

TAU STEALTH OPERATIVE KILL TEAMS

For some foes, the only sign of a Stealth Team is a slight sensor-ghost, or the unnerving feeling of being watched. For others, there is no warning at all, before the world lights up with chattering burst cannons and hissing fusion blasters. Tau Stealth Operatives use their XV25 stealth battlesuits to range further afield than any other in the Tau Empire, gathering intel and performing counter-espionage tasks.

Tau Stealth Operative Special Rules

The following special rules apply for all members of Tau Stealth Operative kill teams.

Lone Operatives: Any fighter equipped with an XV25 Stealth Battlesuit has experience operating apart from major forces and can always test to unpin early.

Jump-troops: Any fighter equipped with an XV25 Stealth Battlesuit can move vertically up to their move value but must end their move on open ground or supporting terrain.

Shrouded: A Stealth Battlesuit generates a stealth field that counts a model equipped with an XV25 Battlesuit as always being in cover, even when in the open. If a model has not moved in its previous turn, it counts as hard cover. This may not be negated or ignored by any special rules which reduce or ignore cover.

Using a Stealth Operative Kill Team

A Tau Stealth Operative kill team follows all the normal rules, with the following exceptions:

- A Tau Stealth Operative kill team consists of 3-5 models equipped with an XV25 Stealth Battlesuit and up to 3 Drones.
- A Tau Stealth Operative kill team do not have new recruits.
- In any missions that allow Ork Boyz kill teams to field additional models (such as the Raid or Hit and Run), subtract 1 from the random number of models that take part in the mission for a Tau Stealth Operatives kill team, to a minimum of 1.

STEALTH TEAM SHAS'EL	Leader					Cost to recruit: 325			
	M	WS	BS	S	T	W	I	A	Ld
Stealth team Shas'El	5"	2	4	4	3	1	3	2	9

Veteran operatives of many campaigns, Shas'El pilots are masters of the stealth suit, using the stealth technology and agility of their armour to ambush foes and deceive their foes into thinking a small army is attacking rather than a few well-coordinated operatives.

Wargear: A Stealth Team Shas'O has a Burst Cannon, combat blade, and an XV25 Stealth Battlesuit. They may exchange their Burst Cannon for a Fusion Blaster for an additional 65 points.

STEALTH TEAM SHAS'UI	Trooper					Cost to recruit: 200			
	M	WS	BS	S	T	W	I	A	Ld
Stealth team Shas'Ui	5"	2	3	4	3	1	3	1	8

These Lone wolves don't quite fit the cog-in-the-machine mentality of the Tau Empire fire caste but this is exactly what makes them ideal for piloting the fearsome XV25 Stealth Battlesuits and harassing the enemy as ghosts on the battlefield.

Wargear: A Stealth Team Shas'Ui has a Burst Cannon, combat blade, and an XV25 Stealth Battlesuit.

STEALTH TEAM SHAS'VRE	Specialist					Cost to recruit: 225			
	M	WS	BS	S	T	W	I	A	Ld
Stealth team Shas'Vre	5"	2	4	4	3	1	3	1	8

Stealth team operatives who excel at marksmanship and guerrilla warfare are promoted to Shas'Vre and gain the option to upgrade to more dangerous weaponry and equipment such as drones.

Wargear: A Stealth Team Shas'Vre has a Burst Cannon, combat blade, and an XV25 Stealth Battlesuit. They may exchange their Burst Cannon for a Fusion Blaster for an additional 65 points.

Drone controller: For each Stealth Team Shas'Vre included in a Tau Stealth Operative kill team, you may include up to 2 Drones, paying their cost to recruit.

Tau Stealth Operative Weapon and Equipment List

Grenades

Photon grenades.....10 points

Miscellaneous

Clip Harness.....10 points

Photo-visor.....15 points

Weapon reloads for XV25 Battlesuits

Burst cannon.....35 points

Fusion blaster.....60 points

Drones count as fighters towards kill team total numbers but cannot gain skills. If drones are the only remaining members of a kill team not down or out of action, the kill team will automatically bottle.

MB3 RECON DRONE	Drone					Cost to recruit: 110			
	M	WS	BS	S	T	W	I	A	Ld
MB3 Recon Drone	6"	2	2	3	4	2	2	1	8

The Recon Drone mounts an array of support systems to aid Tau Stealth Operative kill teams in the field, from scanning equipment to a fearsome Burst Cannon.

Wargear: A Recon Drone has a Burst Cannon, scanning array, combat blade, and Drone carapace.

