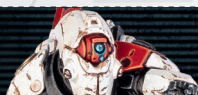




XV26 SHAS'VRE



APL 3 MOVE 6" SAVE 3+ WOUNDS 13

NAME	ATK	HIT	DMG	WR
Burst cannon (focused)	5	4+	3/4	Ceaseless
Burst cannon (sweeping)	4	4+	3/4	Ceaseless, Torrent 1"
Fusion blaster (short range)	4	4+	6/3	Range 6", Devastating 4, Piercing 2
Fusion blaster (long range)	4	4+	4/5	Range 12", Piercing 1
Pulse pistol (ranged)	4	4+	4/5	Range 8"
Pulse pistol (point-blank)	3	4+	4/5	Accurate 1

XV26 Drone Controller: **STRATEGIC GAMBIT** whenever this operative is in the killzone. Select one friendly **XV26 STEALTH BATTLESUIT** **DRONE** operative in the killzone. Until the end of that operative's next activation, ignore the first two bullet points of its Drone rule (this takes precedence over that rule).

RULES CONTINUE ON OTHER SIDE ►

XV26 STEALTH BATTLESUIT , T'AU EMPIRE, LEADER, SHAS'VRE

32

XV26 SHAS'VRE



APL 3 MOVE 6" SAVE 3+ WOUNDS 13

For the Greater Good: Whenever determining the value of Accurate X for the Kauyon faction rule, if this operative is in the killzone, add 1 to the result if 2 or more friendly **XV26 STEALTH BATTLESUIT** **DRONE** operatives (excluding **DRONE**) are incapacitated (to a maximum of Accurate 3). Note that you must have a minimum of Accurate 1 to use this rule.

XV26 DESIGNATOR



APL 3 MOVE 6" SAVE 3+ WOUNDS 12

NAME	ATK	HIT	DMG	WR
Burst cannon (focused)	5	4+	3/4	Ceaseless
Burst cannon (sweeping)	4	4+	3/4	Ceaseless, Torrent 1"
Fusion blaster (short range)	4	4+	6/3	Range 6", Devastating 4, Piercing 2
Fusion blaster (long range)	4	4+	4/5	Range 12", Piercing 1
Fists	3	4+	3/4	-

Markerlight: Whenever an enemy operative is a valid target for this operative, or is visible to this operative and within 2" of your Ambush marker (see Prepare Ambush strategy ploy), it's marked. Whenever a friendly **XV26 STEALTH BATTLESUIT** operative is shooting an operative that's marked, that friendly operative's ranged weapons have the Severe weapon rule. Note that an operative can be a valid target for this operative even if this operative isn't the active operative.

XV26 STEALTH BATTLESUIT , T'AU EMPIRE, DESIGNATOR

32

XV26 INFILTRATOR



APL 3 MOVE 6" SAVE 3+ WOUNDS 12

NAME	ATK	HIT	DMG	WR
Burst cannon (focused)	5	4+	3/4	Ceaseless
Burst cannon (sweeping)	4	4+	3/4	Ceaseless, Torrent 1"
Fusion blaster (short range)	4	4+	6/3	Range 6", Devastating 4, Piercing 2
Fusion blaster (long range)	4	4+	4/5	Range 12", Piercing 1
Fists	3	4+	3/4	-

Covert Protocols: This operative can counteract regardless of its order, but if it has a Conceal order during that counteraction, it cannot perform any actions other than **Pick Up Marker**, **Place Marker** or mission actions.

XV26 STEALTH BATTLESUIT , T'AU EMPIRE, INFILTRATOR

32



XV26 LIBERATOR

APL
3MOVE
6"SAVE
3+WOUNDS
12

NAME	ATK	HIT	DMG	WR
Burst cannon (focused)	5	4+	3/4	Ceaseless
Burst cannon (sweeping)	4	4+	3/4	Ceaseless, Torrent 1"
EMP bomb	5	3+	2/2	Range 4", Blast 2", Devastating 1, Heavy (Reposition only), Lethal 4+, Limited 1, Saturate
Fusion blaster (short range)	4	4+	6/3	Range 6", Devastating 4, Piercing 2
Fusion blaster (long range)	4	4+	4/5	Range 12", Piercing 1
Fists	3	4+	3/4	-

Grenadier: This operative can use frag, krak, smoke and stun grenades (see universal equipment). Doing so doesn't count towards any limited uses you have (i.e. if you also select those grenades from equipment for other operatives). Whenever this operative is using a frag or krak grenade, improve the Hit stat of that weapon by 1.

