target.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PIRANHA

VEHICLE

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	5	4	4	4	5+	5+	4+	7+	6+	7+	6+

LOCOMOTION Skimmer

HARDPOINTS

♦ Fusion Blaster — Front arc (Crew)

SPECIAL RULES

♦ 0-1 per gang

♦ 2x detachable gun drone

The Piranha is the fastest chassis in the Tau motor pool — a tissue-thin anti-grav flanker built to hunt, not to hold a line. A nose-fixed fusion blaster burns through armour at close reach, and then the machine simply jets away before the enemy can bring its own guns to bear; a burst cannon serves the crew that would rather rake infantry than crack tanks. Its pair of gun drones detach as it runs, screening its retreat and answering for it under Saviour Protocols. Four Hull Points and thin facing mean a single solid hit can gut it — this is a glass hunter that trades survivability for speed and a killing pass. One rides with a cadre at a time, plugging into the Ash-Wastes vehicle rules for its handling, its facing Toughness and its Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORSHARK

GUNSHIP

✖ 225 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	7+	6+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Quad Ion Turret — Turret arc (Crew)
- ♦ Missile Pod — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Networked markerlight
- ♦ 2x seeker missile (off marks)

The Razorshark is the Tau interceptor jet — a fast forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it makes its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass. Its turret quad ion turret hunts fast movers and light armour, wing missile pods reach out at heavier prey, and a pair of seeker missiles fall off the cadre's paint onto whatever the painters have lit below. Eight Hull Points let it weather the odd hit, but its true defence is velocity and altitude. A gang fields one to deny the sky. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SKY RAY

VEHICLE

✖ 185 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	7	5+	4+	4+	7+	6+	7+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Seeker Missile — Turret arc (Crew)
- ♦ Markerlight — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ 2x detachable gun drone
- ♦ Networked markerlight (mobile painter)

The Sky Ray is the Markerlight signature made mobile — the Hammerhead hull turned to fire support rather than tank-killing. Its turret carries a battery of seeker missiles fired off the cadre's paint, and its networked markerlights let the machine itself paint a target for the whole line to fall upon. It is a force-multiplier before it is a gun: it lights the enemy, its own seekers and every seeker and off-mark weapon in the cadre following the beam onto a foe with nowhere left to hide. Gun drones ward its flanks and answer for it under Saviour Protocols. Priced above the transport and below the gun-tank, one rides with a cadre at a time, plugging into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMSURGE

VEHICLE

✖ 580 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	10	8	6	10	6+	3+	4+	7+	6+	7+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Pulse Driver Cannon — Turret arc (Crew)
- ♦ Destroyer Missiles — Hull arc (Crew)
- ♦ Smart Missile System — Side arc (Crew)
- ♦ Markerlight — Networked arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Anchor (must not move the turn the pulse-driver cannon fires)

The KV128 Stormsurge is the war-engine of the Hunter Cadres — the Tau answer to a Knight, a piloted super-heavy gun-walker that dwarfs even the battlesuits and hunches on splayed anchor-legs beneath a pulse-driver cannon. It is an apex Walker of Toughness 10 front armour over ten Hull Points, yet thin-flanked and thin-rear beneath that prow: the glass-under-fire motor pool at gang scale. It lumbers at a crawl and must anchor to loose its heaviest gun, planting its stabilisers to crack a fortress or an enemy war-engine. A hull destroyer battery rains off the cadre's marks, side smart-missile mounts hunt targets around cover, and a networked markerlight lets the walker paint its own quarry for the whole line. It is committed whole and alone — one only, and rarely — the ceiling of what a cadre can bring to bear when something on the field must simply be broken. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points, its handling and every Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SUN SHARK

GUNSHIP

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
16"	7	6	6	8	6+	4+	4+	7+	6+	7+	6+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Pulse Bomb — Hull arc (Crew)
- ♦ Missile Pod — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Networked markerlight
- ♦ 2x seeker missile (off marks)
- ♦ 2x interceptor drone bay

The Sun Shark is the Tau bomber — an airframe built to over-fly and destroy rather than dogfight. Like its Razorshark cousin it has no Hover, so it must keep moving, but where the interceptor hunts the sky the bomber hunts the ground beneath it: a belly-slung pulse bomb saturates whatever it over-flies in a strafing run, wing missile pods hammer below, and seeker missiles fall off the cadre’s paint onto lit targets. As it passes it launches a pair of interceptor drones into the cadre’s screen, gun and marker machines that stay behind to fight while the bomber climbs away. Eight Hull Points and thick facing carry it through a run. Sitting below the assault-gunship tier, one rides with a gang, plugging into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

🦴 GANG TACTICS

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ROLL	TACTIC	TIMING
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11	Outflank. Play this during deployment. Choose up to two friendly Kroot and set them aside instead of deploying them; from the start of the second round you may bring each on from any board edge you choose, and it may charge in the round it arrives. The pack was never all in front of the enemy — two of its hunters were already circling wide, waiting for the guns to face the wrong way.	DEPLOYMENT
12	The Feast. Play this in the End phase. Choose a friendly Kroot that took an enemy Out of Action in melee this battle; it feeds on the fallen at once, gaining +1 to a single chosen characteristic — Movement, Weapon Skill, Strength, Initiative or Attacks — for the rest of the battle, without waiting for the fighting to end. The pack does not save its meat. A hunter that made a kill this round is already keener for it before the next.	END PHASE
13	Ghost The Terrain. Play this at the start of a round. Until the end of the round, every friendly Kroot ignores the movement penalties for difficult and vertical terrain. The whole pack flows through rubble, thicket and broken rock as though it were open ground — the round the kindred crosses the field no other gang can, and closes the gap the enemy trusted the terrain to keep open.	START OF ROUND
14	Quill Storm. Play this during a friendly fighter's activation. Every friendly Kroot Carnivore within 6" of it that carries a quill-burst may immediately make a free thrown attack with it at a target in range. The pack looses its barbed clusters all at once — a sudden storm of quills into a clustered foe an instant before the blades arrive, softening the whole knot of the enemy for the charge that follows.	THIS FIGHTER'S ACTIVATION
15	Hidden Den. Play this during deployment. Choose up to three friendly Kroot; each may be set up hidden in any terrain feature on the board, not only within your own zone. The kindred has denned deep in the enemy's ground before the battle began, tucked into ruin and thicket the foe believed was his. When the hunt breaks cover, it breaks from everywhere at once.	DEPLOYMENT
16	Pack Instinct. Play this when a friendly Kroot declares a charge. If one or more other friendly Kroot are already engaged with the same target, the charging fighter gains +1 to Hit and +1 Strength for the ensuing melee. The pack strikes hardest where it strikes together — a hunter joining a kill already in progress falls on the prey with the surety of the whole swarm behind it.	ANY CHARGE
21	Run Them Down. Play this during a friendly fighter's activation. If an enemy within the fighter's reach makes a Retreat move or falls back this round, the Kroot may immediately make a free move toward that enemy and, if it reaches base contact, a single free close-combat attack. The pack does not let wounded prey walk away. A hunter that turns its back on the kindred is run down before it clears the fight.	THIS FIGHTER'S ACTIVATION
22	Scent Of Blood. Play this in any melee. Against a target that is already Seriously Injured or has suffered a Flesh Wound this battle, a friendly Kroot re-rolls failed Hit and Wound rolls this round. The pack smells the blood already spilled and closes on it — the hunters finish a hurt foe with a speed they never show a fresh one, tearing into weakness the moment they scent it.	ANY MELEE
23	The Loping Advance. Play this at the start of a round. Until the end of the round, every friendly Kroot adds 2" to its Movement. The pack breaks into its long loping stride all at once, eating the ground toward the enemy — the round the kindred covers more distance than the foe judged possible, and arrives a full move sooner than his guns were ranged for.	START OF ROUND

24	Broken Ground Vanish. Play this as a Reaction when a friendly Kroot within 2" of a terrain feature is targeted by a ranged attack. Before the attack is resolved, that fighter may make a free move into the terrain feature and become hidden. The hunter simply is not where the shot was aimed — it melts into the broken ground between the trigger pull and the impact, and the enemy fires at the ghost it left behind.	REACTION
25	Blood Frenzy. Play this in any melee. A friendly Kroot makes one additional close-combat attack this round. The hunt has the prey in its jaws and will not be measured about it — the hunter falls into the killing frenzy, striking one more time than its body should allow, all restraint burned away in the moment the blades find flesh.	ANY MELEE
26	Mark The Quarry. Play this during a friendly Kroot's activation. Place a hunt-mark on a single enemy fighter within line of sight, as though it had been lit by the Markerlight — it loses the benefit of cover and friendly Kroot gain +1 to Hit it this round. The pack has scented and sigil-marked its quarry: one foe singled out of the crowd, and every hunter now knows exactly which throat to reach for.	THIS FIGHTER'S ACTIVATION
31	Leap The Gap. Play this during a friendly Kroot's movement. That fighter may leap a gap up to its full Movement as part of its move, without an Initiative test, and ignores any fall or descent along the way. The hunter throws itself across a chasm, between rooftops, off a height the enemy thought was safe — arriving where no gang that has to climb or go around could reach in time.	MOVEMENT
32	Thin The Herd. Play this during a friendly Kroot's activation, before it shoots. If it targets an enemy that is within 3" of one or more other enemy fighters, its ranged attack gains +1 to Hit and, on a successful wound, the target is Pinned. The hunters pick their shot out of the press — a single quill-gun or long-rifle round into the thick of the herd, dropping the one the pack means to reach next.	THIS FIGHTER'S ACTIVATION
33	Shapers Word. Play this at the start of a round, if your Master Shaper is on the field and not Seriously Injured. Until the end of the round, the Shaper's Guidance aura reaches 12" instead of 9", and friendly Kroot within it re-roll failed Charge rolls and failed Nerve tests. The elder's word carries further this round — the whole pack moves as one will, the hunt tightening around the Shaper's read of the ground.	START OF ROUND
34	The Silent Stalk. Play this during a friendly Kroot's movement. That fighter may make its full move and remain hidden at the end of it, provided it ends within a terrain feature, even if the move would ordinarily reveal it. The hunter drifts from cover to cover without a sound, closing the distance while the enemy's eyes slide past it — a stalk that ends the fighter nearer the prey and still unseen.	MOVEMENT
35	Harry The Flanks. Play this when a friendly Kroot charges an enemy from outside that enemy's front arc. The charging fighter gains +1 to Hit and the target may not make a Reaction attack against it this round. The pack does not come at the prey where it is looking — it comes in from the blind side, the hunter on the flank striking before the enemy has even turned to meet it.	ANY CHARGE
36	Eat And Move. Play this in the End phase. Choose a friendly Kroot that took an enemy Out of Action in melee this round; it may immediately make a free move up to half its Movement, dragging its kill into cover as it goes. The pack feeds on the run and never lingers over a body — the hunter takes its meat and is already gone, repositioned for the next charge before the enemy can answer this one.	END PHASE

