Commander Rra'Saum

Shas'O Shas'Vre

Commander Rra'Saum, Twilight Fire of the T'au Sept'S Ta'Shiro. Years of infiltration, and focussed force operations deep behind enemy lines, and in cramped confined of space battle have honed Rra'Saum into one of the most efficient, and ruthless of the Tau command structure. Typically shunning the open field of battle, Rra'Saum leads his Kau'ui of Xv25-2's into some of the most dangerous, and vital missions for the Greater Good. Instead of opting for the increased mobility of a suit akin to Commander Shadowsun's Xv22, Rra'Saum pilots the prototype Xv85-2. Flung against the Grater Good's foes, Rra'Saum and his Stealth Cadre focus on eliminating high priority targets of the Gue'la, and Ork incursions on the third sphere.

	WS	BS	S	T	W	I	A	LD	SV	Unit Type	Unit Composition
Commander Rra'Saum	3	5	5	4	3	3	3	10	3+	Jetpack Infantry Character	1(Unique)

	WS	BS	S	T	W	I	A	LD	SV	Unit Type	Unit Composition
Shas'Vre Rra'Saum	2	4	5	4	2	2	2	9	3+	Jetpack Infantry Character	1(Unique)

WARGEAR:

• Phased Ion Flamer

Standard

Range	S	AP	Type
Template	5	4	Assault 1
			6" Torrent

Overcharged

Range	S	AP	Type
Template	6	3	Assault 2
			6" Torrent
			Gets Hot! (1or2)

• Photon Casters
Counts as Defensive Grenades

OPTIONS:

• Shas'vre Rra'Saum May be purchased as Shas'Vre Upgrade for one XV-25 Stealth Suit Team.
• May take up to two Items from the **Ranged weapons** and/or **Support Systems** lists.
• May take up to two drones from the **Drone**s List, including drones specific to Shadowsun.
• Commander Rra'Saum may take one XV25-2 Bodyguard Squad

SPECIAL RULES:

• (Shas'O) Independent Character
• (Shas'Vre) Character
• Infiltrate
• Shrouded
• Stealth
• Supporting Fire (pg 115)
• Very Bulky

SIGNATURE SYSTEM

XV85-2 Stealth Battlesuit: *Created by the Kel'shan Sept to imitate the Y'vahra's power in a stealth chassis this experimental Battlesuit merges the power of an XV8, with the stealth technology of the XV25 to devastating effect*

The XV85-2 Battlesuit confers a 3+ Armour Save. Like other Stealth battlesuits, the XV85-2 comes equipped with a multi-tracker (pg 122) and blacksun filter (pg 121).

XV25-2 Bodyguard Suits

90 POINTS

For some foes, the only hint of danger 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. Flickering out from amid their camouflage fields come the Tau Stealth Suits, their point-blank salvoes chopping enemy infantry to steaming offal and blowing their armoured vehicles sky high. Panicked wildfire flashes back at them, flying wide or rattling from the thick XV25 armour. In response, the Stealth Suits fire their jump jets to leap away, shimmering out of view in moments. Alternatively, activating homing beacons or markerlights, they may call down reinforcements or barrages of seeker missiles to annihilate the last of their prey without mercy. Trained under Rra'Saum, these warriors modify their XV25's to suit each battle

	WS	BS	S	T	W	I	A	LD	SV	Unit Type	Unit Composition
XV25-2 Shas'ui	2	3	4	3	1	2	2	8	3+	Jetpack Infantry	3 XV25-2 Shas'ui
XV25-2 Shas'vre	2	3	4	3	1	2	3	9	3+	Jetpack Infantry (Character)	

WARGEAR:
• Stealth Battlesuit (pg 124)
• Burst Cannon (pg 116)

SPECIAL RULES:
• Infiltrate
• Shrouded
• Stealth
• Supporting Fire (pg 115)
• Very Bulky
• Sworn Protector

Pulse Blaster Array

Range	S	AP	Type
0-6"	6	2	Assault 4
6-12"	6	2	Assault 4
12-15"	6	2	Assault 4

OPTIONS:
• May include up to three additional Stealth Shas'ui ....30 pts/model
• Any Stealth Shas'ui may take a single item from the Support Systems list.
• Any Stealth Shas'ui May take a single item from the Ranged Weapons list.
• May upgrade one Stealth Shas'ui to a Stealth Shas'vre ....10 pts
• A Stealth Shas'vre may take up to one item from the Support Systems list.
• Any Stealth Shas'ui May take a single item from the Ranged Weapons list.
• A Stealth Shas'vre may take:
Homing beacon (pg 122) ....10 pts
Markerlight (pg 122) and target lock (pg 123) ....5 pts
Pulse Blaster Array ....5 pts
• A Stealth Shas'vre may take up to two Drones from the Drones list.
• The entire unit may take the Bonding Knife Ritual special rule (pg 115) ....1 pt/model