XV26 STEALTH BATTLESUIT®, T'AU EMPIRE, LIBERATOR

32

XV26 LODESTAR

APL
3MOVE
6"SAVE
3+WOUNDS
12

NAME	ATK	HIT	DMG	WR
Burst cannon (focused)	5	4+	3/4	Ceaseless
Burst cannon (sweeping)	4	4+	3/4	Ceaseless, Torrent 1"
Fusion blaster (short range)	4	4+	6/3	Range 6", Devastating 4, Piercing 2
Fusion blaster (long range)	4	4+	4/5	Range 12", Piercing 1
Fists	3	4+	3/4	-

RULES CONTINUE ON OTHER SIDE ►

XV26 STEALTH BATTLESUIT®, T'AU EMPIRE, LODESTAR

32

XV26 LODESTAR

APL
3MOVE
6"SAVE
3+WOUNDS
12

Electrochaff Launcher: Once per turning point, when an enemy operative is performing the **Shoot** action and your opponent selects a valid target (excluding **DRONE**), you can use this rule, providing this operative isn't within control range of enemy operatives. If you do, until the end of that action, whenever an enemy operative is shooting a friendly **XV26 STEALTH BATTLESUIT®** operative that's both visible to and within 3" of this operative and more than 2" from that enemy operative:

- Ignore the Piercing weapon rule.
- That friendly operative is obscured.

Homing Beacon: This operative is carrying your Homing Beacon marker. Operatives (excluding **DRONE**) can perform the **Pick Up Marker** action on that marker. The first time an enemy operative performs the **Pick Up Marker** action on your Homing Beacon marker, discard that marker (remove it from the battle).

In the Ready step of each Strategy phase, when you gain CP, if your Homing Beacon marker is in the killzone, roll one D6 if it's more than 6" from your drop zone; roll two D6 instead if it's within your opponent's territory; roll three D6 instead if it's within 6" of your opponent's drop zone. If any result is a 4+, you gain one additional CP.

XV26 NEUTRALISER

APL
3MOVE
6"SAVE
3+WOUNDS
12

NAME	ATK	HIT	DMG	WR
Burst cannon (focused)	5	4+	3/4	Ceaseless
Burst cannon (sweeping)	4	4+	3/4	Ceaseless, Torrent 1"
Fusion blaster (short range)	4	4+	6/3	Range 6", Devastating 4, Piercing 2
Fusion blaster (long range)	4	4+	4/5	Range 12", Piercing 1
Fists	3	4+	3/4	-

RULES CONTINUE ON OTHER SIDE ►

XV26 STEALTH BATTLESUIT®, T'AU EMPIRE, NEUTRALISER

32



XV26 NEUTRALISER

APL
▼ 3MOVE
➡ 6"SAVE
🛡️ 3+WOUNDS
🔥 12

Multispectrum Sensor Package: SUPPORT. Once per turning point, when an enemy operative visible to and within 8" of this operative is activated, you can use this rule. If you do, each friendly **XV26 STEALTH BATTLESUIT** operative within 3" of this operative can immediately do one of the following:

- Perform a free **Dash** action (in an order of your choice).
- Change its order.

Each friendly operative that performs the **Dash** action cannot end that move within 3" of an enemy operative. Note that a Comms Device from universal equipment only affects the second distance of this rule.

SYSTEM JAM

1/2AP

▶ Select one enemy operative visible to this operative. Until the end of that operative's next activation, subtract 1 from its APL stat. Whenever this operative has a Conceal order, you must spend 1 additional AP to perform this action.

◆ This operative cannot perform this action while within control range of an enemy operative.

MV15 GUN DRONE

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 4+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🔫 Twin pulse carbine	4	4+	4/5	Ceaseless
🚢 Ram	3	5+	2/3	-

Drone:

- This operative cannot perform any actions other than **Charge, Dash, Fall Back, Fight, Photon Grenade Launcher, Reposition** and **Shoot**.
- Whenever determining control of an objective marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- This operative cannot use any weapons that aren't on its datacard.