MV31 PULSE ACCELERATOR DRONE	Drone					Cost to recruit: 50			
	M	WS	BS	S	T	W	I	A	Ld
MV31 Pulse Accelerator Drone	6"	2	2	3	4	1	2	1	8

The Pulse Accelerator Drone augments the pulse weaponry of its operator's squad, lending greater range to their fire.

Wargear: A Pulse Accelerator Drone has a pulse accelerator, combat blade, and Drone carapace.

MV1 GUN DRONE	Drone					Cost to recruit: 70			
	M	WS	BS	S	T	W	I	A	Ld
MV1 Gun Drone	6"	2	2	3	4	1	2	1	8

The ubiquitous Gun drone is a common companion to all Tau forces, offering covering fire for its operator's squad from an armoured drone body.

Wargear: A Gun Drone has a twin-linked pulse carbine, combat blade, and Drone carapace.

Twin-linked: The pulse carbine on a Gun Drone gain Sustained fire 1.

MV7 MARKER DRONE	Drone					Cost to recruit: 50			
	M	WS	BS	S	T	W	I	A	Ld
MV7 Marker Drone	6"	2	2	3	4	1	2	1	8

A support drone using AI-directed targeting to pick out targets for its operator's squad.

Wargear: A Marker Drone has a markerlight, combat blade, and a Drone carapace.

Skill types available								
SUB-FACTION	ROLE	Combat	Ferocity	Guerilla	Agility	Muscle	Shooting	Stealth
Tau Stealth Operatives	Trooper			✓	✓		✓	✓
	Specialist			✓	✓		✓	✓
	Leader	✓		✓	✓		✓	✓

WEAPONS AND EQUIPMENT

BASIC WEAPONS

PULSE CARBINE

A shorter-barrelled weapon than the longer pulse rifle, these are the weapon of choice for Pathfinders due to being better suited to fighting in confined areas.

Range		To Hit		Str.	Dam.	Sav Mod.	Ammo Roll
Short	Long	Short	Long				
0-9"	9-16"	-	-	5	1	-2	4+

HEAVY WEAPONS

BURST CANNON

Utilising a similar plasma induction technology found in Tau pulse technology, burst cannons are multi-barrelled weapons able to sustain high rates of fire.

Range		To Hit		Str.	Dam.	Sav Mod.	Ammo Roll
Short	Long	Short	Long				
0-9"	9-18"	-	-	5	1	-2	5+

Sustained Fire: 2 dice.

FUSION BLASTER

Fusion weapons can reduced reinforced armour to slag in the blink of an eye.

Range		To Hit		Str.	Dam.	Sav Mod.	Ammo Roll
Short	Long	Short	Long				
0-9"	9-18"	+1	-	8	D6	-5	6+

GRENADES

PHOTON GRENADES

Photon grenades are used defensively to wrong-foot oncoming attackers. The burst of light they emit is strong enough to burn retinas and fry sensor circuitry.

If an enemy fighter charges a Tau fighter equipped with photon grenades that is not already involved in hand-to-hand combat, they do not gain the +1 bonus for charging in the ensuing hand-to-hand combat phase.

SPECIALISED EQUIPMENT

MARKERLIGHT

Markerlights fire a simple beam that transmit reams of targeting data to other Tau units, allowing them to pinpoint and engage the enemy with unerring accuracy.

Instead of firing a ranged weapon in the shooting phase, a Tau fighter with a markerlight may instead pick an enemy model within 30" and in line of sight. If they do so, friendly models firing at that enemy may ignore the To Hit penalties for cover.

PULSE ACCELERATOR

A pulse accelerator amplifies the pulsed induction fields of nearby Tau weaponry, allowing them to be fired at an even greater range.

Tau fighters within 3" may add 6" to the Long Range of any Pulse weapons including burst cannons they are equipped with.

SCANNING ARRAY

Recon Drones are equipped with a series of networked scanning arrays to detect the atmospheric microfluctuations created by moving enemies.

If a fighter with a scanning array is used as a sentry in the Raid or Rescue scenarios, you may re-roll the D6 to determine its spotting distance

ARMOUR

DRONE CARAPACE

The plating that forms a drone carapace is designed to protect a Drone's computational circuitry and anti-grav motors from light arms fire.

A fighter armour with Drone carapace has a 4+ armour save.

XV25 STEALTH BATTLESUIT

Like all Tau battlesuits, the XV25 is made of a dense nanocrystalline alloy which has an impact-resistant structure and a lightweight composition.

A fighter wearing an XV25 Stealth Battlesuit has a basic armour save of 3+.

SPECIAL OPERATIVES

Due to the clandestine nature of Tau Stealth Operative Kill Teams, they may not receive Special Operative reinforcements.