

# Broadsides 1750 (Warhammer 40,000 8th Edition) [103 PL, 1749pts]

## Battalion Detachment +5CP (T'au Empire) [11 PL, 201pts]

### No Force Org Slot

#### T'au Empire Sept Choice

**Selections:** T'au Sept

**Categories:** NO FORCE ORG SLOT

**Abilities:** *T'au Sept Tenet: Coordinated Fire Arcs*

### HQ

#### Cadre Fireblade [2 PL, 42pts]

**Selections:** Markerlight, Puretide engram neurochip

**Categories:** FACTION: <SEPT>, CHARACTER, INFANTRY, HQ, FACTION: T'AU EMPIRE, CADRE FIREBLADE

**Rules:** *For the Greater Good, Markerlights*

**Abilities:** *Volley Fire, Unit: Cadre Fireblade, Weapon: Markerlight, Photon grenade, Pulse rifle*

#### Darkstrider [3 PL, 45pts]

**Categories:** CHARACTER, INFANTRY, HQ, FACTION: T'AU EMPIRE, FACTION: T'AU SEPT, DARKSTRIDER

**Rules:** *For the Greater Good, Markerlights*

**Abilities:** *Fighting Retreat, Structural Analyser, Vanguard, Unit: Darkstrider, Weapon: Markerlight, Photon grenade, Pulse carbine*

### Troops

#### Strike Team [2 PL, 38pts]

**Categories:** INFANTRY, TROOPS, FACTION: <SEPT>, FACTION: T'AU EMPIRE, STRIKE TEAM

**Rules:** *For the Greater Good*

**Abilities:** *Bonding Knife Ritual*

#### Fire Warrior Shas'ui

**Selections:** Markerlight, Pulse rifle

**Rules:** *Markerlights*

**Unit:** *Fire Warrior Shas'ui, Weapon: Markerlight, Photon grenade, Pulse rifle*

#### 4x Fire Warrior w/ Pulse Rifle

**Unit:** *Fire Warrior, Weapon: Photon grenade, Pulse rifle*

#### Strike Team [2 PL, 38pts]

**Categories:** INFANTRY, TROOPS, FACTION: <SEPT>, FACTION: T'AU EMPIRE, STRIKE TEAM

**Rules:** *For the Greater Good*

**Abilities:** *Bonding Knife Ritual*

#### Fire Warrior Shas'ui

**Selections:** Markerlight, Pulse rifle

**Rules:** *Markerlights*

**Unit:** *Fire Warrior Shas'ui, Weapon: Markerlight, Photon grenade, Pulse rifle*

#### 4x Fire Warrior w/ Pulse Rifle

**Unit:** *Fire Warrior, Weapon: Photon grenade, Pulse rifle*

**Strike Team [2 PL, 38pts]**

**Categories:** INFANTRY, TROOPS, FACTION: <SEPT>, FACTION: T'AU EMPIRE, STRIKE TEAM

**Rules:** *For the Greater Good*

**Abilities:** *Bonding Knife Ritual*

**Fire Warrior Shas'ui**

**Selections:** Markerlight, Pulse rifle

**Rules:** *Markerlights*

**Unit:** *Fire Warrior Shas'ui*, **Weapon:** *Markerlight, Photon grenade, Pulse rifle*

**4x Fire Warrior w/ Pulse Rifle**

**Unit:** *Fire Warrior*, **Weapon:** *Photon grenade, Pulse rifle*

**Battalion Detachment +5CP (T'au Empire) [29 PL, 502pts]****No Force Org Slot****T'au Empire Sept Choice**

**Selections:** T'au Sept

**Categories:** NO FORCE ORG SLOT

**Abilities:** *T'au Sept Tenet: Coordinated Fire Arcs*

**HQ****Cadre Fireblade [2 PL, 42pts]**

**Selections:** 2. *Through Unity, Devastation, Markerlight, Warlord*

**Categories:** FACTION: <SEPT>, CHARACTER, INFANTRY, HQ, FACTION: T'AU EMPIRE, CADRE FIREBLADE, WARLORD

**Rules:** *For the Greater Good, Markerlights*

**Abilities:** 2. *Through Unity, Devastation, Volley Fire*, **Unit:** *Cadre Fireblade*, **Weapon:** *Markerlight, Photon grenade, Pulse rifle*

