



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

XV26 STEALTH BATTLESUITS » KILL TEAM SELECTION



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

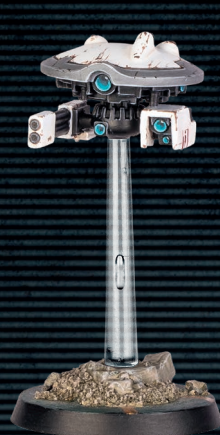


MV15 GUN DRONE

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.