- Whenever determining what's visible to this operative, the round disc at the top of the miniature is its head.
- This operative is ignored for your opponent's kill/elimination op (when it's incapacitated, and when determining your starting number of operatives). It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if it escapes/survives/is incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

RULES CONTINUE ON OTHER SIDE ▶

XV26 STEALTH BATTLESUIT, T'AU EMPIRE, MV15 GUN, DRONE

28

MV15 GUN DRONE

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 4+WOUNDS
🔥 7

PHOTON GRENADE LAUNCHER

1AP

▶ Select one enemy operative visible to this operative and roll one D6: on a 3+, until the end of that operative's next activation, subtract 2" from its Move stat.

◆ This operative cannot perform this action while within control range of an enemy operative.

MV75 MARKER DRONE

APL
▼ 2MOVE
➡ 6"SAVE
🛡️ 4+WOUNDS
🔥 7

NAME	ATK	HIT	DMG	WR
🚢 Ram	3	5+	2/3	-

Drone:

- This operative cannot perform any actions other than **Charge, Dash, Fall Back, Fight, Reposition** and **Shoot**.
- Whenever determining control of an objective marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- This operative cannot use any weapons that aren't on its datacard.

- Whenever determining what's visible to this operative, the round disc at the top of the miniature is its head.
- This operative is ignored for your opponent's kill/elimination op (when it's incapacitated, and when determining your starting number of operatives). It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if it escapes/survives/is incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

RULES CONTINUE ON OTHER SIDE ▶

XV26 STEALTH BATTLESUIT, T'AU EMPIRE, MV75 MARKER, DRONE

28



MV75 MARKER DRONE



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 4+

WOUNDS
💧 7

Markerlight: Whenever an enemy operative is a valid target for this operative, or is visible to this operative and within 2" of your Ambush marker (see Prepare Ambush strategy ploy), it's marked. Whenever a friendly **XV26 STEALTH BATTLESUIT** operative is shooting an operative that's marked, that friendly operative's ranged weapons have the Severe weapon rule. Note that an operative can be a valid target for this operative even if this operative isn't the active operative.

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XV26 STEALTH BATTLESUITS KILL TEAM

ARCHETYPES: INFILTRATION, RECON

OPERATIVES

- 1 **XV26 STEALTH BATTLESUIT**
SHAS'VRE with pulse pistol and one of the following options:
 - Burst cannon or fusion blaster
 - 1 **XV26 STEALTH BATTLESUIT**
MV75 MARKER DRONE
 - 1 **XV26 STEALTH BATTLESUIT**
MV15 GUN DRONE
 - 4 **XV26 STEALTH BATTLESUIT** operatives selected from the following list:
 - **DESIGNATOR** *
 - **LODESTAR** *
 - **INFILTRATOR** *
 - **NEUTRALISER** *
 - **LIBERATOR** *
- Other than **INFILTRATOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two fusion blasters.
- * With one of the following options:
- Burst cannon; fists
 - Fusion blaster; fists

XV26 STEALTH BATTLESUIT FACTION RULE

KAUYON

Of all the principal martial philosophies revered by the Fire caste, Kauyon is the oldest, and is greatly favoured by kill teams of XV26 Stealth Battlesuits. Roughly translated as the patient hunter, Kauyon's tenets emphasise luring the enemy into overreaching before striking at them with coordinated fury. Shas'vres who are expert in this strategy employ multiple mobile assets, layers of contingencies and delaying tactics to draw foes into ambushes or corral them into pre-prepared fire boxes.

Whenever a friendly **XV26 STEALTH BATTLESUIT** operative is shooting an enemy operative, its ranged weapons have the Accurate X weapon rule. X is determined by that enemy operative's location.

ENEMY OPERATIVE LOCATION	ACCURATE X
Within 3" of your territory	Accurate 1
Within your territory	Accurate 2
Within 3" of your drop zone	Accurate 3

XV26 STEALTH BATTLESUIT FACTION RULE

STEALTH FIELDS

Integral stealth field generators are built into each veteran's XV26 battlesuit and the specialised drones that accompany them. The camouflaging fields they project mask a team's operatives, allowing them to move through hazardous territory while evading detection.

Whenever a friendly **XV26 STEALTH BATTLESUIT** operative has a Conceal order, it cannot be visible to enemy operatives more than 3" from it (this takes precedence over all other rules).