**Ethereal [3 PL, 50pts]**

**Selections:** Honour blade, Hover drone

**Categories:** FACTION: <SEPT>, CHARACTER, HQ, INFANTRY, FACTION: T'AU EMPIRE, ETHEREAL, JET PACK, FLY

**Abilities:** *Failure Is Not An Option, Hover drone, Invocation of the Elements*, **Unit:** *Ethereal (Hover drone)*, **Weapon:** *Honour blade*

**Troops****Strike Team [2 PL, 38pts]**

**Categories:** INFANTRY, TROOPS, FACTION: <SEPT>, FACTION: T'AU EMPIRE, STRIKE TEAM

**Rules:** *For the Greater Good*

**Abilities:** *Bonding Knife Ritual*

**Fire Warrior Shas'ui**

**Selections:** Markerlight, Pulse rifle

**Rules:** *Markerlights*

**Unit:** *Fire Warrior Shas'ui*, **Weapon:** *Markerlight, Photon grenade, Pulse rifle*

**4x Fire Warrior w/ Pulse Rifle**

**Unit:** *Fire Warrior*, **Weapon:** *Photon grenade, Pulse rifle*

### Strike Team [2 PL, 38pts]

**Categories:** INFANTRY, TROOPS, FACTION: <SEPT>, FACTION: T'AU EMPIRE, STRIKE TEAM

**Rules:** *For the Greater Good*

**Abilities:** *Bonding Knife Ritual*

#### Fire Warrior Shas'ui

**Selections:** Markerlight, Pulse rifle

**Rules:** *Markerlights*

**Unit:** *Fire Warrior Shas'ui*, **Weapon:** *Markerlight, Photon grenade, Pulse rifle*

#### 4x Fire Warrior w/ Pulse Rifle

**Unit:** *Fire Warrior*, **Weapon:** *Photon grenade, Pulse rifle*

### Strike Team [2 PL, 38pts]

**Categories:** INFANTRY, TROOPS, FACTION: <SEPT>, FACTION: T'AU EMPIRE, STRIKE TEAM

**Rules:** *For the Greater Good*

**Abilities:** *Bonding Knife Ritual*

#### Fire Warrior Shas'ui

**Selections:** Markerlight, Pulse rifle

**Rules:** *Markerlights*

**Unit:** *Fire Warrior Shas'ui*, **Weapon:** *Markerlight, Photon grenade, Pulse rifle*

#### 4x Fire Warrior w/ Pulse Rifle

**Unit:** *Fire Warrior*, **Weapon:** *Photon grenade, Pulse rifle*

## Flyer

### AX39 Sun Shark Bomber [9 PL, 148pts]

**Selections:** Markerlight, Missile pod, 2x MV17 Interceptor Drone, 2x Seeker missile

**Categories:** FACTION: <SEPT>, FLYER, FLY, FACTION: T'AU EMPIRE, VEHICLE, AX39 SUN SHARK BOMBER

**Rules:** *Airborne, Attached Drones (AX39 Sun Shark Bomber), Crash and Burn, Hard to Hit, Markerlights, Supersonic*

**Abilities:** *Pulse Bombs*, **Unit:** *AX39 Sun Shark Bomber*, **Weapon:** *Markerlight, Missile pod, Seeker missile*, **Wound Track (M,BS,A):** *AX39 Sun Shark Bomber 1, AX39 Sun Shark Bomber 2, AX39 Sun Shark Bomber 3*

### AX39 Sun Shark Bomber [9 PL, 148pts]

**Selections:** Markerlight, Missile pod, 2x MV17 Interceptor Drone, 2x Seeker missile

**Categories:** FACTION: <SEPT>, FLYER, FLY, FACTION: T'AU EMPIRE, VEHICLE, AX39 SUN SHARK BOMBER

**Rules:** *Airborne, Attached Drones (AX39 Sun Shark Bomber), Crash and Burn, Hard to Hit, Markerlights, Supersonic*

**Abilities:** *Pulse Bombs*, **Unit:** *AX39 Sun Shark Bomber*, **Weapon:** *Markerlight, Missile pod, Seeker missile*, **Wound Track (M,BS,A):** *AX39 Sun Shark Bomber 1, AX39 Sun Shark Bomber 2, AX39 Sun Shark Bomber 3*

