XV26 SHAS'VRE



APL	MOVE	SAVE	WOUNDS
3	6"	3+	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	MOVE	SAVE	WOUNDS
3	6"	3+	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** 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	MOVE	SAVE	WOUNDS
3	6"	3+	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.

RULES CONTINUE ON OTHER SIDE ▶

XV26 STEALTH BATTLESUIT, T'AU EMPIRE, DESIGNATOR 32

XV26 DESIGNATOR



APL	MOVE	SAVE	WOUNDS
3	6"	3+	12

FOCUSED MARKERLIGHT 1AP

▶ Select one enemy operative visible to this operative. Once during this turning point, when a friendly **XV26 STEALTH BATTLESUIT** operative is shooting that enemy operative, you can use this effect. If you do, improve the Hit stat of ranged weapons on that friendly operative's datacard by 1 until the end of that action.

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

XV26 INFILTRATOR



APL	MOVE	SAVE	WOUNDS
3	6"	3+	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	MOVE	SAVE	WOUNDS
3	6"	3+	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	MOVE	SAVE	WOUNDS
3	6"	3+	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	MOVE	SAVE	WOUNDS
3	6"	3+	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 placed in the killzone, roll one D6, adding 1 to the result for each objective marker your Homing Beacon marker is within 6" of. If the result is 5+, you gain 1CP.

XV26 NEUTRALISER



APL	MOVE	SAVE	WOUNDS
3	6"	3+	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 NEUTRALISER



APL	MOVE	SAVE	WOUNDS
3	6"	3+	12

Multispectrum Sensor Package: SUPPORT. Once per turning point, when your opponent would activate an enemy operative within 8" of this operative, 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	MOVE	SAVE	WOUNDS
2	6"	4+	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 ▶

MV15 GUN DRONE



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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	MOVE	SAVE	WOUNDS
2	6"	4+	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 ▶

MV75 MARKER DRONE



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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.

NOTES:

NOTES:

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** *
  - **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

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



Photon Grenade Launcher token



Electrochaff Launcher token



EMP Bomb token



Multitracker token



Ambush marker



Multispectrum Sensor Package token



Homing Beacon marker

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, that friendly operative's ranged weapons have the Seek weapon rule until the end of the action. Remove that Ambush marker at the end of that action or in the Ready step of the next turning point (whichever comes first).

XV26 STEALTH BATTLESUIT
STRATEGY PLOY

HOLOWAVE 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. This action cannot be prevented by your opponent's rules (taking precedence over all such rules). 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 it moves 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, select one of the following:

- Until the end of that action, that weapon has the Torrent 2" weapon rule.
- Until the end of that action, that weapon has the Torrent 3" weapon rule, but you cannot select more than one secondary target.

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.

STRATEGIC GAMBIT. Select one objective marker or mission marker. Until the end of the turning point, whenever determining control of that marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 3" of friendly **XV26 STEALTH BATTLESUIT** operatives. 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.

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 — OCTOBER '26

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.

NEUTRALISER OPERATIVE, MULTISPECTRUM SENSOR PACKAGE RULE

Relevant part of second sentence changed to read:
'Once per turning point, when your opponent would activate an enemy operative within 8" of this operative ~~is activated~~, […]'

RULES COMMENTARY — OCTOBER '26

This section provides clarification on ambiguous and complex rules interactions.

Q: *Would an operative using the Engage Jetpack firefight ploy still spend an additional 1" to cross over razorwire equipment terrain during a move?*

A: No.

PREVIOUS ERRATAS

DESIGNATOR OPERATIVE

'**Focused Markerlight**' unique action added.

DESIGNATOR OPERATIVE, FOCUSED MARKERLIGHT ACTION

Third sentence of effect changed to read:
'If you do, improve the Hit stat of ranged weapons on that friendly operative's datacard by 1 until the end of that action.'

LODESTAR OPERATIVE, HOMING BEACON RULE

Changed to read:
'In the Ready step of each Strategy phase, when you gain CP, if your Homing Beacon marker is placed in the killzone, roll one D6, adding 1 to the result for each objective marker your Homing Beacon marker is within 6" of. If the result is 5+, you gain 1CP.'

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.).'

NEUTRALISER OPERATIVE, MULTISPECTRUM SENSOR PACKAGE RULE

Relevant part of second sentence deleted:
'Once per turning point, when an enemy operative ~~visible to and~~ within 8" of this operative is activated, [...]'

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.'

FIREFIGHT PLOYS, VECTORED RETRO-THRUSTERS

Relevant part changed to read:
'If you do, that friendly operative can immediately perform a free **Fall Back** action, but it cannot move more than 3" during that action. This action cannot be prevented by your opponent's rules (taking precedence over all such rules). Then [...]'

FACTION EQUIPMENT, COUNTER-NETWORK JAMMERS

Changed to read:
'**STRATEGIC GAMBIT**. Select one objective marker or mission marker. Until the end of the turning point, whenever determining control of that marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 3" of friendly **XV26 STEALTH BATTLESUIT** operatives. Note this isn't a change to the APL stat, so any changes are cumulative with this.'

FACTION EQUIPMENT, XV26 MULTITRACKERS

Relevant part changed to read:
'[...] you can use this rule. If you do, select one of the following:

- Until the end of that action, that weapon has the Torrent 2" weapon rule.
- Until the end of that action, that weapon has the Torrent 3" weapon rule, but you cannot select more than one secondary target.'

PREVIOUS RULES COMMENTARIES

Q: *If an operative is on guard, can it perform a point-blank shot before performing a* **Fall Back** *action with the Vectored Retro-Thrusters firefight ploy?*

A: Yes.

Q: *Do rules which have an effect when an operative 'ends a move' (e.g.* **NEMESIS CLAW** *We Have Come For You) still occur before an operative performs a* **Fall Back** *action with the Vectored Retro-Thrusters firefight ploy?*

A: Yes.

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.

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.

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.

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



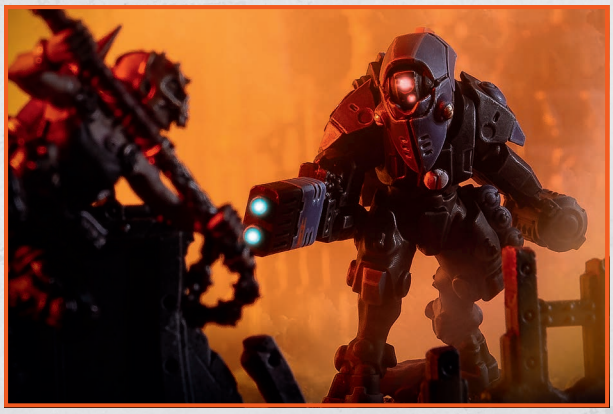
Neutralisers carry handheld signal jammers and their battlesuits are modified to mount enhanced sensor suites. Using their battlesuit's stealth field to close with enemies unseen, Neutralisers can unleash a directional system jam to compromise technological and biological signals alike.

XV26 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 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 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

INFILTRATION

RECON

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

SHAS'VRE



INFILTRATOR



NEUTRALISER



DESIGNATOR



LIBERATOR



LODESTAR



MV15 GUN DRONE



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 Kauyon 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'vre 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'vre'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.