

EXPERIMENTAL RULES



SPECIAL CHARACTER

SHAS'O R'MYR – COMMANDER 'LONGKNIFE'

As the Tau's Third Sphere expansion began under the bold leadership of O'Shaserra (codenamed Shadowsun), Tau forces began to seek out new planets suitable for colonisation. This fresh mobilisation of the Empire's military strength required a wave of new military technology to be developed and many new leaders from the fire-caste. One such commander was Shas'ar'tol R'myr, utilising the latest experimental technology of the XV8 Crisis battlesuit.

At the start of the Third Sphere expansion R'myr was awarded a command position under O'Shaserra, and was responsible for several long-range raids against human colonies and commanded the successful defence of Fi'rios against invading Orks. His growing reputation as a reliable, dedicated and tactically astute leader was sealed by his command of the Tau's campaign to capture the desert mining colony of T'ros.

T'ros was a frontier world and Tau water-caste merchants had long been in contact with its planetary-governor, trading luxury goods for the planet's rare heavy mineral resources. Both sides had benefited from the arrangement, but it was just the first step in the Tau's long term plan to eventually take the planet for their Empire.

When the Planetary Governor's illegal contact with the Tau was discovered by the Administratum the Imperium's response was swift and powerful. A Space Marine strike force was dispatched to remove the governor from power and send a strong message to the encroaching Tau that this was the Emperor's world. Facing execution for their crimes the planet's rulers turned to the Tau as an ally. Negotiations saw Tau forces invited onto T'ros and R'myr led the first secret landings. His forces engaged the Space Marines and after fierce fighting around the governor's palace drove them from the planet. Following this victory he moved against the governor himself, removing him from power and quickly disarming his planetary defence forces. He also ordered the planet's Adeptus Arbites precinct surrounded and destroyed.

The planet was now under the martial rule of the Tau and the Imperium again responded, launching Tallarn Imperial Guard regiments in a counter-invasion. Fighting on Taros was fierce. For 100 days the Tau fought a mobile, defensive campaign across T'ros savage deserts. Masterminded by R'myr the Imperial Guard forces were worn down, broken and forced to evacuate the planet with heavy losses. During the war the Imperium attempted to assassinate R'myr using an agent of the Eversor temple. The attempt failed, but R'myr's mentor and guide, the Ethereal Aun'vre was killed in the attack. Driven by grief and a desire for vengeance R'myr personal led the final assault on the Imperium's landing fields that ended the T'ros campaign in a complete victory for the Tau Empire.

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Commander R'myr 'Longknife' 160 points + drones + bodyguard

	WS	BS	S	T	W	I	A	LD	SV
R'myr	4	5	5	4	4	3	4	10	3+

Special Character: Commander Longknife is a special character. He may be used in Tau armies of at least 1500 points as a HQ choice. You may not select any additional items from the Armoury. He counts as the 1+ Fire Caste Commander the army must take.

Equipment: Shas'o R'myr's personal battlesuit is the very latest development of the XV-8 Crisis suit. It has the following equipment.

Double-barrelled plasma rifle : A unique experimental weapon.

Range	Str	AP	Type
24"	6	2	Assault 2

Shield generator: R'myr has a 4+ invulnerable save against firing, 3 + invulnerable save in close combat.

Flechette discharger: Any model engaged in close combat with R'myr will be wounded on a D6 roll of 4+, with Armour saves allowed, before resolving its attacks. The discharger may only be used once per game.

Ejector system: See Codex: Tau Empire for full details.

Hardwired drone controller: R'myr must take 1 or 2 drones.

Hardwired target lock: This enables R'myr and his bodyguard to target different units (see Codex: Tau Empire for full details).

Drones: R'myr must be accompanied by 1 to 2 drones. These can be:
1 or 2 gun drones at +10 pts per drone
1 or 2 shield drones at +15 pts per drone
1 or 2 marker drones at +30 pts per drone

Bodyguard: R'myr may be accompanied by a bodyguard team of 0-2 Shas'vre bodyguards. See Codex: Tau Empire for full details. R'myr's bodyguard may be equipped with advanced XV-81, XV-84 or XV-89 battlesuits. See Imperial Armour volume 3: the Taros campaign for full details of these variants.

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Vengeance for Aun' Vre: R'myr has sworn vengeance against the Imperium of Man for the death of Aun'vre. The Ethereal's death at the hands of an assassin has deeply affected the commander, and as time passes his grief and hatred grows stronger. When fighting against the forces of the Imperium (Imperial Guard, Space Marines, Inquisitors, Sister of Battle etc) R'myr and his drones and bodyguard count as Fearless, (see page 75 of the warhammer 40,000 rulebook).