## Outrider Detachment +1CP (T'au Empire) [63 PL, 1046pts]

### No Force Org Slot

#### T'au Empire Sept Choice

**Selections:** T'au Sept

**Categories:** NO FORCE ORG SLOT

**Abilities:** *T'au Sept Tenet: Coordinated Fire Arcs*

## HQ

### Commander Shadowsun [9 PL, 110pts]

**Categories:** BATTLESUIT, CHARACTER, HQ, INFANTRY, JET PACK, FLY, FACTION: T'AU SEPT, FACTION: T'AU EMPIRE, COMMANDER, XV22 STALKER, SHADOWSUN

**Rules:** *Drone Support, For the Greater Good, Infiltrator*

**Abilities:** *Camouflage Fields (Shadowsun), Defender of the Greater Good, Genius of Kauyon, Master of War, XV22 Stealth Battlesuit*, **Unit:** *Commander Shadowsun*, **Weapon:** *Fusion blaster*

## Fast Attack

### Tactical Drones [4 PL, 60pts]

**Selections:** 6x MV4 Shield Drone

**Categories:** FAST ATTACK, FLY, FACTION: <SEPT>, DRONE, TACTICAL DRONES

**Rules:** *For the Greater Good, Manta Strike*

### Tactical Drones [4 PL, 60pts]

**Selections:** 6x MV4 Shield Drone

**Categories:** FAST ATTACK, FLY, FACTION: <SEPT>, DRONE, TACTICAL DRONES

**Rules:** *For the Greater Good, Manta Strike*

### Tactical Drones [4 PL, 60pts]

**Selections:** 6x MV4 Shield Drone

**Categories:** FAST ATTACK, FLY, FACTION: <SEPT>, DRONE, TACTICAL DRONES

**Rules:** *For the Greater Good, Manta Strike*

## Heavy Support

### XV88 Broadside Battlesuits [21 PL, 378pts]

**Categories:** FACTION: <SEPT>, BATTLESUIT, HEAVY SUPPORT, FACTION: T'AU EMPIRE, XV88 BROADSIDE BATTLESUITS

**Rules:** *For the Greater Good*

**Abilities:** *Bonding Knife Ritual*

#### Broadside Shas'ui

**Selections:** 2x High-yield missile pod, 2x Smart missile system, Seeker missile, Target lock

**Abilities:** *Target lock*, **Unit:** *Broadside Shas'ui*, **Weapon:** *High-yield missile pod, Seeker missile, Smart missile system*

#### Broadside Shas'ui

**Selections:** 2x High-yield missile pod, 2x Smart missile system, Seeker missile, Target lock

**Abilities:** *Target lock*, **Unit:** *Broadside Shas'ui*, **Weapon:** *High-yield missile pod, Seeker missile, Smart missile system*

#### Broadside Shas'vre

**Selections:** 2x High-yield missile pod, 2x Smart missile system, Seeker missile, Target lock

**Abilities:** *Target lock*, **Unit:** *Broadside Shas'vre*, **Weapon:** *High-yield missile pod, Seeker missile, Smart missile system*

### XV88 Broadside Battlesuits [21 PL, 378pts]

**Categories:** FACTION: <SEPT>, BATTLESUIT, HEAVY SUPPORT, FACTION: T'AU EMPIRE, XV88 BROADSIDE BATTLESUITS

**Rules:** *For the Greater Good*

**Abilities:** *Bonding Knife Ritual*

#### Broadside Shas'ui

**Selections:** 2x High-yield missile pod, 2x Smart missile system, Seeker missile, Target lock

**Abilities:** *Target lock*, **Unit:** *Broadside Shas'ui*, **Weapon:** *High-yield missile pod, Seeker missile, Smart missile system*

#### Broadside Shas'ui

**Selections:** 2x High-yield missile pod, 2x Smart missile system, Seeker missile, Target lock

**Abilities:** *Target lock*, **Unit:** *Broadside Shas'ui*, **Weapon:** *High-yield missile pod, Seeker missile, Smart missile system*