41	The Encircling Pack. Play this during deployment, after both gangs have set up. Choose up to two friendly Kroot already deployed and redeploy each to any board edge, facing inward. The pack has closed a ring around the enemy before a shot is fired — hunters on two sides at once, so wherever the foe turns his guns, the kindred is already at his back.	DEPLOYMENT
42	Quill Volley. Play this during a friendly Kroot's activation. That fighter and every friendly Kroot within 3" of it that carries a kroot rifle, pistol or scattergun may immediately make a single ranged attack at the same target. The pack looses one ragged volley as one — not a marksman's fire but a wall of quill-shot flung into the prey, enough of it to matter even from hunters who fire like they club.	THIS FIGHTER'S ACTIVATION
43	Predators Patience. Play this as a Reaction when an enemy fighter moves within charge range of a hidden friendly Kroot. That Kroot may immediately make a free charge against the enemy that moved. The hunter has lain still in the cover, letting the prey come to it, and springs the instant the enemy strays too close — the patient half of the ambush, the charge that costs the pack nothing but the waiting.	REACTION
44	The Closing Jaws. Play this when a friendly Kroot declares a charge. One other friendly Kroot within 6" of the target may immediately charge that same enemy for free, and both fighters gain +1 to Hit in the ensuing melee. The jaws close from two sides at once — the prey braces for one hunter and takes two, the pack's signature charge doubled into a single, overwhelming instant.	ANY CHARGE
45	Beast Goad. Play this during a friendly fighter's activation. Choose a friendly Kroot Hound, Krootox or Greater Knarloc within 6" of it; that beast may immediately make a free move or a free close-combat attack. The pack drives its beasts with goad and screech, loosing them a half-beat early — the Hound already leaping, the Knarloc already swinging, before the enemy has reckoned on the beast moving at all.	THIS FIGHTER'S ACTIVATION
46	Terror Of The Wild. Play this in any melee, when a friendly Kroot takes an enemy Out of Action. Every enemy fighter within 6" of that kill must immediately pass a Nerve test or become Broken. The hunt shows the prey what it is — a thing killed and half-eaten in the space of a heartbeat — and the fear of it runs through the enemy line, men breaking not from wounds but from the sight of what the wild has sent for them.	ANY MELEE
51	Adapt Mid Hunt. Play this in the End phase. Choose a friendly Kroot that has fed this battle; it may swap the characteristic its Feed-on-the-Slain adaptation is raising to a different one — Movement, Weapon Skill, Strength, Initiative or Attacks — for the rest of the battle. The pack does not adapt once and hold still. A hunter reshapes what it took from its kill to fit the fight in front of it, growing into whatever the next enemy demands.	END PHASE
52	The Scattered Swarm. Play this as a Reaction when an enemy targets a friendly Kroot with a Blast or Template weapon. Before the attack is resolved, that fighter and every friendly Kroot within 2" of it may each make a free move of up to 3". The swarm scatters at the first sign of the shot — the pack breaks apart the instant it sees the wide weapon come to bear, and the blast lands on the ground it just left.	REACTION
53	Hunt In Pairs. Play this when a friendly Kroot charges. Choose one friendly Kroot Hound within 6"; it immediately charges the same target for free, and while both remain engaged, each re-rolls failed Hit rolls of 1. The hunter and its Hound work as one animal, the way the pack has always hunted — one to drive the prey, one to take it, and the prey with no good answer to either.	ANY CHARGE

54	Read The Wind. Play this during deployment, after the enemy has set up but before the first round. Choose up to three friendly Kroot already deployed; you may pick each up and redeploy it anywhere it could legally have been placed, including hidden. The Shapers read the wind and the enemy's stance and reset the hunt to match — the pack is never committed to the ground it first stood on, only to the kill.	DEPLOYMENT
55	The Blooded Blade. Play this in any melee, immediately after a friendly Kroot takes an enemy Out of Action. That fighter may make a single free close-combat attack against another enemy it is engaged with. The blade does not stop with one kill — the hunter turns straight from the body it has made to the next foe in reach, the pack's whole momentum carried on a single wet edge into the next throat.	ANY MELEE
56	Swift As The Hound. Play this during a friendly Kroot's movement. That fighter may make a second move action this activation, provided both moves are made without shooting. The hunter runs like the six-limbed beasts it hunts beside, twice across the field in a single breath — the round a Carnivore crosses ground a Hound would be proud of, and reaches the prey a full activation early.	MOVEMENT
61	The Culling. Play this during a friendly Kroot's activation. Against any enemy that is Seriously Injured or Prone within the fighter's reach, its attacks this round automatically hit. The pack finishes what the field has already broken — the culling of the wounded and the fallen, the hunters moving through the aftermath of the charge to make certain of every foe too hurt to run.	THIS FIGHTER'S ACTIVATION
62	Cover The Retreat. Play this as a Reaction when a friendly Kroot makes a Retreat move or falls back. One other friendly Kroot within 6" may immediately make a free ranged attack or a free close-combat attack against the nearest enemy to the retreating fighter. The pack does not let a packmate be run down alone — a hunter turns to snap at the pursuers while its wounded kin slips clear, the kindred closing ranks around its own.	REACTION
63	The Gathering Pack. Play this at the start of a round. Every friendly Kroot that is Broken immediately rallies and any that is Pinned may stand, provided it is within 6" of at least one other friendly Kroot. The scattered hunters draw back together into the pack, and a kindred that hunts in numbers finds its nerve the moment it is no longer alone — the swarm re-forming to close again.	START OF ROUND
64	Bone And Sinew. Play this in any melee. Until the end of the round, a friendly Kroot re-rolls failed saves from its natural hide and treats the first Flesh Wound it would suffer this round as no wound at all. The hunter fights on through hurts that would drop a lesser body — the raw bone and sinew of a beast bred to keep killing, refusing for one round to notice that it has been wounded.	ANY MELEE
65	The Endless Hunt. Play this in the End phase. Every friendly Kroot that took an enemy Out of Action this round may immediately remove one Flesh Wound it is carrying, knitted closed by the fury of the kill and the meat it has taken. The hunt does not tire while it is winning — a pack that keeps killing keeps going, its wounds forgotten as long as there is prey still to run down.	END PHASE
66	The Quill Of Pech. Play this during a friendly Kroot Tracker's activation. Its next long-rifle shot this round automatically hits, ignores cover, and on a successful wound places a hunt-mark on the target as it falls. This is the shot the kindred of Pech is remembered for — a single round across the whole field that finds the one throat that matters, marks it for the pack, and drops it before the crack of the rifle has finished reaching the enemy's ears.	THIS FIGHTER'S ACTIVATION

ALLIANCES

✧ THE CADRES LIGHT

ALLIANCE

WHO	a T'au sept fire-team — a Fire Warrior strike-team and a marker drone from Vior'la or the Farsight Enclaves, the pack's oldest masters, lighting and softening the prey before the hunt closes; sibling support within the Empire, phase-gated
TERMS	campaign-level sibling pact, gated to a local campaign phase: while it stands, the Kroot may field a Tau marker-and-fire support element by reference (never re-statted) plus a small tax — the Empire lights the prey and thins it, the pack closes and feeds; in turn the kindred may hire out to a suit sept as a melee screen; no cross-faction mercenary wiring, only sibling support within the Greater Good

The Kroot are the oldest auxiliaries of the Greater Good, and they stand with the T'au septs that arm them. This is a sibling pact within the Empire, opened for a local campaign phase rather than a fixed pairing: while it holds, the kindred may field a T'au marker-and-fire support element — a Fire Warrior strike-team and a marker drone from Vior'la or the Farsight Enclaves — by reference, never re-statted, together with a small tax. The Empire lights the prey and thins it; the pack closes and feeds. In turn the kindred may hire out to a suit sept as a melee screen when the pact runs the other way. No cross-faction mercenary wiring binds the Kroot to anyone outside the Greater Good — this is one arm of the Empire lending strength to another, the masters softening the quarry the auxiliaries will run down.

✧ THE RIVAL KINDRED

ALLIANCE

WHO	a rival Kroot kindred — another pack hunting the same wild ground, another Master Shaper who wants the same meat (the named counter within the species: a feud over hunting-range and the feast)
TERMS	map-level enmity: while the feud stands, a battle between the two kindreds is fought at raised stakes, and neither may broker a non-aggression pact across the contested hunting-range — two packs cannot feed on the same ground, and the Shapers know it

Not every enemy of a kindred is prey. Another Kroot pack hunts the same wild ground, and its Master Shaper wants the same meat — a feud within the species, fought over hunting-range and the feast itself. While the enmity stands, a battle between the two kindreds is fought at raised stakes, and neither may broker a non-aggression pact across the contested hunting-range. Two packs cannot feed on the same ground, and the Shapers know it: where one has claimed a territory, the other's arrival is a challenge answered in blood. This is the named counter drawn from the pack's own kind — a rival that hunts exactly as it does, sets its ambushes in the same terrain, and closes with the same charge, so the fight turns on which Shaper reads the ground first.

ROLL	FAVOUR	PATRON
2	Fresh Meat. The pack has bred faster than it has bled. Add a single Kroot Juve to your crew for the coming battle at no cost; it fights as a full member of the pack and, if it survives, may be kept on the roster for its ordinary price. It is the least the Greater Good sends its oldest auxiliaries — a fledgling too young to have earned much beyond a knife, thrown early into the hunt.	THE GREATER GOOD — THE KROOT SHAPER-COUNCIL AND THE TAU SEPT THAT ARMS ITS OLDEST AUXILIARIES (THE MASTER SHAPERS WHO RENDER THE FEAST, AND THE EARTH CASTE LOGISTICIANS WHO RESUPPLY A KINDRED THAT WINS)
3	A New Carnivore. A grown hunter joins the kindred for the fight ahead. Add a single Kroot Carnivore with a kroot rifle to your crew for the coming battle at no cost; it is the pack's proven bulk, ready to set up hidden and charge with the rest. If it lives through the hunt, you may keep it on the roster for its ordinary price. The swarm is always one body larger than the enemy counted on.	THE GREATER GOOD — THE KROOT SHAPER-COUNCIL AND THE TAU SEPT THAT ARMS ITS OLDEST AUXILIARIES (THE MASTER SHAPERS WHO RENDER THE FEAST, AND THE EARTH CASTE LOGISTICIANS WHO RESUPPLY A KINDRED THAT WINS)

4	The Shapers Graft. A Shaper works a graft into one of your hunters before the battle. Choose a friendly Kroot; for the coming fight it gains +1 to a single chosen characteristic — Movement, Weapon Skill, Strength, Initiative or Attacks — as though it had already fed. The flesh-craft that usually waits on a kill is given freely this once, a trait grafted from the vats rather than torn from the slain. When the battle ends the graft fades, unless the fighter earns the kill to keep it.	THE GREATER GOOD — THE KROOT SHAPER-COUNCIL AND THE TAU SEPT THAT ARMS ITS OLDEST AUXILIARIES (THE MASTER SHAPERS WHO RENDER THE FEAST, AND THE EARTH CASTE LOGISTICIANS WHO RESUPPLY A KINDRED THAT WINS)
5	A Loosed Hound. A beast-handler looses a Kroot Hound to run with your pack. Add a single Kroot Hound to your crew for the coming battle at no cost; it comes on hidden and outflanking with the rest and answers every pack-charge in reach. If it survives the hunt, you may keep it on the roster for its ordinary price. A loosed Hound is the fastest thing on the field, and it is already through the flank before the enemy has marked it.	THE GREATER GOOD — THE KROOT SHAPER-COUNCIL AND THE TAU SEPT THAT ARMS ITS OLDEST AUXILIARIES (THE MASTER SHAPERS WHO RENDER THE FEAST, AND THE EARTH CASTE LOGISTICIANS WHO RESUPPLY A KINDRED THAT WINS)
6	Camo And Quill. The Shapers dress a hunter for the ambush. Choose up to two friendly Kroot; for the coming battle each carries camo-quills, gaining +1 to be hit by ranged attacks while hidden, the concealment stacking with any Kroot Ambush deployment. It is the woodland predator's own trick handed out before the fight — hunters that read as broken ground until the moment they charge. The prey spends its first rounds firing at terrain that is about to come alive.	THE GREATER GOOD — THE KROOT SHAPER-COUNCIL AND THE TAU SEPT THAT ARMS ITS OLDEST AUXILIARIES (THE MASTER SHAPERS WHO RENDER THE FEAST, AND THE EARTH CASTE LOGISTICIANS WHO RESUPPLY A KINDRED THAT WINS)

