

	AS	SH	ST	TO	W	CD	SZ	MV	Points
Shas'o	7	6	6	6	4	7	4	4	138
	Fusion Blaster, Missile Pod, Shield generator <i>High Morale (+2), Multiple Attacks (x4), Heavy Armour 2, Tactical Awareness, Fearless.</i>								
Firewarrior Shas'la	4	4	4	4	1	5	2	4	270 each
Firewarrior Shas'ui	5	4	4	4	1	5	2	4	
	Pulse Rifle, Pulse Carbine All: Heavy Armour 1 Shas'ui: High Morale (+1), Multiple Attacks (x2), Tactical Awareness								
Crisis Shas'ui	5	4	5	6	2	5	4	4	255
	3 TL Missile Pods, 2 Gun drones, 2 Target Locks <i>High Morale (+1), Multiple Attacks (x2), Heavy Armour 2</i>								
Crisis Shas'ui	5	4	5	6	2	5	4	4	213
	3 Missile Pods, 3 Plasma rifles, 3 Multi-trackers <i>High Morale (+1), Multiple Attacks (x2), Heavy Armour 2, Fearless</i>								
Stealth Shas'ui	5	4	4	4	1	5	3	4	174
	Burst Cannon <i>High Morale (+1), Multiple attacks (x2), Heavy Armour 2, Camo (found in BWM 4)</i>								
Gun Drone	4	2	4	4	1	5	1	4	176
	TL Pulse Carbine <i>Fast, Jetpack, Heavy Armour 1</i>								

Photon Grenades: Cancels the bonus conferred to an enemy unit for charging, and stops an enemy unit from counter-charging

Tau Battlesuits: All Tau Battlesuits (stealth, Crisis and Broadside) have the following built in equipment: Improved Sensors, Recoil Absorption.

Improved Sensors: Although not technically much more advanced than human equivalent battlesuits, Tau battlesuits can Evade like normal foot troops because they are equipped with a number of variable spectrum sensors and scanners enabling the suit's wearer to detect incoming fire and calculate its arc of descent.

Jetpack: Tau Jetpacks are not as efficient as human Graviton Pulse Packs, but they do allow the battlesuits equipped with them to ignore movement penalties over rough terrain and to cross obstacles of up to 3" in height without penalty during their move.

Multi-Tracker: This device allows the wearer to rapidly designate targets for his battlesuit's weapon systems. The model gains the ability Multiple Shots (x2).

Recoil Absorption: Tau battlesuits are fitted with actuators that compensate for the recoil of small weapons fire. Models wearing Tau battlesuits don't suffer a penalty of -1 to their RC when firing after movement. This does not allow XV88 Broadside Battlesuits to fire their Mounted-type Railgun weapon system after moving, however.

Shield Generator: Shield Generator produces an energy field that deflects incoming weapons fire. It gives the model wearing it a +3 bonus to its Heavy Armour value, e.g. a model with Heavy Armour 2 and a Shield Generator has Heavy Armour 5 in total. If the model normally has no Heavy Armour, it gains Heavy Armour 3.

Ta'lissera ritual: The squad that's gone through this bonding ritual involving an ornate Bonding Knife (usually carried by the Team Leader) and drawing of blood becomes Fearless as detailed above.

Target Lock: This device allows the wearer of the battlesuit to pick targets with pinpoint accuracy. The model having a Target Lock counts as Sniper.

Drones: Drones purchased for use with a Drone Controller are considered to be wargear for the model equipped with Drone Controller for the purposes of joining units, counting the number of models in a unit etc. They count as unit members for all attacks (ranged and close combat) made by or against the unit, however.

Controlled Drones are removed at the end of the turn if the model controlling them is killed. If they ever need to check CD, they use the Controller model's CD value. Otherwise, the controlled Drones are exactly as detailed above in Drone Squadron entry.

Note that since a Shield Drone is heavily armoured but has no weapons of any sort, it is usually advisable to allocate any shooting hits you can to a Shield Drone instead of other models.