#### Broadside Shas'vre

**Selections:** 2x High-yield missile pod, 2x Smart missile system, Seeker missile, Target lock

**Abilities:** *Target lock*, **Unit:** *Broadside Shas'vre*, **Weapon:** *High-yield missile pod, Seeker missile, Smart missile system*

## Profile Summary

Abilities	Description	Ref
<b>2. Through Unity, Devastation</b>	In each of your Shooting phases, you can pick an enemy unit that is visible to your Warlord. Until the end of the phase, each time you make a wound roll of 6+ against that unit for an attack made by friendly <SEPT> unit within 6" of your Warlord, the Armour Penetration characteristic of that attack is improved by 1 (e.g. AP0 becomes AP-1).	Codex: T'au Empire p131
<b>Bonding Knife Ritual</b>	If you roll a 6 when taking a Morale test for this unit, the test is automatically passed.	Codex: T'au Empire pvar
<b>Camouflage Fields (Shadowsun)</b>	Your opponent must subtract 1 from all hit rolls that target Commander Shadowsun or her accompanying Command Drones.	Codex: T'au Empire p90
<b>Defender of the Greater Good</b>	Roll a D6 each time Shadowsun loses a wound whilst she is within 3" of a unit of friendly unit of XV25 Stealth Battlesuits. On a 2+, a model from that unit can intercept that hit - Shadowsun does not lose a wound but that unit suffers a mortal wound.	Codex: T'au Empire p90
<b>Failure Is Not An Option</b>	T'AU EMPIRE units within 6" of a friendly ETHEREAL may use the Ethereal's Leadership characteristic instead of their own when taking Morale tests.	Codex: T'au Empire p94
<b>Fighting Retreat</b>	Friendly T'AU SEPT INFANTRY units within 6" of Darkstrider in the Shooting phase may attack with ranged weapons even if they Fell Back this turn.	Codex: T'au Empire p96
<b>Genius of Kauyon</b>	Once per battle, Commander Shadowsun can declare Kauyon even if Kauyon or Mont'ka has already been declared. Mont'ka and Kauyon cannot both be declared in the same turn.	
<b>Hover drone</b>	The Ethereal's Move characteristic becomes 8", and it gains the FLY and JET PACK keywords.	
<b>Invocation of the Elements</b>	In your Movement phase, an ETHEREAL may invoke one of the elemental powers below. All friendly T'AU EMPIRE INFANTRY and BATTLESUIT units within 6" of the model invoking an elemental power gains the relevant benefit until the start of your next turn. A unit can only be affected by the same elemental power once per battle round. * Calm of Tides: Subtract 1 from any Morale tests made for affected units. * Storm of Fire: Re-roll hit rolls of 1 in the Shooting phase for affected units that remain stationary in the Movement phase. * Sense of Stone: Whenever a model in an affected unit loses a wound, roll a D6; on a 6, that model does not lose that wound. * Zephyr's Grace: You can re-roll the dice for affected units when they Advance.	
<b>Master of War</b>	Once per battle, at the beginning of your turn, a single COMMANDER from your army can declare either Kauyon or Mont'ka: * Kauyon: Until the end of the turn, you can re-roll failed hit rolls for friendly <SEPT> units within 6" of the COMMANDER, but these units cannot move for any reason. * Mont'ka: Friendly <SEPT> units within 6" of the COMMANDER can both Advance and shoot as if they hadn't moved this turn. Unless stated otherwise, you can only use Master of War ability once per battle, irrespective of how many models in your army have this ability.	Codex: T'au Empire p89
<b>Pulse Bombs</b>	This model may drop a pulse bomb as it flies over enemy units in its Movement phase. To do so, after this model has moved, target one enemy unit that it moved across. Then, roll a D6 for each model in that unit (up to a maximum of 10), adding 1 to the result if the enemy model is INFANTRY. For each roll of 5+, the target unit suffers 1 mortal wound.	Codex: T'au Empire p116
<b>Puretide engram neurochip</b>	Once per battle, you can re-roll a single hit roll, wound roll or damage roll made for the bearer, or a friendly <SEPT> unit within 6" of the bearer. In addition, if your army is Battle-forged and the bearer is on the battlefield, roll a D6 each time you or your opponent use a Stratagem; on a 6 you gain a command point.	Codex: T'au Empire p132
<b>Shield generator (Drone)</b>	A model with a shield generator has a 4+ invulnerable save. In addition, roll a D6 each time a DRONE with this ability loses a wound; on a 5+ that Drone does not lose a wound.	Codex: T'au Empire p109
<b>Structural Analyser</b>	In your Shooting phase, pick a friendly T'AU SEPT INFANTRY unit within 6" of Darkstrider, and pick an enemy unit that is visible to Darkstrider. Until the end of the phase, add 1 to wound rolls made for the friendly T'AU SEPT INFANTRY unit's attacks that target the enemy unit you picked.	Codex: T'au Empire p96
<b>T'au Sept Tenet: Coordinated Fire Arcs</b>	When a unit with this tenet uses their For the Greater Good ability, or when they fire Overwatch whilst they are within 6" of a friendly T'au Sept unit, a 5 or 6 is required for a successful hit roll, irrespective of the firing model's Ballistic Skill or any modifiers.	Codex: T'au Empire p127
<b>Target lock</b>	A model with a target lock does not suffer the penalty for moving and firing Heavy weapons, or for Advancing and firing Assault weapons. The model can also advance and fire Rapid Fire weapons, but must subtract 1 from its hit rolls when doing so.	Codex: T'au Empire p123
<b>Vanguard</b>	At the start of the first battle round but before the first turn begins, you can move this unit up to 7". It cannot end this move within 9" of any enemy models. If both players have units that are able to move at the start of the first battle round but before the first turn begins, the player who is taking the first turn moves their units first.	Codex: T'au Empire p96, 107