8	The Hunt Mark. The sept lends its light to the hunt. For the coming battle a marker drone flies with your pack at no cost, hovering above the swarm to place the Markerlight on chosen prey and strip its cover for the closing blades. It is the recipient's thread back to the Greater Good, given freely for one fight — the Empire lighting the quarry so its oldest auxiliaries can run it down. When the battle ends the drone returns to the cadre that lent it.	THE GREATER GOOD — THE KROOT SHAPER-COUNCIL AND THE TAU SEPT THAT ARMS ITS OLDEST AUXILIARIES (THE MASTER SHAPERS WHO RENDER THE FEAST, AND THE EARTH CASTE LOGISTICIANS WHO RESUPPLY A KINDRED THAT WINS)
10	A Krootox Driven Up. A gun-beast is driven up to lend the pack its weight. Add a single Krootox Rider with its kroot gun to your crew for the coming battle at no cost — the pack's heavy hitter, holding and hammering while the hunters run. If it survives the fight, you may keep the pairing on the roster for its ordinary price. It is a rich favour: the kindred rarely fields a heavy weapon at all, and for one battle it fields one it did not have to feed.	THE GREATER GOOD — THE KROOT SHAPER-COUNCIL AND THE TAU SEPT THAT ARMS ITS OLDEST AUXILIARIES (THE MASTER SHAPERS WHO RENDER THE FEAST, AND THE EARTH CASTE LOGISTICIANS WHO RESUPPLY A KINDRED THAT WINS)
12	The Master Shapers Favour. The Shaper-council itself renders its blessing on your kindred. For the coming battle, choose one friendly Kroot: each time it feeds through Feed on the Slain it may bank the adaptation ignoring the per-characteristic cap, and the Master Shaper shares that adaptation with a second hunter within 9" for free. The council has opened the deep feast to your pack for one fight — the richest boon the Greater Good sends its oldest auxiliaries, the whole genetic craft turned loose at once. Few kindreds ever earn it twice.	THE GREATER GOOD — THE KROOT SHAPER-COUNCIL AND THE TAU SEPT THAT ARMS ITS OLDEST AUXILIARIES (THE MASTER SHAPERS WHO RENDER THE FEAST, AND THE EARTH CASTE LOGISTICIANS WHO RESUPPLY A KINDRED THAT WINS)

☠ SUB-PLOTS

✂ THE RISING SHAPER

SUB-PLOT

Reward: The Flesh Shaper rises to Master Shaper: it gains the Shaper's Guidance aura and the full Leader profile, and the kindred may thereafter field a second Champion-tier Flesh Shaper it could not before — the pack has bred a new elder and a deeper cadre. Claimed once per campaign.

This sub-plot resolves when a Flesh Shaper in your gang personally takes five enemy fighters Out of Action in melee across the campaign and survives, while the pack wins the majority of its battles. When it does, the Flesh Shaper rises to Master Shaper: it gains the Shaper's Guidance aura and the full Leader profile, and the kindred may thereafter field a second Champion-tier Flesh Shaper it could not before. The pack has bred a new elder and a deeper cadre — one who fed and fought its way up from tending the flesh to leading the hunt. Claim it once per campaign. A kindred does not choose its Master Shaper; it grows one, and this is the growing.

✂ THE TEN THOUSAND WORLDS

SUB-PLOT

Reward: The kindred is recognised as a great pack: for the rest of the campaign the per-characteristic adaptation cap rises to two on one chosen fighter per battle (nominated at deployment), and the pack gains one extra adaptation slot in its pool — the feast deepened past what any ordinary kindred can carry. Claimed once per campaign.

This sub-plot resolves when, across the campaign, your pack banks ten Feed-on-the-Slain adaptations across its fighters — ten kills fed upon and rendered into permanent advances. When it does, the kindred is recognised as a great pack: for the rest of the campaign the per-characteristic adaptation cap rises to two on one chosen fighter per battle, nominated at deployment, and the pack gains one extra adaptation slot in its pool. The feast has deepened past what any ordinary kindred can carry — the survivors wear the traits of ten thousand worlds, and one among them is remade further than the ladder was ever meant to allow. Claim it once per campaign. This is the reward the whole House is built toward: not more bodies, but a keener pack.

LEGENDARY NAMES

✧ THE EATER OF WORLDS

MASTER SHAPER / PACK-ELDER

XP cost (random): 6

XP cost (chosen): 12

The Eater-of-Worlds is a named Master Shaper, a pack-elder said to have eaten ten thousand worlds and worn something from each. While it is on the field, the pack's Feed-on-the-Slain adaptations are shared with a second friendly Kroot within 9" instead of one whenever a hunter feeds, and the Shaper may bank one adaptation per battle that ignores the per-characteristic cap once — the deepest feast the kindred has ever known. But the legend hunts at the front and cannot be replaced: if the Eater-of-Worlds is taken Out of Action, the pack may not use any Feed-on-the-Slain adaptation for the rest of that battle. The feast lives in the elder who renders it, and dies the moment it falls — a kindred that leans on the Eater-of-Worlds leans on a single, mortal throat.

✧ THE QUILL OF PECH

KROOT TRACKER / MARKSMAN

XP cost (random): 6

XP cost (chosen): 12

The Quill-of-Pech is a named Kroot Tracker, a marksman of the kindred of Pech whose aim is spoken of across the hunting-ranges. Once per battle its long-rifle shot places a hunt-mark on the target as it fires, with no separate action, and while the Quill-of-Pech is on the field friendly Kroot re-roll failed Hits against any enemy carrying a hunt-mark token — the legend's aim opens every kill the pack makes. But it hunts alone and forward: it may not benefit from the Shaper's Guidance aura, and must always deploy nearer the enemy than any other friendly fighter. The Quill-of-Pech lives on the killing edge of the pack, out beyond the elder's reach, trusting its own eye and the single rifle that made its name.

✧ THE WORN KILLS

KROOT CARNIVORE

XP cost (random): 6

XP cost (chosen): 12

The Worn-Kills is a named Kroot Carnivore, a survivor that wears the traits of everything it has eaten. It may bank one Feed-on-the-Slain adaptation beyond the per-characteristic cap, its body remade past the ordinary ladder by feast after feast, and once per battle it may make a free Charge if an enemy within 8" has already been taken Out of Action this round — the fed hunter, quickened by blood in the water. But it is half-mad with its own hunger: it must always Charge the nearest enemy if able, and may not voluntarily fall back or take the Retreat action. The Worn-Kills is the pack's appetite given a single name, a hunter that has eaten so much it can no longer choose not to hunt.



TERRAIN

✧ THE BROKEN GROUND

TERRAIN

The Broken Ground is a dense stretch of ruin, thicket and shattered rock that a kindred claims as its hunting-range — the terrain the Kroot fight better in than anyone alive. In a battle fought over the Broken Ground, the Kroot may set up hidden in any terrain feature on the board, not merely in their own deployment zone, and ignore difficult-terrain movement penalties throughout. The whole field becomes ambush ground and open road at once, the pack everywhere the enemy is not. A gang that controls the Broken Ground as a territory may deploy it freely in one Broken-Ground Hunt scenario per campaign. This is the woodland predator's advantage made a place: give the kindred the broken ground and there is nowhere on the board the enemy is safe from the charge.

✧ THE FEEDING GROUND

TERRAIN

The Feeding-Ground is the pack's harvest-site and breeding-eyrie — the territory where the Shapers render the kills and the kindred grows. Controlling it grants the gang one free banked Feed-on-the-Slain adaptation per campaign cycle, the harvest rendered between battles, and one free Kroot Juve or Hound per cycle, the pack breeding as it feeds. A fighter that begins a battle having fed in the Feeding-Ground gains +1 to its first Charge roll, quickened by fresh meat. This is where the genetic feast becomes a place on the map rather than a moment in a battle: hold the Feeding-Ground across a campaign and the kindred deepens on its own, growing new hunters and keener ones while its rivals only replace their dead.

SCENARIOS

THE BROKEN GROUND HUNT

SCENARIO

ATTACKER	Kroot Auxiliary (the hunting pack — Carnivores and Hounds set up hidden and outflanking in broken terrain, a Tracker lighting the prey)
DEFENDER	the opposing gang (the quarry — caught crossing or holding ground the pack has already infiltrated)
DEPLOY	the board is dense broken terrain; the Kroot deploy hidden and in reserve to outflank, the defender in a compact formation around an objective it must hold or move through
OBJECTIVE	the Kroot win by taking enemy fighters Out of Action in melee (and feeding on them); the defender wins by breaking contact and holding the objective at range, denying the pack its close kills
VICTORY	the Kroot win if they take more than half the enemy Out of Action in melee before the final round; the defender wins by holding the objective with the pack broken or held at bay
REWARDS	the Kroot gain bonus reputation and a free banked adaptation for each enemy fighter taken Out of Action in melee and fed upon; the defender gains reputation for each Kroot gunned down before it reached melee
CONTROL TRACK	a Kroot win advances its Control-Track claim on the wild district by one step (the hunting-range is theirs); a defender win pushes the marker back (the prey escaped the trap)

The kindred sets its trap in dense country, lets the quarry walk into ground it has already infiltrated, and closes from every side at once. This is the mission the Kroot want: the hunt on their own terrain, the ambush and the harvest, not a stand-up firefight on open ground.

ATTACKER AND DEFENDER The attacker is the Kroot Auxiliary — Carnivores and Hounds set up hidden and outflanking in the broken terrain, a Tracker lighting the prey. The defender is the opposing gang, the quarry, caught crossing or holding ground the pack has already slipped into.

BATTLEFIELD The board is dense broken terrain — ruin, thicket and shattered rock, ambush ground from edge to edge.

DEPLOYMENT The Kroot deploy hidden and in reserve to outflank. The defender sets up in a compact formation around an objective it must hold or move through.

OBJECTIVE The Kroot must take enemy fighters Out of Action in melee and feed on them. The defender must break contact and hold the objective at range, denying the pack its close kills.

ENDING THE BATTLE AND VICTORY The Kroot win if they take more than half the enemy Out of Action in melee before the final round. The defender wins by holding the objective with the pack broken or held at bay.

REWARDS The Kroot gain bonus Reputation and a free banked adaptation for each enemy fighter taken Out of Action in melee and fed upon. The defender gains Reputation for each Kroot gunned down before it reached melee.

CONTROL TRACK A Kroot win advances the kindred's control-track claim on the wild district by one step — the hunting-range is theirs. A defender win pushes the marker back; the prey escaped the trap.

ATTACKER	the opposing gang (a disciplined gunline that has cornered the pack — the named counter given the initiative)
DEFENDER	Kroot Auxiliary (caught in the open, the swarm forced to cross a killing field to reach cover, the charge, and survival)
DEPLOY	an open killing field with cover only at the far edge; the Kroot deploy in the open, the enemy gunline positioned to fire across the gap the pack must cross
OBJECTIVE	the Kroot win by getting the bulk of the pack across into the cover and reaching melee; the enemy wins by breaking the pack in the open before it closes
VICTORY	the Kroot win if half or more of the pack reaches the far cover and takes at least one enemy Out of Action; the enemy wins by breaking the pack in the open
REWARDS	the Kroot gain reputation for every fighter that survives the crossing and reaches melee; the enemy gains reputation for each Kroot broken in the open field
CONTROL TRACK	an enemy win pushes the Kroot claim back hard (the pack was caught and thinned); a Kroot win holds the line (the swarm weathered the gauntlet)

This is the hunt gone wrong — the pack caught in the open by the one counter it fears, a disciplined gunline given the ground and the initiative. The kindred must cross a killing field to reach cover and the charge, or be thinned to nothing in the crossing.

ATTACKER AND DEFENDER The attacker is the opposing gang, a disciplined gunline that has cornered the pack — the named counter given its chance. The defender is the Kroot Auxiliary, caught in the open and forced to reach cover, the charge, and survival.

BATTLEFIELD An open killing field with cover only at the far edge — the worst ground a Kroot pack can be made to fight on.

DEPLOYMENT The Kroot deploy in the open. The enemy gunline sets up positioned to fire across the gap the pack must cross, and takes the first turn.

OBJECTIVE The Kroot must get the bulk of the pack across into cover and reach melee. The enemy must break the pack in the open before it closes.

ENDING THE BATTLE AND VICTORY The Kroot win if half or more of the pack reaches the far cover and takes at least one enemy Out of Action. The enemy wins by breaking the pack in the open.

REWARDS The Kroot gain Reputation for every fighter that survives the crossing and reaches melee. The enemy gains Reputation for each Kroot broken in the open field.

CONTROL TRACK An enemy win pushes the Kroot claim back hard — the pack was caught and thinned. A Kroot win holds the line; the swarm weathered the gauntlet and reached the throats of the guns.