Whenever a friendly **XV26 STEALTH BATTLESUIT** operative has a Conceal order, it can perform the **Fall Back** action for 1 less AP.

XV26 STEALTH BATTLESUIT MARKER/TOKEN GUIDE





XV26 STEALTH BATTLESUIT☠ STRATEGY PLOY

PATIENT HUNTERS

By allowing the enemy to recklessly show their hand or exhaust themselves, the wise can exploit the foolhardy aggression of the foe.

Whenever a friendly **XV26 STEALTH BATTLESUIT☠** operative is shooting against or fighting against an expended enemy operative, that friendly operative's weapons have the Balanced weapon rule and its ranged weapons have the Saturate weapon rule.

XV26 STEALTH BATTLESUIT☠ STRATEGY PLOY

BONDS OF UNITY

Stealth battlesuit pilots can draw strength and resolve from comrades.

Whenever a friendly **XV26 STEALTH BATTLESUIT☠** operative is activated (excluding **DRONE**), if it's visible to and within 6" of another friendly **XV26 STEALTH BATTLESUIT☠** operative (excluding **DRONE**), you can ignore any changes to that first friendly operative's APL stat and select one of the following:

- Ignore any changes to that first friendly operative's Move stat from being injured until the end of that activation.
- Ignore any changes to the Hit stat of that first friendly operative's weapons from being injured until the end of that activation.

XV26 STEALTH BATTLESUIT☠ STRATEGY PLOY

PREPARE AMBUSH

The T'au precalculate firing solutions and establish kill field parameters, awaiting their unknowing opponents to enter perfect strike range.

Place one of your Ambush markers wholly within your territory and more than 2" from enemy operatives. Whenever a friendly **XV26 STEALTH BATTLESUIT☠** operative is shooting an enemy operative that's within 2" of that marker, you can use this rule. If you do, remove that marker and that friendly operative's ranged weapons have the Seek weapon rule until the end of the action. In the Ready step of the next Strategy phase, if that marker is still in the killzone, remove that marker.

XV26 STEALTH BATTLESUIT☠ STRATEGY PLOY

HOLLOWAVE COUNTERMEASURES

Temporary bursts of experimental image-projection technology can throw off advanced targeters and even the aim of experienced snipers.

Whenever an operative is shooting a friendly **XV26 STEALTH BATTLESUIT☠** operative more than 6" from it, in the Roll Attack Dice step, the attacker must discard one of their unresolved normal successes (or one of their critical successes if there are none). This isn't cumulative with being obscured.



XV26 STEALTH BATTLESUIT👤 FIREFIGHT PLOY

VECTORED RETRO-THRUSTERS

XV26 battlesuit pilots are expert at firing unconventional bursts from their multidirectional thrusters to rapidly disengage from aggressive enemies, leaving their foe vulnerable to the rest of the team.

Use this firefight ploy when an enemy operative ends the **Charge** action within control range of a friendly **XV26 STEALTH BATTLESUIT👤** operative (excluding **DRONE**). Interrupt that action to use this rule. If you do, that friendly operative can immediately perform a free **Fall Back** action, but it cannot move more than 3" during that action. Then, that enemy operative can immediately perform a free **Reposition** action using any remaining move distance it had from that first **Charge** action, and can do so even if it's performed an action that prevents it from performing the **Reposition** action.

XV26 STEALTH BATTLESUIT👤 FIREFIGHT PLOY

GHOSTSHROUD

Readily rerouting power from their weapons to their stealth fields, these operatives appear to vanish after sowing sudden death.

Use this firefight ploy at the end of a friendly **XV26 STEALTH BATTLESUIT👤** operative's activation. If that operative has an Engage order, change it to Conceal. You cannot use this ploy for each friendly operative more than once per battle.

XV26 STEALTH BATTLESUIT👤 FIREFIGHT PLOY

ENGAGE JET PACK

The potent jet packs built into each XV26 battlesuit provide exceptional mobility, allowing their veteran pilots to secure advantageous positions.

Use this firefight ploy when a friendly **XV26 STEALTH BATTLESUIT👤** operative (excluding **DRONE**) is activated or counteracts. Until the end of that activation/counteraction, you can ignore the vertical distance they move during one climb and one drop.

XV26 STEALTH BATTLESUIT👤 FIREFIGHT PLOY

SAVIOUR PROTOCOLS

The drones of this kill team are hard-coded to prioritise the safety of their comrades, even at the cost of their own existence.