<b>Volley Fire</b>	Models in <SEPT> units within 6" of any friendly <SEPT> Cadre Fireblades may fire an extra shot with pulse pistols, pulse carbines and pulse rifles when shooting at a target within half the weapon's range.	Codex: T'au Empire p96
<b>XV22 Stealth Battlesuit</b>	Commander Shadowsun has a 5+ invulnerable save.	

Keywords	Keywords (Faction)	Keywords (Basic)	Ref
<b>MV17 Interceptor Drone</b>	T'au Empire, <Sept>	Drone, Fly, Interceptor Drones	

Unit	M	WS	BS	S	T	W	A	Ld	Save	Ref
<b>AX39 Sun Shark Bomber</b>	*	6+	*	6	6	12	*	6	4+	Codex: T'au Empire p116
<b>Broadside Shas'ui</b>	5"	5+	4+	5	5	6	2	7	2+	Codex: T'au Empire p111
<b>Broadside Shas'vre</b>	5"	5+	4+	5	5	6	3	8	2+	Codex: T'au Empire p111
<b>Cadre Fireblade</b>	6"	3+	2+	3	3	5	3	8	4+	
<b>Commander Shadowsun</b>	8"	3+	2+	4	4	5	4	9	3+	
<b>Darkstrider</b>	7"	3+	2+	3	3	5	3	8	5+	
<b>Ethereal (Hover drone)</b>	8"	3+	4+	3	3	4	3	9	5+	Codex: T'au Empire p96
<b>Fire Warrior</b>	6"	5+	4+	3	3	1	1	6	4+	
<b>Fire Warrior Shas'ui</b>	6"	5+	4+	3	3	1	2	7	4+	
<b>MV17 Interceptor Drone</b>	20"	5+	5+	3	4	1	1	6	4+	
<b>MV4 Shield Drone</b>	8"	5+	5+	3	4	1	1	6	4+	Codex: T'au Empire p109