TAU EMPIRE • HOUSE DOSSIER

VIOR'LA SEPT

The disciplined firepower anchor

Vior'la is the hunter-cadre as the T'au Empire intends it: a disciplined firebase that decides the range, paints the target, and destroys it before it ever arrives. Its Fire Warriors hold the line and pour pulse fire; its Pathfinders and marker drones spread the broadest painter net any sept fields, lighting the enemy a colour the whole cadre can read; its Crisis and Stealth suits jet out of cover to deliver the lit kill and fade. Where other septs charge into knife-range, Vior'la refuses the brawl — its line is glass at close quarters, and it knows it. It never wins a melee because it never has one. The win is the stacked-paint crossfire: three or four marks landing on a single target at once, and the whole gunline firing into the lit body while the range still favours the sept. The counter is real and hard — an enemy that closes fast and breaks line of sight breaks the net, and a painter that cannot see cannot mark. But so long as Vior'la chooses the ground, it out-targets what it cannot out-fight.

🦴 GANG COMPOSITION

CREDITS	1500
LEADERS	1
CHAMPIONS	3

BUILD RULES

- ♦ Starting credits: 1500 (converter-wide default); no per-fighter tithe — the Markerlight, Greater Good, Saviour Protocols and the doctrines are inherent
- ♦ Exactly 1 Leader (Cadre Fireblade, or the Commander Enforcer / Ethereal option)
- ♦ 0-3 Champions (Crisis / Stealth / Ghostkeel suits or a Pathfinder Champion)
- ♦ Fire Warriors the gunline bulk; 1+ Pathfinder floor (a Vior'la cadre must field at least one painter)
- ♦ 0-1 Brute (XV88 Broadside) or the 0-1 fortune-gatekeeper KV128 Stormsurge super-heavy
- ♦ Drones up to twice the number of suits + Pathfinders (the screen scales with the bodies worth screening)
- ♦ Backbone: it is a line, not a wave — Fire Warriors + Shas'la $\geq$ Leaders + Champions
- ♦ The Kauyon Gunline: the broadest markerlight net, the Kauyon doctrine, and the 6th skill swapped from The Killing Blow to Wall of Fire

A starting Vior'la cadre musters on 1500 credits, with no per-fighter tithe to pay — the Markerlight, For the Greater Good, Saviour Protocols and the twin doctrines are inherent to the cadre, costing neither credits nor any pool. The controlling player fields exactly one Leader: a Cadre Fireblade, or a Commander Enforcer or Ethereal in that slot. Up to three Champions follow — Crisis, Stealth or Ghostkeel suits, or a Pathfinder Champion. Fire Warriors form the gunline bulk, and at least one Pathfinder must take the field: a cadre without a painter is only a worse line of guns. A single Brute may be fielded, either the XV88 Broadside or the fortune-gatekeeper KV128 Stormsurge. Drones may be taken up to twice the combined number of suits and Pathfinders. Above all it is a line, not a wave — Fire Warriors and Shas'la together must at least equal the Leaders and Champions. The Vior'la delta is the Kauyon Gunline: the broadest markerlight net, the patient Kauyon doctrine, and Wall of Fire standing in the sixth skill slot in place of The Killing Blow.

🦴 GANG RULES

⌘ THE CADRE FIREBLADE'S VOLLEY

GANG RULE

The Cadre Fireblade's Volley is the warlord's fire-discipline turned into an aura. While the Cadre Fireblade is on the field and not Seriously Injured, friendly Fire Warriors within nine inches add one shot with a pulse weapon whenever they fire at a marked enemy — the lit target vanishing under a storm of volley fire the moment the whole line reads the same colour. A cadre led instead by a Commander Enforcer projects a different discipline from the same slot: friendly battlesuits within nine inches re-roll ones to Hit against marked enemies, the strike-wing sharing one flawless targeting solution. One Leader, one aura — the sept chooses whether its command sharpens the gunline or the strike-wing. Either way the aura keys on the mark: without a lit target it grants nothing, and the fighter that carries it is a T3 body the enemy is right to hunt.

⌘ THE KAUYON GUNLINE

GANG RULE

The Kaucion Gunline is the sept's soul made into a rule — the disciplined firepower anchor around which every Vior'la cadre is built. A Vior'la gang fields the broadest markerlight net of any T'au force, more Pathfinders and marker drones than any sibling sept brings, and it plays the patient hunter. It baits the enemy onto ground the cadre has chosen, stacks markerlight tokens on a single target from every painter at once, and destroys the lit body in one coordinated volley before the enemy can close the range. It is inherent to the cadre, running every round rather than spent from any pool — but it is not free of cost. Every painter painting is a gun not firing, so a wide net is always a thin volley; the marks fade at the end of each round and can never be banked; and the line that stacks the paint is T3 and glass in melee. Where a sibling sept closes and strikes, Vior'la holds and paints — and lives or dies by whether it keeps the range.

FIGHTERS

CADRE FIREBLADE

LEADER

✖ 130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	2+	3	3	2	3+	2	5+	5+	6+	5+

SAVE 4+

SPECIAL RULES The Cadre Fireblade's Volley (*friendly Fire Warriors in 9" add +1 shot vs a marked enemy*)

The Kauyon Gunline (*the broadest markerlight net + the static volley*) SEE SPECIAL RULES

Typed Effects

- extra-shot
- re-roll Hit

PRIMARY

Leadership

Savant

Shooting

Signature

SECONDARY

Agility

Combat

Cunning

Ferocity

STARTING GEAR Combat Armour

FREE SKILL Wall Of Fire

EQUIPMENT LIST

BASIC

Pulse Carbine 20 credits

Pulse Rifle 25 credits

Hot Blooded Volley 40 credits

PISTOL

Pulse Pistol 15 credits

SPECIAL

Markerlight 20 credits

Burning Eye 45 credits

Ion Rifle 55 credits

CLOSE-COMBAT

Honour Blade 25 credits

ARMOUR

Combat Armour

included

STATUS

Gun Drone 30 credits

Marker Drone 30 credits

✧ Pulse Accelerator Drone 35 credits

From the 40k T'au Pulse Accelerator Drone / DS8 support turret (Codex: T'au Empire); kitbash onto a drone body. Boosts friendly Fire Warriors' pulse fire at long range.

The Cadre Fireblade is the Fire Warrior warlord — the volley-commander who turns a lit target into a storm of pulse fire. Where the shared genome buys BS 3+ for a soldier's wage, the Fireblade fires at BS 2+ and carries the sept's prize relics: the Hot-Blooded Volley, a relic pulse rifle that fires faster than any other against a marked enemy, and the Burning Eye, a relic markerlight that lands two tokens on a single Mark. Its presence is a discipline the whole line feels — the Cadre Fireblade's Volley lets friendly Fire Warriors within nine inches add a shot against any marked enemy, and it anchors the Kauyon Gunline, the broadest painter net the sept fields. Wall of Fire is its founding skill: when a cadre-mate is shot or charged, two fighters answer instead of one. The Fireblade is no duel-

list — its worth is the range it commands, not the honour blade it carries, and a cadre that loses it simply promotes the next Shas've and holds the line.

COMMANDER ENFORCER

LEADER

363 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"✚	3+	2+	5	5	4	3+	3	5+	5+	5+	5+

SAVE 2+

SPECIAL RULES

The Markerlight *(the apex suit projects the cadre's targeting)*

Saviour Protocols *(screened by its drones)*

SEE SPECIAL RULES

Typed Effects

- mark-target

PRIMARY

Agility

Ferocity

Leadership

SECONDARY

Brawn

Combat

Cunning

Savant

Shooting

Signature

STARTING GEAR Heavy Battlesuit Plate

FREE SKILL Jet Pack Manoeuvre

EQUIPMENT LIST	
SPECIAL	WARGEAR
Burst Cannon60 credits	Velocity Tracker15 credits
Cyclic Ion Blaster65 credits	Target Lock20 credits
Plasma Rifle70 credits	✚ Advanced Targeting System25 credits
Fusion Blaster80 credits	From the 40k battlesuit Advanced Targeting System hardpoint (Codex: T'au Empire); kitbash onto a Crisis / Commander. +1 AP vs a marked target once/battle.
HEAVY	STATUS
Missile Pod90 credits	Gun Drone30 credits
Smart Missile System110 credits	Shield Drone30 credits
ARMOUR	
Shield Generator75 credits	
Heavy Battlesuit Plate	
included	

The Commander Enforcer is the apex battlesuit and the alternate warlord — an XV85 that jets across the field on a 2+ save and fires at BS 2+. Where the Fireblade projects the gunline, the Commander projects the suit: friendly battlesuits within nine inches re-roll ones to Hit against marked enemies, the whole strike-wing sharing one flawless targeting solution. It comes armed for the killing blow, a twin loadout of fusion blaster and plasma rifle that folds Brutes and elites at close and mid range, and Jet Pack Manoeuvre is its founding skill — fire the painted kill, then reposition before the enemy can answer. Drones screen it under Saviour Protocols, interposing for the hits meant for the cadre's most valuable body. It is a hunter-suit, there for one decisive strike and gone, and it leads a cadre that trades the fury of the blade it never draws for the range and firepower it keeps.

ETHEREAL

LEADER

× 110 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	2	4+	1	4+	4+	4+	5+

SAVE 5+

SPECIAL RULES For the Greater Good — supporting fire and Saviour Protocols (*steadies the whole cadre's nerve*)

SEE SPECIAL RULES

Typed Effects

- grant-action Shoot free
- -1

PRIMARY

Leadership

Savant

Signature

SECONDARY

Cunning

Ferocity

Shooting

STARTING GEAR Honour Blade · Pulse Pistol

FREE SKILL Coordinated Firebase

EQUIPMENT LIST

PISTOL

Pulse Pistol 15 credits

CLOSE-COMBAT

Honour Blade 25 credits

ARMOUR

Recon Armour 15 credits

The Ethereal is a caste-priest, not a warrior — a Leader option who steadies the cadre by presence alone. It carries only an honour blade and a pulse pistol and expects to use neither; its worth is For the Greater Good made manifest, the calm that holds a line of T3 bodies together when the shooting turns against them. Fighters near the Ethereal find their nerve where they would otherwise break, and Coordinated Firebase is its founding skill, tightening the cadre's supporting fire into a disciplined web. It is fragile and all but unarmed by the standards of any suit, and losing it is a real blow to the cadre's composure — but while it stands behind the firebase, the line does not. A gang that fields the Ethereal in the Leader slot trades the Fireblade's volley-command for the certainty that its gunline will never bottle at the wrong moment.

CRISIS SUIT

CHAMPION

× 214 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"→	4+	3+	5	5	3	3+	2	6+	6+	6+	6+

SAVE 3+

SPECIAL RULES The Markerlight (*fires the lit kill*) Saviour Protocols (*screened by its drones*) SEE SPECIAL RULES

Typed Effects

- mark-target

PRIMARY

Agility

Ferocity

Shooting

Signature

SECONDARY

Brawn

Combat

Cunning

Leadership

Savant

STARTING GEAR Battlesuit Plate

FREE SKILL Jet Pack Manoeuvre

EQUIPMENT LIST

SPECIAL

Burst Cannon	60 credits
Cyclic Ion Blaster	65 credits
Plasma Rifle	70 credits
Fusion Blaster	80 credits
Flamer	140 credits

HEAVY

Missile Pod	90 credits
Smart Missile System	110 credits

ARMOUR

Battlesuit Plate

included

WARGEAR

Velocity Tracker	15 credits
Target Lock	20 credits
↻ Advanced Targeting System	25 credits

From the 40k battlesuit Advanced Targeting System hardpoint (Codex: T'au Empire); kitbash onto a Crisis / Commander. +1 AP vs a marked target once/battle.