Use this firefight ploy when a friendly **XV26 STEALTH BATTLESUIT👤** operative (excluding **DRONE**) is selected as the valid target of a **Shoot** action. Select one friendly **XV26 STEALTH BATTLESUIT👤 DRONE** operative visible to and within 3" of that first friendly operative to become the valid target instead (even if it wouldn't normally be valid for this). That friendly **DRONE** operative is only in cover or obscured if the original target was. This ploy has no effect if the ranged weapon has the Blast or Torrent weapon rule.



XV26 STEALTH BATTLESUIT FACTION EQUIPMENT

XV26 MULTITRACKERS

These support systems rapidly generate targeting solutions, enabling warriors to engage multiple targets with their rapid-firing burst cannons.

Once per turning point, when a friendly **XV26 STEALTH BATTLESUIT** operative is performing the **Shoot** action and you select a burst cannon (sweeping), you can use this rule. If you do, until the end of that action, that weapon has the Torrent 2" weapon rule.

XV26 STEALTH BATTLESUIT FACTION EQUIPMENT

COUNTER-NETWORK JAMMERS

Closely packed enemies can be thrown into disarray with a burst of multiwave infrasound from these devices. With the foe's senses and communications equipment disrupted, even outnumbered battlesuit pilots can exploit the resultant confusion to devastating effect.

Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if only one friendly **XV26 STEALTH BATTLESUIT** operative and only two enemy operatives contest it. That friendly **XV26 STEALTH BATTLESUIT** operative cannot be a **DRONE** operative. Note this isn't a change to the APL stat, so any changes are cumulative with this.

XV26 STEALTH BATTLESUIT FACTION EQUIPMENT

ADVANCED BLACKSUN FILTERS

Battlesuit and drone bodies augmented with these advanced optical systems are granted incredible target identification clarity, even if confronted by the most unnatural and blinding of conditions.

Whenever a friendly **XV26 STEALTH BATTLESUIT** operative is shooting an operative that's obscured, you don't have to discard one success as a result of that rule. All other effects of obscured apply as normal.

XV26 STEALTH BATTLESUIT FACTION EQUIPMENT

HARDWIRED TARGET LOCKS

These target-acquisition systems prioritise the parameters of enemy threats and provide their user with automatic locks. They may be embedded into neural interfaces or implanted into pilots' bodies.

Whenever you would counteract, you can do so with one friendly **XV26 STEALTH BATTLESUIT** operative that has a Conceal order and is more than 3" from enemy operatives, but before it counteracts, you must change its order to Engage and it cannot perform any actions other than **Shoot** during that counteraction.



UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

DAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spooled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snares and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.



UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Insignificant and Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

Once per action, whenever an operative is climbing the terrain feature a ladder is placed against, treat the vertical distance as 1" if the ladder is within that operative's control range during that entire climb.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

► Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
☄ Frag grenade	4	4+	2/4

WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
☄ Krak grenade	4	4+	4/5

WR

Range 6", Piercing 1, Saturate



UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain, except the feet which are Insignificant and Exposed. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ▶

Portable: This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

MOVE WITH BARRICADE 1AP

▶ The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

HEARTHKYN SALVAGER ♣ **FLY**, **MANDRAKE** ♣ **SHADOW PASSAGE**).

▶ Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ▶

SMOKE GRENADE 1AP

▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.

▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, weapons with the Piercing 2 or Piercing Crits 2 weapon rule have the Piercing 1 or Piercing Crits 1 weapon rule (respectively) instead.

▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to the result have been completed or at the end of the turning point (whichever comes first).

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.



XV26 STEALTH BATTLESUITS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

NOVEMBER '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

FIREFIGHT PLOYS, SAVIOUR PROTOCOLS

Additional text added between second and third sentence:
'That friendly **DRONE** operative is only in cover or obscured if the original target was.'

MV75 MARKER DRONE & MV15 GUN DRONE OPERATIVES, DRONE RULE

Additional text added to end of last bullet point:

'It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if it escapes/survives/ is incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).'

XV26 STEALTH BATTLESUIT OPERATIVES

Kill teams of XV26 Stealth Battlesuits provide the T'au Empire with experts in innovative tactics considered unconventional – at best – by Fire caste academies. They use infiltration to identify and eliminate key targets, penetrate hostile regions to conduct aggressive reconnaissance, and launch ambushes from within the enemy's own midst.

