

Tau XV-9 ‘Hazard’ Close Support Armour

Points: 65 each

A new weapon in the armoury of the Tau Empire, the XV-9 ‘Hazard’ Close Support Armour is a sophisticated and powerful battlesuit that has remained something of a controversy, both among the more traditionalist Aun and elements of the earth caste. Designed with the goal of countering the growing alien incursions that threaten the gains of the Third Sphere expansion, the XV-9’s battlefield role is focused on applying overwhelming firepower in relatively short range engagements against numerically superior foes, coupled with the highest degree of durability and mobility Tau technology can provide. Such is the complexity and demands of the armour in combat that XV-9s are only entrusted to veteran Shas’vre on active deployment, while the armour’s compact, high-capacity energy supply also allows it to mount prototype weaponry simply too powerful to be carried by a conventional Crisis suit.

	WS	BS	S	T	W	I	A	LD	SV
Shas’vre	3	3	5	5	2	3	2	8	3+

Composition: A XV-9 team consists of 1-3 Shas’vre in XV-9 armour.

Type: Jump Infantry (Jet Pack)

Weapons and Equipment#

—Two twin-linked burst cannon

—Vectored Retro-Thrusters

—Multi-tracker and one other additional system which must be chosen from the options list below.

Options

The XV-9 must choose one of the following additional systems:

Blacksun filter	5 points
Drone controller*	10 points (plus the cost of Drones)
Target lock	5 points
Shield generator	25 points

Drone Controller*: *XV-9 suits may have drones and use their Vectored Retro-Thrusters to escape from close combat as per the Tau Empire Codex. If they choose to do so, they abandon their drones which are destroyed, but in the turn this occurs the XV-9 automatically passes its initiative test to disengage.*

Special Rules

XV-9 Armour: The XV-9 series is a larger battlesuit design than its more commonplace counterparts, and is built to the highest specification the Tau Empire can produce on a substantial scale. As well as greatly augmenting the warrior within, the armour’s in-built systems feature a powerful compact energy source that enables it to mount weapons of an unprecedented strength for its size based on experimental technology. XV-9 armour has the Acute Senses universal special rule, and may deploy via Deep Strike. It also has integral photonic dischargers built into its superstructure and so counts as having Defensive grenades.

Survivors to the Last: The Shas've assigned to pilot the XV-9 armour are all Crisis battlesuit combat veterans and survivors of deadly battles against the most savage enemies of the Greater Good. They may always attempt to regroup regardless of casualties.

1-3 XV-9 Hazards are a single Fast Attack choice for a Codex Tau Empire army.

****Note (#) these experimental rules feature the basic version of the armour only, further weapon configurations and options will be added later****