STATUS

Gun Drone	30 credits
Shield Drone	30 credits

The XV8 Crisis is the iconic jetpack suit — the cadre's fire-and-fade Champion, T5 with three Wounds and a 3+ plate, built to jet out of cover, fire the painted kill, and jet back before the enemy can answer. Its twin hardpoints carry the sept's heaviest short- and mid-range weapons — fusion, plasma, burst cannon or cyclic ion blaster — and Jet Pack Manoeuvre is its founding skill, a free reposition after it Shoots that keeps it forever a step ahead of the return volley. It fires the lit kill the painter net sets up, pouring suit-grade firepower into a target the whole cadre has marked, and its drones screen it under Saviour Protocols. It is mobile firepower, not a brawler: a Crisis suit that ends its activation in the open, out of markerlight range and out of cover, is a suit the enemy will make pay.

GHOSTKEEL

CHAMPION

× 240 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
7"→	4+	3+	5	6	4	3+	2	6+	6+	6+	6+

SAVE 3+

SPECIAL RULES The Markerlight (*folds the recon net forward*) Saviour Protocols (*screened by its drones*)

SEE SPECIAL RULES

Typed Effects

- mark-target

PRIMARY

Agility

Cunning

Savant

SECONDARY

Brawn

Ferocity

Shooting

Signature

STARTING GEAR Burst Cannon · Markerlight

EQUIPMENT LIST

SPECIAL

Markerlight 20 credits

Burst Cannon 60 credits

Cyclic Ion Blaster 65 credits

Fusion Blaster 80 credits

HEAVY

Smart Missile System 110 credits

WARGEAR

Target Lock 20 credits

STATUS

Marker Drone 30 credits

The XV95 Ghostkeel is the cadre's heavy stealth-walker — a T6, four-Wound Champion carrying the heaviest stealth field of any suit, which Vior'la fields as a heavy recon-net infiltrator. It folds the painter net forward, taking a markerlight and a burst cannon deep into contested ground and lighting targets from a position no lighter painter could survive holding. Bigger and more durable than a Stealth suit, it screens under Saviour Protocols and shrugs off the fire a lone infiltrator could not. It is not a brawler and not an anvil — it is the net's spearhead, the suit that pushes the sept's marks past the line the enemy thought safe, and that makes the whole gunline reach further. Losing its concealment in the open costs it the advantage that lets so heavy a body walk so far forward.

PATHFINDER CHAMPION

CHAMPION

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	2+	3	3	2	3+	1	6+	6+	6+	6+

SAVE 5+

SPECIAL RULES The Markerlight (*leads the painter net*) The Kauyon Gunline (*the marksman-leader of the broad net*)

SEE SPECIAL RULES

Typed Effects

- mark-target

PRIMARY

Agility

Cunning

Savant

SECONDARY

Ferocity

Leadership

Shooting

Signature

STARTING GEAR Recon Armour

FREE SKILL Markerlight Discipline

EQUIPMENT LIST

BASIC

Pulse Carbine 20 credits

PISTOL

Pulse Pistol 15 credits

SPECIAL

Markerlight 20 credits

Burning Eye 45 credits

Ion Rifle 55 credits

Rail Rifle 75 credits

HEAVY

Seeker Missile 60 credits

CLOSE-COMBAT

Bonding Knife 10 credits

ARMOUR

Recon Armour

included

ACCESSORY

Positional Relay 20 credits

STATUS

Marker Drone 30 credits

The Pathfinder Champion is the recon marksman-leader — a light Champion who leads the painter net from the front, firing at BS 2+ for a fraction of a suit's cost. In Vior'la it wears the name Darkstrider, the sept's most decorated recon-hunter, though the template is the generic marksman-leader, not a unique body. It carries the Burning Eye, a relic markerlight that lands two tokens on a single Mark, and a rail rifle to punish the target it has just lit. Markerlight Discipline is its founding skill, letting it Mark and Shoot in one activation. It anchors the Kauyon Gunline as the marksman at the sharp end of the broad net, forever the fighter nearest the enemy and the one who decides which target the whole cadre lights. Lightly armoured and alone at the edge of the net, it lives on the ground the range-control depends on holding.

STEALTH SUIT

CHAMPION

× 120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	3+	4	4	2	3+	1	6+	6+	6+	6+

SAVE 3+

SPECIAL RULES The Markerlight (*opens a flank and paints from it*) SEE SPECIAL RULES

Typed Effects

- mark-target

PRIMARY

AgilityCunningSavant

SECONDARY

CombatFerocity

ShootingSignature

STARTING GEAR Burst Cannon · Markerlight

EQUIPMENT LIST			
SPECIAL		WARGEAR	
Markerlight	20 credits	Target Lock	20 credits
Burst Cannon	60 credits	STATUS	
Fusion Blaster	80 credits	Marker Drone	30 credits

The XV25 Stealth is the cadre's infiltrator — a cloaked scout-suit that opens a flank the gunline cannot reach. Its stealth field is bundled into the chassis, folding it out of easy sight until it chooses to fire; it carries a burst cannon for volume and a markerlight to paint from an angle no static painter can hold. That is its real value to Vior'la: a mark placed from the enemy's own edge, lighting a target for the whole firebase from a direction the enemy cannot screen against. It is more durable than a Fire Warrior but no melee piece, and a Stealth suit caught in the open loses the concealment that keeps it alive. Working forward and to the side, it deepens the painter net where the enemy least wants it deepened.

FIRE WARRIOR BREACHER

GANGER

74 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	3+	3	3	1	4+	1	7+	6+	7+	6+

SAVE 4+

SPECIAL RULES For the Greater Good — supporting fire and Saviour Protocols (*answers for its cadre-mates*)

SEE SPECIAL RULES

Typed Effects

- grant-action Shoot free
- 1

PRIMARY

Cunning

Shooting

Signature

SECONDARY

Agility

Brawn

Combat

Ferocity

Savant

STARTING GEAR Combat Armour

EQUIPMENT LIST

BASIC

Pulse Blaster 30 credits

PISTOL

Pulse Pistol 15 credits

CLOSE-COMBAT

Bonding Knife 10 credits

GRENADE

Photon Grenade 25 credits

Pulse Grenade 30 credits

ARMOUR

Combat Armour

included

The Fire Warrior (Breach) is the close-support trooper — the same Guardsman-priced body as the Strike team, turned to holding the near ground the gunline must not be dragged into. It carries a pulse blaster, a punishing short-range weapon that hits hardest inside twelve inches, and grenades to break a press. Its role is to hold a doorway, a stairwell, a chokepoint — the close ground so the line behind it never has to fight there. It answers For the Greater Good like any Fire Warrior, returning fire for its cadre-mates. But it is still T3 with one Attack: the Breacher deters and punishes an approach, it does not win a sustained brawl, and a cadre leans on it to buy the line the seconds it needs to keep the range.

FIRE WARRIOR STRIKE

GANGER

× 67 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	3+	3	3	1	4+	1	7+	6+	7+	6+

SAVE 4+

SPECIAL RULES For the Greater Good — supporting fire and Saviour Protocols (*answers for its cadre-mates*)

The Cadre Fireblade's Volley (+1 shot near the Fireblade vs a marked enemy) SEE SPECIAL RULES

Typed Effects

- grant-action Shoot free
- -1
- extra-shot
- re-roll Hit

PRIMARY

Savant

Shooting

Signature

SECONDARY

Agility

Cunning

Ferocity

STARTING GEAR Pulse Rifle · Bonding Knife

EQUIPMENT LIST

BASIC

Pulse Carbine 20 credits

Pulse Rifle 25 credits

PISTOL

Pulse Pistol 15 credits

SPECIAL

Markerlight 20 credits

Ion Rifle 55 credits

CLOSE-COMBAT

Bonding Knife 10 credits

GRENADE

Photon Grenade 25 credits

Emp Grenade 35 credits

ARMOUR

Combat Armour 25 credits

The Fire Warrior (Strike Team) is the gunline body — the disciplined trooper the whole cadre is built around, bought for a Guardsman's wage but firing at BS 3+ behind a 4+ save. Its pulse rifle carries the sept's fire at range, and one in each team may shoulder an ion rifle or a markerlight to lend the line a special weapon or another painter. It answers For the Greater Good, returning fire when a cadre-mate is shot or charged, and near the Cadre Fireblade it gains the Volley — an extra shot against any marked enemy, the difference between a line of guns and a storm. It is T3 with one Attack and WS 5+: dead at the knife's edge, and it knows it, so it never goes there. Its whole worth is the pulse volley it pours into a lit target while the range is still the sept's to keep.

PATHFINDER

GANGER

× 55 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	5+	3+	3	3	1	3+	1	7+	7+	7+	6+

SAVE 5+

SPECIAL RULES The Markerlight (*the lane's painter*) The Kauyon Gunline (*feeds the broad net*) SEE SPECIAL RULES

Typed Effects

- mark-target

PRIMARY

Agility

Cunning

Savant

SECONDARY

Ferocity

Shooting

Signature

STARTING GEAR Markerlight · Pulse Carbine

EQUIPMENT LIST

BASIC

Pulse Carbine 20 credits

PISTOL

Pulse Pistol 15 credits

SPECIAL

Markerlight 20 credits

Ion Rifle 55 credits

Rail Rifle 75 credits

HEAVY

Seeker Missile 60 credits

CLOSE-COMBAT

Bonding Knife 10 credits

ARMOUR

Recon Armour 15 credits

ACCESSORY

Positional Relay 20 credits

STATUS

Marker Drone 30 credits

The Pathfinder is the painter — the lane's engine, the body that makes the whole Vior'la method work. Bought for a Fire Warrior's wage, it carries a markerlight and a pulse carbine, and its real weapon is the mark: light a target and the whole cadre reads it, cover stripped, hits and damage climbing as the tokens stack. It may trade up to a rail rifle or a seeker missile to punish the very marks it places, firing off its own painted target with no line of sight. It anchors the Kauyon Gunline, feeding the broadest painter net the sept fields. Its cost is written into its work: every activation spent painting is an activation not shooting, so a wide net is always a thin volley. T3 and WS 5+, it stays back and lights the enemy up — the fighter the whole gunline depends on and the one the enemy most wants to reach.

SHASLA

JUVE

✖ 47 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	8+	7+	7+	7+

SAVE 5+

SPECIAL RULES For the Greater Good — supporting fire and Saviour Protocols (*the cadet answers for the line*)

SEE SPECIAL RULES

Typed Effects

- grant-action Shoot free
- -1

PRIMARY

Agility

Cunning

Shooting

SECONDARY

Ferocity

Savant

Signature

STARTING GEAR Pulse Carbine

EQUIPMENT LIST

BASIC

Pulse Carbine 20 credits

PISTOL

Pulse Pistol 15 credits

CLOSE-COMBAT

Bonding Knife 10 credits

ARMOUR

Recon Armour 15 credits

The Shas'la is the cadet — the raw Fire Warrior recruit, the cheapest body the cadre fields. It carries a pulse carbine and nothing heavier; no special weapons until it earns them. Firing at BS 4+ behind a 5+ recon rig, it is the line's least, there to swell the gunline's volume and to hold a length of the firebase a costlier body need not. It answers For the Greater Good with the rest of the line, returning fire for the cadre that raised it. The Shas'la is where a Vior'la fighter begins, and where the cadre's depth comes from: a line that can lose bodies and still hold, because there is always another cadet stepping up to the range. Fragile and untried, it is nonetheless a gun in the volley, and in the stacked-paint crossfire even a cadet's carbine finds a fully-lit target.

DRONE

EXOTIC BEAST

× 40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
8"→	5+	4+	3	4	1	4+	1	8+	7+	7+	7+

SAVE 4+

SPECIAL RULES Saviour Protocols (*interposes for its master*) SEE SPECIAL RULES

PRIMARY Agility Shooting SECONDARY Cunning Savant

EQUIPMENT LIST

BASIC

Pulse Carbine 20 credits

SPECIAL

Markerlight 20 credits

ARMOUR

Shield Generator 75 credits

The Drone is the cadre's expendable companion — a hovering machine that dies so a Shas'O or a suit lives. Under Saviour Protocols it interposes itself for a ranged hit meant for its master, eating the alpha the enemy aimed at the cadre's most valuable body. Fielded as a gun, shield or marker variant, it screens the line, projects a shield, or adds another painter to the net; the Vior'la cadre runs the deepest drone screen of any sept, up to twice the number of its suits and painters. It is not a fighter in its own right — WS 5+, one Wound, manufactured and unmourned — and that is exactly its worth: a cadre with no head to cut off, because every hit that should have found the Fireblade finds a drone first.