XV26 SHAS'VRE



Daring commando leaders, Shas'vres direct missions with tactical flair and adaptable strategies. They are exemplars of striving to support the Greater Good by any means necessary, inspiring their fellow T'au and masterfully guiding the team's drones with specialist controllers.

MV15 GUN DRONE



MV15 Gun Drones use built-in twin pulse carbines to provide their kill team comrades with additional covering fire, unleashing short-range bursts of pulsed plasma. They can also release blinding photon grenades from underslung grenade launchers to disrupt enemy counterassaults.

MV75 MARKER DRONE



Known as *kor'vesa* – or faithful helpers – drones are widely used by the T'au military. MV75 Marker Drones are equipped with an integrated stealth field generator to evade detection, while their networked markerlights precisely illuminate enemies to provide targeting data for allied operatives.

XV26 DESIGNATOR



The battlesuits of Designators carry advanced markerlight arrays that constantly seek out targets, supplemented by dedicated AI sub-systems. Designators are their team's unblinking eyes, the combination of their equipment and veteran's instincts meaning few foes can hide for long.

'YOU HAVE BEEN GRANTED GREAT TRUST BY THE EMPIRE. THE CODE OF FIRE COMPRISES OUR CASTE'S NOBLEST TRADITIONS AND MARTIAL WISDOM. YOU WHO ARE GRANTED INFILTRATION ROLES ARE TRUSTED TO ADAPT AND INNOVATE, YET EVER MUST YOU DO SO WITHIN THE BOUNDS OF THE CODE. IT IS OUR HONOUR, THE CORE OF HOW WE UPHOLD THE GREATER GOOD.'

- Shas'el T'au Ho'sen, On Adaptations to the Code

XV26 NEUTRALISER



Neutralisers carry handheld signal jammers and their battlesuits are modified to mount enhanced sensor suites. Using their battlesuit's stealth field to close with enemies unseen, Neutralisers can unleash a directional system jam to compromise technological and biological signals alike.

XV26 LIBERATOR



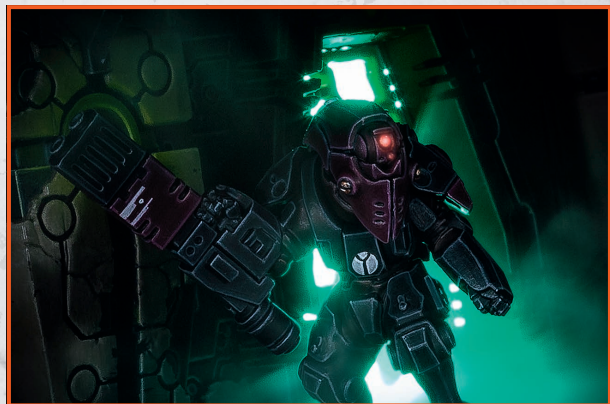
Liberators are specialist grenadiers, using advanced ordnance such as EMP grenades, as well as bulkier bombs. They employ these to breach heavily fortified targets that fusion blasters alone cannot overcome, or in moments when the stealthy setting of a bomb is preferable to noisy assault.

XV26 LODESTAR



Though often seen as lone mavericks, XV26 battlesuit pilots are no less committed to coordinated support. Lodestars exemplify this attitude, carrying stealth-enabled homing beacons to coordinate with distant allies and electrochaff launchers to cover a mission's most daring actions.

XV26 INFILTRATOR



The veterans granted use of XV26 battlesuits have trained extensively in their manoeuvrable and camouflaged armour. Tough and adaptable, Infiltrators use covert protocols to enforce the Greater Good's dominion at the very forefront of the Spheres of Expansion.

XV26 STEALTH BATTLESUITS KILL TEAM



Below you will find a list of the operatives that make up an **XV26 STEALTH BATTLESUIT** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 1 **XV26 STEALTH BATTLESUIT** SHAS'VRE with pulse pistol and one of the following options:
 - Burst cannon or fusion blaster
- 1 **XV26 STEALTH BATTLESUIT** MV75 MARKER DRONE
- 1 **XV26 STEALTH BATTLESUIT** MV15 GUN DRONE
- 4 **XV26 STEALTH BATTLESUIT** operatives selected from the following list:
 - DESIGNATOR *
 - INFILTRATOR *
 - LIBERATOR *
 - LODESTAR *
 - NEUTRALISER *

Other than **INFILTRATOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two fusion blasters.