Weapon	Range	Type	S	AP	D	Abilities	Ref
<b>Fusion blaster</b>	18"	Assault 1	8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.	
<b>High-yield missile pod</b>	36"	Heavy 4	7	-1	D3	-	
<b>Honour blade</b>	Melee	Melee	+2	0	1	-	
<b>Ion rifle (Overcharge)</b>	30"	Heavy D3	8	-1	2	If you roll one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.	
<b>Ion rifle (Standard)</b>	30"	Rapid Fire 1	7	-1	1	-	
<b>Markerlight</b>	36"	Heavy 1	-	-	-	See Markerlights.	
<b>Missile pod</b>	36"	Assault 2	7	-1	D3	-	
<b>Photon grenade</b>	12"	Grenade D6	-	-	-	This weapon does not inflict any damage. Your opponent must subtract 1 from any hit rolls made for INFANTRY units that have suffered any hits from photon grenades until the end of the turn.	
<b>Pulse carbine</b>	18"	Assault 2	5	0	1	-	
<b>Pulse rifle</b>	30"	Rapid Fire 1	5	0	1	-	
<b>Seeker missile</b>	72"	Heavy 1	8	-2	D6	Each seeker missile can only be used once per battle. This weapon only hits on a roll of 6, regardless of the firing model's Ballistic Skill or any modifiers.	
<b>Smart missile system</b>	30"	Heavy 4	5	0	1	This weapon can be fired at units that are not visible to the bearer. Units attacked by this weapon do not gain any bonus to their saving throws for being in cover.	

Wound Track (M,BS,A)	Remaining W	M	BS	A	Ref
<b>AX39 Sun Shark Bomber 1</b>	7-12+	20"-50"	4+	3	Codex: T'au Empire p116
<b>AX39 Sun Shark Bomber 2</b>	4-6	20"-30"	5+	D3	Codex: T'au Empire p116
<b>AX39 Sun Shark Bomber 3</b>	1-3	20"-25"	5+	1	Codex: T'au Empire p116

## Selection Rules

**Airborne:** This model cannot charge, can only be charged by units that can FLY, and can only attack or be attacked in the Fight phase by units that can FLY.

**Attached Drones (AX39 Sun Shark Bomber):** When this model is set up, its accompanying Interceptor Drones are attached, and are treated as being embarked. Whilst the Drones remain attached, this model is considered to be equipped with their weapons in addition to its own. However, a hit roll of 1 when firing the ion rifle on overcharge setting results in one of the Drones being slain rather than this model suffering a mortal wound. (Codex: T'au Empire p116)

**Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds. (Codex: T'au Empire pvar)

**Drone Support:** When a unit is set up on the battlefield, any accompanying Drones are set up in unit coherency with it. From that point onwards, the Drones are treated as a separate unit. (Codex: T'au Empire)

**For the Greater Good:** When an enemy unit declares a charge, a unit with this ability that is within 6" of one of the charging unit's targets may fire Overwatch as if they were also targeted. A unit that does so cannot fire Overwatch again in this turn. (Codex: T'au Empire p89)

**Hard to Hit:** Your opponent must subtract 1 from hit rolls for attacks that target this model in the Shooting phase.

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

**Manta Strike:** During deployment, you can set up this unit in a Manta hold instead of placing them on the battlefield. At the end of any of your Movement phases, this unit can use a Manta strike to enter the fray - set it up anywhere on the battlefield that is more than 9" from any enemy models. (Codex: T'au Empire pvar)

**Markerlights:** If a model (other than a VEHICLE) fires a markerlight, it cannot fire any other weapons in that phase. When a unit is hit by a markerlight, place a counter next to it for the remainder of the phase. The table below describes the benefits T'AU EMPIRE models have when shooting at a unit that has markerlight counters. All benefits are cumulative.

\* 1 - You can re-roll hit rolls of 1 for T'AU EMPIRE models attacking this unit.

\* 2 - Destroyer and seeker missiles fired at this unit use the firing model's Ballistic Skill (and any modifiers) rather than only hitting on a 6.

\* 3 - The target unit does not gain any bonus to its saving throws for being in cover.

\* 4 - T'AU EMPIRE models attacking this unit do not suffer the penalty for moving and firing Heavy weapons or Advancing and firing Assault weapons.

\* 5 or more - Add 1 to hit rolls for T'AU EMPIRE models attacking this unit. (Codex: T'au Empire p123)

**Saviour Protocols:** If a <SEPT> INFANTRY or <SEPT> BATTLESUIT unit within 3" of a friendly <SEPT> DRONES unit is wounded by an enemy attack, roll a D6. On a 2+ you can allocate that wound to the Drones unit instead of the target. If you do, that Drones unit suffers a mortal wound instead of the normal damage. (Codex: T'au Empire pvar)

**Supersonic:** Each time this model moves, first pivot it on the spot up to 90 degrees (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 20" until the end of the phase - do not roll a dice. (Codex: T'au Empire pvar)

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