VEHICLES

BROADSIDE

VEHICLE

✖ 333 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	8	7	6	7	7+	3+	3+	7+	6+	6+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Railgun — Turret arc (Crew)
- ♦ High Yield Missile Pod — Hull arc (Crew)
- ♦ Smart Missile System — Side arc (Crew)
- ♦ Markerlight — Networked arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Markerlight Discipline (may Mark Target and then fire its railgun in the same activation — the firebase anvil never waits on another painter; the railgun strips a point of save per Markerlight token on the target)

The XV88 Broadside is the cadre's anvil — a heavy-weapons walker built around the railgun, and under the corrected vehicle model it fights on the \$5c track as the piloted war-machine it is. Toughness 8 to the front over seven Hull Points, it is planted where the line needs a gun that reaches the horizon, and it lumbers rather than manoeuvres: four inches to a crawl, handling seven, the fixed point a Vior'la firebase forms around. It does one thing without equal — it cracks Brutes and vehicles off the paint at extreme range, the railgun finding the seam a Markerlight has opened and stripping the enemy's protection a layer at a time. A networked markerlight lets the walker mark and then fire in the same breath, so the anvil never waits on another painter, while a hull missile pod and a side smart-missile mount hammer targets around cover. Slow and short of melee, it is no manoeuvre piece — it is the long gun that makes the whole kill-box lethal at sixty inches. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points, its handling and every Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

DEVILFISH

TRANSPORT

✖ 125 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
10"	7	6	6	6	5+	4+	4+	7+	6+	7+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Burst Cannon — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Transport (6 fighters)
- ♦ 2x detachable gun drone

The Devilfish is the anti-grav workhorse of the Hunter Cadres — the Tau answer to a Rhino, a fast and agile Skimmer that floats a Fire Warrior team across broken ground and disgorges them where the firing line is needed. A turret burst cannon hoses the approach clear, while a pair of detachable gun drones ride its flanks to peel off as a screen and answer for the machine under Saviour Protocols. Its hull is armour enough against small-arms but thin by war-engine standards; it lives on speed and its anti-grav motor, not on trading blows. One rides with a cadre at a time. It plugs into the Ash-Wastes vehicle rules for its handling, its facing Toughness and its Loss of Control, the floating transport every sept learns to move behind.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

GHOSTKEEL

VEHICLE

✖ 240 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
7"	7	6	5	6	5+	3+	3+	6+	6+	6+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Cyclic Ion Blaster — Shoulder arc (Crew)
- ♦ Fusion Blaster — Shoulder arc (Crew)
- ♦ Burst Cannon — Hull arc (Crew)

SPECIAL RULES

- ♦ Stealth field (the holographic shroud — enemy ranged attacks against this vehicle at long range suffer an additional -1 to Hit; a Markerlight-marked Ghostkeel ignores this benefit)

The XV95 Ghostkeel is the heaviest thing a warrior can still wear rather than pilot from within a hull — and as of the corrected vehicle model that is exactly the line it crosses: a piloted walker-scale war-machine, not a worn suit, and so it fights as a §5c vehicle. The nimblest machine in the Tau pool, it walks at speed on jet-assisted legs, its survival resting not on armour but on the stealth field — a shroud of baffles and holographic ghosting that scatters targeting locks so the machine is hardest to strike precisely when it is closest and deadliest. A light hull carries it: Toughness 7 to the front over six Hull Points, thinning to the flanks and rear like the rest of the glass-under-fire motor pool. Cyclic-ion and fusion hardpoints ride its shoulders and a twin burst cannon hoses its hull, and a single pilot is both driver and gunner — its precision is held at the suit-warrior's own eye, the reason its gunnery reads a step above the crewed grav-tanks. It walks unseen to killing range, then makes itself known — a phantom that resolves into a war-machine only once it is too late to answer. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points, its handling and every Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

HAMMERHEAD

VEHICLE

✖ 215 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	7	5+	4+	4+	7+	6+	7+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Railgun — Turret arc (Crew)
- ♦ Burst Cannon — Pintle arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ 2x detachable gun drone

The Hammerhead is the Tau main battle tank — a durable grav-tank floating on the same anti-grav motor as the Devilfish but built to kill armour rather than carry troops. Its turret railgun drives a solid slug clean through anything the enemy fields, and the more brightly the cadre has lit its quarry the deeper the slug bites, paint and railgun compounding into a single killing blow; a turret ion cannon serves the crew that would rather rake infantry with an overcharged blast. Pintle burst cannon and a pair of gun drones ward its flanks. Its front facing is thick and its price dear, sitting well below the super-heavy ceiling. One per gang, it plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling — a gun-tank that need not move to end a target.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

PIRANHA

VEHICLE

✖ 120 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
12"	5	4	4	4	5+	5+	4+	7+	6+	7+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Fusion Blaster — Front arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ 2x detachable gun drone

The Piranha is the fastest chassis in the Tau motor pool — a tissue-thin anti-grav flanker built to hunt, not to hold a line. A nose-fixed fusion blaster burns through armour at close reach, and then the machine simply jets away before the enemy can bring its own guns to bear; a burst cannon serves the crew that would rather rake infantry than crack tanks. Its pair of gun drones detach as it runs, screening its retreat and answering for it under Saviour Protocols. Four Hull Points and thin facing mean a single solid hit can gut it — this is a glass hunter that trades survivability for speed and a killing pass. One rides with a cadre at a time, plugging into the Ash-Wastes vehicle rules for its handling, its facing Toughness and its Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

RAZORSHARK

GUNSHIP

✖ 225 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
18"	7	6	5	8	5+	4+	4+	7+	6+	7+	6+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Quad Ion Turret — Turret arc (Crew)
- ♦ Missile Pod — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Networked markerlight
- ♦ 2x seeker missile (off marks)

The Razorshark is the Tau interceptor jet — a fast forward-firing flyer built to own the airspace above a battle and nothing else. It carries no cargo and cannot land: with no Hover capability it holds no station, so it makes its minimum move every round, screaming across the field at Low or High altitude and swinging back for another pass. Its turret quad ion turret hunts fast movers and light armour, wing missile pods reach out at heavier prey, and a pair of seeker missiles fall off the cadre's paint onto whatever the painters have lit below. Eight Hull Points let it weather the odd hit, but its true defence is velocity and altitude. A gang fields one to deny the sky. It plugs into the Ash-Wastes vehicle rules for its facing Toughness and Hull Points, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SKY RAY

VEHICLE

✖ 185 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
9"	8	7	6	7	5+	4+	4+	7+	6+	7+	6+

LOCOMOTION Skimmer

HARDPOINTS

- ♦ Seeker Missile — Turret arc (Crew)
- ♦ Markerlight — Turret arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ 2x detachable gun drone
- ♦ Networked markerlight (mobile painter)

The Sky Ray is the Markerlight signature made mobile — the Hammerhead hull turned to fire support rather than tank-killing. Its turret carries a battery of seeker missiles fired off the cadre's paint, and its networked markerlights let the machine itself paint a target for the whole line to fall upon. It is a force-multiplier before it is a gun: it lights the enemy, its own seekers and every seeker and off-mark weapon in the cadre following the beam onto a foe with nowhere left to hide. Gun drones ward its flanks and answer for it under Saviour Protocols. Priced above the transport and below the gun-tank, one rides with a cadre at a time, plugging into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points and its handling.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMSURGE

VEHICLE

✖ 580 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	10	8	6	10	6+	3+	4+	7+	6+	7+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Pulse Driver Cannon — Turret arc (Crew)
- ♦ Destroyer Missiles — Hull arc (Crew)
- ♦ Smart Missile System — Side arc (Crew)
- ♦ Markerlight — Networked arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Anchor (must not move the turn the pulse-driver cannon fires)

The KV128 Stormsurge is Vior'la's super-heavy gun-walker — no fighter on the gang grid but a \$5c war-engine reckoned through the Ash-Wastes vehicle rules. The Tau answer to a Knight: an apex Walker of Toughness 10 front armour over ten Hull Points, but thin-flanked and thin-rear (the glass-under-fire motor pool at gang scale), it lumbers at Movement 4" and must **anchor** to fire its pulse-driver cannon — planting its stabilisers to crack a fortress or an enemy war-engine. A hull destroyer battery rains off the cadre's marks, side smart-missile mounts hunt around cover, and a networked markerlight lets the piloted walker paint its own target. The fortune-gatekeeper apex of the armoury, above the ~450 superheavy ceiling and square-law capped, 0-1 per gang; its provisional price is re-derived from the profile, and its damage and handling and every Loss of Control resolved through the Ash-Wastes vehicle rules.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

STORMSURGE

VEHICLE

✖ 580 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
4"	10	8	6	10	6+	3+	4+	7+	6+	7+	6+

LOCOMOTION Walker

HARDPOINTS

- ♦ Pulse Driver Cannon — Turret arc (Crew)
- ♦ Destroyer Missiles — Hull arc (Crew)
- ♦ Smart Missile System — Side arc (Crew)
- ♦ Markerlight — Networked arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Anchor (must not move the turn the pulse-driver cannon fires)

The KV128 Stormsurge is the war-engine of the Hunter Cadres — the Tau answer to a Knight, a piloted super-heavy gun-walker that dwarfs even the battlesuits and hunches on splayed anchor-legs beneath a pulse-driver cannon. It is an apex Walker of Toughness 10 front armour over ten Hull Points, yet thin-flanked and thin-rear beneath that prow: the glass-under-fire motor pool at gang scale. It lumbers at a crawl and must anchor to loose its heaviest gun, planting its stabilisers to crack a fortress or an enemy war-engine. A hull destroyer battery rains off the cadre's marks, side smart-missile mounts hunt targets around cover, and a networked markerlight lets the walker paint its own quarry for the whole line. It is committed whole and alone — one only, and rarely — the ceiling of what a cadre can bring to bear when something on the field must simply be broken. It plugs into the Ash-Wastes vehicle rules for its facing Toughness, its Hull Points, its handling and every Loss of Control.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

SUN SHARK

GUNSHIP

✖ 250 CREDITS

M	T-F	T-S	T-R	HP	Hnd	Sv	BS	Ld	Cl	Wil	Int
16"	7	6	6	8	6+	4+	4+	7+	6+	7+	6+

LOCOMOTION Flyer

ALTITUDE ACCESS Interceptor — reaches Low/High (cannot land)

MINIMUM MOVE Minimum move 8"

TURN CAP tight (Interceptor)

FIRING (LOW) Low altitude — normal accuracy, all hardpoint arcs fire

FIRING (HIGH) High/pass — strafe corridor: forward-fixed hardpoints along the line; Turret hardpoints also reach the sides

HARDPOINTS

- ♦ Pulse Bomb — Hull arc (Crew)
- ♦ Missile Pod — Wing arc (Crew)

SPECIAL RULES

- ♦ 0-1 per gang
- ♦ Networked markerlight
- ♦ 2x seeker missile (off marks)
- ♦ 2x interceptor drone bay

The Sun Shark is the Tau bomber — an airframe built to over-fly and destroy rather than dogfight. Like its Razorshark cousin it has no Hover, so it must keep moving, but where the interceptor hunts the sky the bomber hunts the ground beneath it: a belly-slung pulse bomb saturates whatever it over-flies in a strafing run, wing missile pods hammer below, and seeker missiles fall off the cadre’s paint onto lit targets. As it passes it launches a pair of interceptor drones into the cadre’s screen, gun and marker machines that stay behind to fight while the bomber climbs away. Eight Hull Points and thick facing carry it through a run. Sitting below the assault-gunship tier, one rides with a gang, plugging into the Ash-Wastes vehicle rules for its Hull Points and facing Toughness, and into the Flight rules for its altitude, its minimum move and its passes.

Uses the Macromunda Flight rules — see Flying Mechanics.

Macromunda vehicles use the Necromunda: Ash-Wastes vehicle rules (own Book of the Outlands).