- * With one of the following options:
- Burst cannon; fists
 - Fusion blaster; fists

ARCHETYPES



Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

SHAS'VRE

Burst cannon



INFILTRATOR

Burst cannon



NEUTRALISER

Fusion blaster



DESIGNATOR

Burst cannon



LIBERATOR

Fusion blaster

EMP bomb



LODESTAR

Burst cannon

Homing Beacon

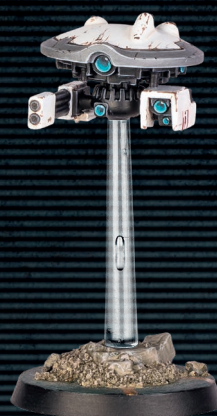


MV15 GUN DRONE

Twin pulse carbine



MV75 MARKER DRONE



DESIGNER'S COMMENTARY

The XV26 Stealth Battlesuits may just be the sneakiest kill team to date. They combine hard-hitting firepower with mobility, tactical counterplay and – of course – near invisibility. With a toolbox of decisive answers to any threat you may face, the XV26 Stealth Battlesuits are the perfect kill team for anyone who wants to play patiently, outmanoeuvre their opponent, then lethally strike for the Greater Good!

Stealth Fields provide the central function of this kill team's battlesuits and drone support. At a distance, a concealed XV26 battlesuit is completely undetectable; even at close range they can easily slip out of tricky situations by disappearing into the surrounding environment. Using Stealth Fields effectively can give you amazing mobility options in the early and late periods of the game. A camouflaged operative on your kill team should be perfectly happy to bring themselves out into the open and away from cover, before your enemies can get close enough to begin tracking down its location.

When the time comes to go loud, XV26 Stealth Battlesuit operatives can win almost any firefight with their mastery of the Kaucion faction rule. By patiently waiting for opponents to approach, these elite pilots exhibit unparalleled accuracy, easily dispatching even the toughest foes with overwhelming ranged weapon superiority.

As this kill team's leader, the Shas'vere comes with two powerful additional rules, coordinating and strengthening the other operatives within its team. Firstly, its XV26 Drone Controller rule gives your drones the ability to have greater impact on the battle through mission actions and better control of markers. In addition, the Shas'vere's For the Greater Good rule allows your kill team to bounce back from losing a key operative if tragedy should strike. This leader also carries a special pulse pistol that it can use with ruthless efficiency at both range and in close combat, should the enemy draw too close.

The rest of your XV26 Stealth Battlesuits also come with an amazing variety of tools, enabling them to overcome their small numbers through careful planning and cooperation. The Designator and MV75 Marker Drone both strengthen your entire team simply by keeping a line of sight on enemy operatives with their Markerlight rule. The Neutraliser provides

strong counterplay capabilities, monitoring enemy communications to help the entire team disappear when threatened, or striking with a well-timed System Jam to shut down plays that would threaten the mission. The Lodestar fills two positions for the team: it transports the Homing Beacon to afford you additional Command points to spend on critical ploys, and carries an Electrochaff Launcher to deter enemy ranged threats as you push up the killzone.

This kill team – while elite in their operative count – does not play like any of the Space Marines kill teams, who typically spread out on the board and can operate fully independently. The powerful utility pieces the XV26 Stealth Battlesuits deploy to each killzone work best in conjunction; moving your operatives in a carefully coordinated and compact fashion allows rules like Electrochaff Launcher and Multispectrum Sensor Package to cover and protect the most operatives.

You'll find this defensive play necessary, since this kill team's impact comes from deliberately targeted and non-reciprocal attacks, not going all out offensively with double-action headlong assaults. While each operative's ranged weapons can do incredible damage to a single target, committing them at the wrong moment will rapidly dwindle your limited operative count.

When you play with the XV26 Stealth Battlesuits, do your best to keep your cool. With such powerful weaponry and mobility, it could be tempting to push forward and strike first, but you'll quickly find yourself overwhelmed by most enemies. However, if you wait patiently and set up advantageous engagements, you'll be afforded much greater success in your hunts. Just use the wide array of defensive tools at your disposal to foil your opponent and draw them into playing the game on your terms to secure the win.