🦴 GANG TACTICS

D66

ROLL	TACTIC	TIMING
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11	Bait The Hunter. Nominate one of your fighters as bait. Until the start of the next round, the first enemy that charges or advances toward the bait may be fired on by two friendly fighters in supporting fire instead of one — the hunter drawn onto the ground you chose.	START OF ROUND
12	Stack The Paint. Choose a marked enemy. One friendly Pathfinder or marker-carrier within range may place an additional Markerlight token on that target this round without making a Mark action — the net closing a colour tighter on a single body.	ANY ROUND
13	Coordinated Firepower. While it lasts this round, every friendly fighter shooting at an enemy carrying three Markerlight tokens re-rolls ones to Hit — the whole cadre pouring into the fully-lit target as one gun.	ANY ROUND
14	Kauyon Declared. Declare Kauyon, the patient hunt. This round, one friendly fighter may make an extra free Mark Target action — the sept lighting the ground before the kill.	START OF ROUND
15	Wall Of Fire. When a friendly fighter is shot at or charged, two friendly fighters instead of one may each make a For the Greater Good supporting shot in answer. Once per round — the gunline that answers every blow twice.	REACTION
16	Drop Zone Clear. A friendly battlesuit in reserve may deep-strike onto a positional relay or homing beacon your cadre has placed, arriving ready to fire — the suit there for one shot the enemy did not see coming.	THIS FIGHTER'S ACTIVATION
21	Failsafe Detonator. When one of your drones is taken Out of Action, it detonates: make a Strength 4, Blast attack centred on the fighter that destroyed it — the machine dying as one last shot for the Greater Good.	WHEN A DRONE GOES OOA
22	Overwatch Net. Nominate up to two friendly fighters that did not move this round to hold overwatch. Until your next turn, each may make a reaction shot at the first enemy that moves within its line of sight — the net watching every lane.	ANY ROUND
23	Read The Range. This fighter measures the ground before it fires: this activation, its ranged weapon suffers no long-range penalty against a marked enemy — the range read exactly, the way the sept prefers.	THIS FIGHTER'S ACTIVATION
24	Photon Flash. When an enemy declares a charge against a friendly fighter, that fighter may throw a photon flash: the charging enemy tests as though blinded and pinned, its rush broken on the light. Once per round.	REACTION
25	Saviours Wall. Until the start of the next round, friendly drones may trigger their Saviour Protocols out to six inches instead of three — the drone screen thrown wider to catch the alpha meant for the line.	ANY ROUND
26	Rail The Seam. This fighter fires a rail weapon at a marked enemy: against a target carrying two or more Markerlight tokens, the shot finds the seam and gains improved armour penetration this activation — the painter's mark turned into a kill.	THIS FIGHTER'S ACTIVATION
31	Seeker Off The Paint. This fighter fires a seeker missile at an enemy carrying at least one Markerlight token, needing no line of sight to the target — the missile riding the paint over cover and wall alike.	THIS FIGHTER'S ACTIVATION
32	Fade And Fire. After a friendly battlesuit Shoots this activation, it may make a free short reposition move that does not end in base contact — fire the lit kill, then fade before the answer comes.	THIS FIGHTER'S ACTIVATION

33	Hold The Line. This fighter digs in: until the start of the next round, it may not be moved by pinning or knockback, and passes Nerve tests it would otherwise fail while a friendly fighter is within three inches — the line that does not break.	THIS FIGHTER'S ACTIVATION
34	Marked For Death. Choose an enemy carrying three Markerlight tokens. Until the end of the round, friendly fighters firing at it treat their weapons' Damage as one higher — the fully-lit target the whole cadre has condemned.	ANY ROUND
35	The Long Lane. Choose a clear firing lane across the battlefield. Until the start of the next round, friendly fighters shooting wholly along that lane ignore long-range penalties — the sept keeping the distance it fights at.	START OF ROUND
36	Suppressing Volley. This fighter pours fire to pin rather than kill: instead of its normal shots, it makes a suppressing volley that forces the target and any enemy within two inches of it to test or go to ground — the lane swept clear ahead of the advance.	THIS FIGHTER'S ACTIVATION
41	Bonded Resolve. Until the start of the next round, friendly Fire Warriors within nine inches of a Leader automatically pass their next Nerve test — the bonding ritual holding the cadre's nerve as one.	ANY ROUND
42	Ethereals Calm. While the Ethereal is on the field and not Seriously Injured, choose one friendly fighter this round to re-roll a failed Cool or Nerve test — the caste-priest's calm reaching the fighter that needs it.	WHEN THE ETHEREAL IS ON THE FIELD
43	Recon Advance. Before the first round, up to two friendly Pathfinders or Stealth suits may make a free move — the net set forward before a shot is fired, the ground scouted and lit.	START OF BATTLE
44	Split Fire. This fighter, fitted with a target lock, may fire each of its weapons at a different enemy this activation — one gun for the marked kill, another to hold a second threat.	THIS FIGHTER'S ACTIVATION
45	Velocity Lock. Until the start of the next round, friendly fighters gain a bonus to Hit against enemies that made a running, charging or flying move this round — the cadre's trackers catching the fast mover the line most fears.	ANY ROUND
46	Blacksun Watch. Until the start of the next round, friendly fighters ignore the penalties of darkness and enemy concealment when they shoot — the cadre's optics seeing what the enemy hoped to hide in.	ANY ROUND
51	Drone Swarm. Add one free drone — gun, shield or marker — to your gang for this battle only, deployed with the cadre. The sept dispatches an extra machine to a fight worth screening.	START OF BATTLE
52	Fireblades Command. When the Cadre Fireblade activates, one other friendly Fire Warrior within nine inches may immediately make a free supporting shot at a marked enemy — the warlord's word turning into fire down the line.	WHEN THE CADRE FIREBLADE ACTIVATES
53	Precision Mark. This fighter's Mark Target action this activation cannot be failed by a poor roll — the mark lands, one token placed on the chosen enemy without a test. Once per battle.	THIS FIGHTER'S ACTIVATION
54	Ambush Paint. This fighter may make a Mark Target action and then Shoot in the same activation — light the target and fire on it in one breath, the ambush sprung the moment the paint lands.	THIS FIGHTER'S ACTIVATION
55	Crossfire Cadre. Choose a marked enemy in the open with two or more friendly fighters able to see it from different angles. Until the end of the round, those fighters gain a bonus to Hit against it — caught in the crossfire with nowhere the paint does not reach.	ANY ROUND

56	Static Firebase. Friendly fighters that did not move this round gain a bonus to Hit with ranged weapons until the start of the next round — the disciplined firebase rewarding the guns that stayed planted.	ANY ROUND
61	Breacher Rush. A friendly Breacher may make a free short move before it Shoots this activation, closing to the range its pulse blaster punishes hardest — the close-support trooper seizing the near ground.	THIS FIGHTER'S ACTIVATION
62	Emp Burst. This fighter throws an EMP grenade at a Brute, vehicle or drone: on a hit the target's systems reel, and it suffers additional effect against machine targets this activation — the burst tuned to break armour and engines.	THIS FIGHTER'S ACTIVATION
63	Shas Vres Eye. This veteran re-rolls a single failed Hit or Mark this activation — the Shas'vre's eye finding the shot a lesser fighter would miss.	THIS FIGHTER'S ACTIVATION
64	Withdraw And Paint. This fighter may make a Retreat or fall-back move and still make a Mark Target action in the same activation — giving ground without losing the paint, the net holding as the line steps back.	THIS FIGHTER'S ACTIVATION
65	Concentrated Volley. Choose a single enemy fighter. Until the end of the round, every friendly fighter that shoots may choose it as a target, and gains a bonus to wound it while it carries any Markerlight token — the whole cadre's fire concentrated on one condemned body.	START OF ROUND
66	For The Greater Good. Until the start of the next round, friendly fighters may make For the Greater Good supporting shots at full range with no reaction penalty when a cadre-mate is shot or charged — the cadre fighting wholly as one weapon.	ANY ROUND

ALLIANCES

THE KNIFE FIGHTERS FEUD

ALLIANCE

WHO	a standing feud with the close-assault gangs — any fast-melee faction whose whole game is closing the gap before the markerlights stack (the named counter Vior'la is built against)
TERMS	map-level enmity: while the feud stands, a battle between Vior'la and the feuding gang is fought at raised stakes, and neither may broker a non-aggression pact across the contested lanes — the sept hunts the knife-fighter on sight, and the knife-fighter hunts the gunline

Vior'la keeps a standing feud with the close-assault gangs — any fast-melee force whose whole game is closing the gap before the markerlights can stack. These are the enemy the sept is built against, and the enmity runs both ways: the knife-fighter lives to reach the gunline, and the gunline exists to end the knife-fighter before it arrives. While the feud stands, a battle between Vior'la and the feuding gang is fought at raised stakes, and neither side may broker a non-aggression pact across the contested lanes. The sept hunts its counter on sight, because it knows that the day a blade closes the range unpunished is the day its whole method fails.

WHO	a Kroot Auxiliary packmate — the cadre's oldest organic auxiliaries (a Kroot Carnivore squad / Krootox melee screen), sibling support within the T'au Empire; any Kroot force, phase-gated
TERMS	campaign-level sibling pact, gated to a local campaign phase: while it stands, Vior'la may field a Kroot melee screen by reference (never re-statted) plus a small tax, to hold the brawl the fragile gunline refuses; no Kroot enters a normal-battle list as a mercenary; the pact opens at the phase the sept's cadre needs a knife

Vior'la requisitions no outside gang, but it does not fight alone. Its oldest auxiliaries are its Kroot siblings — a Carnivore squad or Krootox screen, kin within the Greater Good rather than mercenaries. The pact is a campaign-level, phase-gated one: it opens at the point in a campaign where the fragile gunline most needs a blade to hold the brawl it refuses. While it stands, a Vior'la cadre may field a Kroot melee screen by reference, never re-statted, for a small levy — a wall of teeth and muscle to buy the line the seconds it needs to keep the range. No Kroot enters a normal-battle list as a hired gun; this is sibling support, not a cross-faction wiring, and it lasts only as long as the phase that opened it.

🦴 FAVOURS

2D6

ROLL	FAVOUR	PATRON
2	A Thin Supply. <i>The Greater Good.</i> Supply runs thin — the sept has richer cadres to answer first. You gain only a single free Ammo resupply for one fighter before the next battle. The Greater Good provides, but sparingly, and trusts the cadre to win on little.	THE GREATER GOOD — THE T'AU EMPIRE'S CASTE HIERARCHY (THE SEPT'S ETHEREAL COUNCIL AND ITS EARTH CASTE LOGISTICIANS, WHO POUR RESOURCES ONTO A CADRE THAT WINS)

3	Standard Issue. <i>The Greater Good.</i> The sept issues the cadre its standard allotment. One fighter may replace a lost or damaged weapon from its own equipment list at no cost before the next battle — routine provision for a cadre that fights as the Empire intends.	THE GREATER GOOD — THE T'AU EMPIRE'S CASTE HIERARCHY (THE SEPT'S ETHEREAL COUNCIL AND ITS EARTH CASTE LOGISTICIANS, WHO POUR RESOURCES ONTO A CADRE THAT WINS)
4	A Fresh Cadet. <i>The Greater Good.</i> A new recruit is assigned to the cadre. You gain one free Shas'la at its cadet loadout, joining the roster before the next battle — the sept feeding a winning line with fresh blood from the training cadres.	THE GREATER GOOD — THE T'AU EMPIRE'S CASTE HIERARCHY (THE SEPT'S ETHEREAL COUNCIL AND ITS EARTH CASTE LOGISTICIANS, WHO POUR RESOURCES ONTO A CADRE THAT WINS)
5	Drones Dispatched. <i>The Greater Good.</i> The Earth Caste dispatches a machine to a cadre worth screening. You gain one free drone — gun, shield or marker, your choice — added to the roster before the next battle, deepening the screen that keeps the line alive.	THE GREATER GOOD — THE T'AU EMPIRE'S CASTE HIERARCHY (THE SEPT'S ETHEREAL COUNCIL AND ITS EARTH CASTE LOGISTICIANS, WHO POUR RESOURCES ONTO A CADRE THAT WINS)

6	A Painters Net. <i>The Greater Good.</i> The recon caste reinforces the net. You gain a free marker drone, or may fit a positional relay to one fighter at no cost — another painter for the web that lights the enemy up. The sept knows the net is the cadre's soul, and feeds it.	THE GREATER GOOD — THE T'AU EMPIRE'S CASTE HIERARCHY (THE SEPT'S ETHEREAL COUNCIL AND ITS EARTH CASTE LOGISTICIANS, WHO POUR RESOURCES ONTO A CADRE THAT WINS)
8	The Earth Castes Gift. <i>The Greater Good.</i> The Earth Caste gifts the cadre a piece of fine kit. You may fit one battlesuit support system — a target lock, a velocity tracker or a drone controller — to an eligible suit at no cost, the artificers rewarding a cadre that uses their work well.	THE GREATER GOOD — THE T'AU EMPIRE'S CASTE HIERARCHY (THE SEPT'S ETHEREAL COUNCIL AND ITS EARTH CASTE LOGISTICIANS, WHO POUR RESOURCES ONTO A CADRE THAT WINS)
10	A Word From The Ethereal. <i>The Greater Good.</i> An Ethereal speaks the cadre's name with favour, and the caste hierarchy listens. You gain a generous resupply — a free recruit and a free drone both join the roster before the next battle — and the cadre's Reputation rises for having drawn a caste-priest's notice.	THE GREATER GOOD — THE T'AU EMPIRE'S CASTE HIERARCHY (THE SEPT'S ETHEREAL COUNCIL AND ITS EARTH CASTE LOGISTICIANS, WHO POUR RESOURCES ONTO A CADRE THAT WINS)

The Sept Provides. *The Greater Good.* The whole sept turns its resources onto the cadre. You may recruit a single suit — a Crisis, Stealth or Pathfinder Champion — at no credit cost, or take two free drones and a free Shas'la, as the cadre prefers. The Greater Good pours its strength onto the line that wins for it; the firebase swells rather than bleeds.

THE GREATER
GOOD — THE
T'AU EMPIRE'S
CASTE
HIERARCHY
(THE SEPT'S
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WHO POUR
RESOURCES
ONTO A CADRE
THAT WINS)

☠ SUB-PLOTS

✂ THE DEEPENING NET

SUB-PLOT

Reward: The sept's recon caste recognises a master of the paint: for the rest of the campaign, the gang's Markerlight token cap rises to four on a single chosen fighter per battle (nominated at deployment) — the net deepened past what any ordinary cadre can stack. Claimed once per campaign.

Some Shas've learn to read a target so well the whole cadre lights it as one. Once your cadre has destroyed five enemy fighters that were each carrying three Markerlight tokens at the moment of the kill — five clean, fully-lit kill-box kills across the campaign — the sept's recon caste recognises a master of the paint. For the rest of the campaign, your Markerlight token cap rises to four on a single chosen fighter per battle, nominated at deployment, the net deepened past what any ordinary cadre can stack. This sub-plot may be claimed once per campaign.

✂ THE SWELLING FIREBASE

SUB-PLOT

Reward: The Greater Good pours resources onto the winning cadre: once per post-battle sequence for the rest of the campaign, the gang may recruit a Shas'la or a drone at no credit cost — the firebase swells rather than bleeds. Claimed once per campaign.

The Greater Good pours its strength onto the cadres that win for it. Once your cadre has taken three separate campaign battles without ever losing its Cadre Fireblade to the box — the line held, the warlord lived, and the sept took notice — the resources of the Empire begin to flow. For the rest of the campaign, once in each post-battle sequence you may recruit a Shas'la or a drone at no credit cost, the firebase swelling rather than bleeding. This sub-plot may be claimed once per campaign.

LEGENDARY NAMES

✧ THE EYE OF THE HUNTER

PATHFINDER CHAMPION / PAINTER

XP cost (random): 6

XP cost (chosen): 12

The Eye of the Hunter is a name earned by a marksman of the Darkstrider line — the painter whose mark the whole cadre trusts above any other. Once per battle its Mark Target action lands three tokens at once on a single enemy, the fully-lit kill called in one beam, and for the rest of that round friendly seeker and barrage weapons may fire at the marked target with no line of sight. But the Eye hunts alone and forward: no drone will keep its pace, so it draws no benefit from friendly Saviour Protocols, and it must always deploy nearer the enemy than any other friendly fighter. It lives on the very edge of the net it commands — the marksman closest to the kill, and closest to the dying.

✧ THE HOT BLOOD OF VIORLA

CADRE FIREBLADE

XP cost (random): 6

XP cost (chosen): 12

The Hot Blood of Vior'la is a name given to a Cadre Fireblade whose temper is the sept's own — the warlord in whom the *Hot-Blooded* sept runs hottest. While such a Fireblade is on the field and not Seriously Injured, its Volley aura reaches twelve inches instead of nine, and once per battle friendly Fire Warriors within it re-roll every failed Hit against a marked enemy for a round — the whole line turned into a single storm at its word. But the name is a leash as much as a gift: this Fireblade will not voluntarily fall back from a fire-zone while a marked enemy stands in range, and must always fire at the most-marked target it can reach. The sept's fury commands the fury; a Hot Blood cannot choose the cautious shot.

✧ THE SHAS O OF THE DEEP CADRE

COMMANDER

XP cost (random): 8

XP cost (chosen): 14

The Shas'O of the Deep Cadre is a name for a Commander who has led the sept's suits through campaign after campaign and never lost the line. While such a Commander is on the field, friendly battlesuits within nine inches re-roll every one to Hit against marked enemies, and once per battle it may jet-strike and fire without drawing an enemy reaction — there for one kill and gone before the answer comes. But it commands from the front and will not withdraw it: the Shas'O may never make a Retreat action while a friendly fighter is Engaged, and a legend of its stature counts double against the cadre's fortune-gatekeeper limits — a hero the sept cannot easily field twice.



TERRAIN

✧ THE FIREBASE

TERRAIN

The Firebase is an elevated T'au emplacement — a raised firing platform the cadre sets up and forms its gunline upon, the high ground a disciplined firebase is built around. A fighter stationary in the Firebase gains a bonus to Hit with ranged weapons and ignores enemy cover while it holds there. A Cadre Fireblade standing in it extends its Volley aura by three inches, the emplacement lending its command a little further reach. Held as a territory between battles, the Firebase grants the cadre a free deployment of it in one Firebase Line scenario each campaign — the ground the sept keeps and fights from.

✧ THE TIDEWALL SHIELDLINE

TERRAIN

The Tidewall Shieldline is a drone-projected wall of energy — portable cover the cadre deploys to make a rampart where the ground gives none. A fighter behind the shieldline gains cover and a bonus to its save against ranged attacks made from the far side, for as long as the shield holds. Drones within it count as screened for their Saviour Protocols. Held as a territory, the shieldline may be deployed once per battle at the start of the game, anywhere in the cadre's own deployment zone — the gunline carrying its own wall onto whatever ground it must hold.

THE FIREBASE LINE

SCENARIO

ATTACKER	the opposing gang (assaulting a Vior'la emplacement to break the gunline before it can stack its paint)
DEFENDER	Vior'la (dug in behind a Firebase emplacement and a Tidewall shieldline, holding the range and the ground)
DEPLOY	Vior'la deploys in and behind prepared cover (the Firebase, a shieldline) around a held emplacement; the attacker deploys at the board edges and arrives in escalating pressure
OBJECTIVE	Vior'la wins by holding the emplacement and keeping its gunline intact; the attacker wins by taking the emplacement or routing the gunline in melee
VICTORY	Vior'la wins if it still controls the emplacement with an unbroken gunline at the end of the final round; the attacker wins by holding the emplacement, or by driving every Vior'la fighter off it
REWARDS	the defender gains bonus reputation for a clean hold (the painter net never fell silent); the attacker gains reputation for each fighter that reached the emplacement
CONTROL TRACK	a Vior'la hold advances its Control-Track claim on the district by one step (the firebase held, the range was kept); an attacker win pushes the marker back toward the assaulting faction

They came to break the gunline before it could stack its paint. They found a wall.

ATTACKER & DEFENDER Vior'la is the defender, dug in behind a Firebase emplacement and a Tidewall shieldline, holding the range and the ground. The opposing gang is the attacker, assaulting the emplacement to break the gunline in melee before its paint can stack.

BATTLEFIELD A held Vior'la emplacement — raised, fortified, ringed by prepared cover — set amid open approaches the attacker must cross under fire.

DEPLOYMENT Vior'la deploys in and behind its prepared cover: the Firebase, the shieldline, the emplacement itself. The attacker deploys at the board edges and arrives in escalating waves, the pressure mounting round by round.

HOLDING THE LINE The emplacement is the prize. While Vior'la controls it with an unbroken gunline, the firebase never falls silent; if the attacker drives every Vior'la fighter off it, the line is broken.

ENDING THE BATTLE The battle ends at the close of the final round, or when one side holds the emplacement uncontested.

VICTORY Vior'la wins if it still controls the emplacement with an unbroken gunline at the end of the final round. The attacker wins by holding the emplacement, or by driving every Vior'la fighter off it.

REWARDS The defender gains bonus reputation for a clean hold — the painter net never fell silent. The attacker gains reputation for each fighter that reached the emplacement.

CONTROL TRACK A Vior'la hold advances its claim on the district by one step: the firebase held, the range was kept. An attacker win pushes the marker back toward the assaulting faction.

ATTACKER	the opposing gang (drawn onto the ground Vior'la has chosen — the prey the cadre baits into the fire-zone)
DEFENDER	Vior'la (a firebase of Fire Warriors, a net of Pathfinders and marker drones, suits held in reserve to deliver the lit kill)
DEPLOY	Vior'la deploys a firebase and painter net around a central fire-zone with clear lines of sight; the attacker deploys at the far edge and must cross the open ground to reach an objective in the kill-box
OBJECTIVE	Vior'la wins by destroying the marked targets at range before they close; the attacker wins by reaching and holding the central objective, or by driving the gunline off it in melee
VICTORY	Vior'la wins if the attacker is broken or held off the objective at the end of the final round; the attacker wins by controlling the objective, having closed the range the cadre tried to keep
REWARDS	Vior'la gains bonus reputation for every enemy fighter destroyed while carrying three Markerlight tokens (a clean kill-box kill); the attacker gains reputation for each fighter that reached the kill-box alive
CONTROL TRACK	a Vior'la win advances its Control-Track claim on the district by one step (the range was kept, the ground held); an attacker win pushes the marker back toward the assaulting faction (the gap was closed)

The patient hunter chooses the ground, and the prey walks onto it.

ATTACKER & DEFENDER Vior'la is the defender: a firebase of Fire Warriors, a net of Pathfinders and marker drones, and suits held in reserve to deliver the lit kill. The opposing gang is the attacker, drawn onto the ground the cadre has chosen and made to cross it.

BATTLEFIELD A central fire-zone with long, clear lines of sight, an objective set at its heart. Cover thins toward the middle, so that every step the attacker takes toward the objective is a step deeper into the open.

DEPLOYMENT Vior'la sets up a firebase and painter net around the fire-zone, holding the high ground and the sightlines. The attacker deploys at the far edge and must cross the open ground to reach the objective in the kill-box.

THE KILL-BOX While an attacking fighter carries three Markerlight tokens, every Vior'la fighter that shoots at it fires as though the whole cadre were reading one target — the coordinated volley the mission is named for.

ENDING THE BATTLE The battle ends when the attacker is broken, or holds the central objective at the close of the final round.

VICTORY Vior'la wins if the attacker is broken or held off the objective at the end of the final round. The attacker wins by controlling the objective, having closed the range the cadre tried to keep.

REWARDS Vior'la gains bonus reputation for every enemy fighter destroyed while carrying three Markerlight tokens — a clean kill-box kill. The attacker gains reputation for each fighter that reached the kill-box alive.

CONTROL TRACK A Vior'la win advances its claim on the district by one step: the range was kept, the ground held. An attacker win pushes the marker back toward the assaulting faction — the gap was closed.