

# TAU BATTLESUIT COMMANDER R'ALAI

Commander Vesu'r R'alai has become a legend among the grim Fire Warriors of Ke'lsnan, and is one of the Tau Empire's most experienced Battlesuit pilots. It is his leadership and innovation that has successfully led the way in the controversial tactics associated with the new XV-9 Close Support Armour, and he is a strong advocate of a more ruthless implementation of Tau's military force. Old now for a serving Fire Caste warrior, he began his military career with the Tau exploration fleets, serving to protect them as they voyaged to unknown stars, but since the backlash of incursions against the Tau Empire's Third Sphere Expansion, he has return to lead the defence of his home world and its outlying colonies. R'alai is a veteran of more than two hundred engagements against the enemies of the greater good, and

is famed as much for his lack of fear in the face of the foe as for the tactics that have earned him the title of 'assassin' among his fellows. There are some however that whisper that the solemn warrior no longer fights for the greater good but for vengeance for those he has lost, and that there lurks in him the glimmer of madness and the Mont'au. He is however utterly determined that not a single world taken during the Third Sphere Expansion will ever fall to the enemies of the Greater Good again, and has further staked his willingness to die in the defence of T'au by volunteering to field test highly powered experimental weapons systems in the very teeth of an enemy attack even at the risk of his own life.

R'ALAI .....POINTS COST: 225

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

**Unit Composition:**

- 1 (Unique)

**Unit Type:**

- Jump Infantry (Jet pack)

**Wargear:**

- XV9-Armour
- One Pulse Submunitions Rifle
- Vectored Retro-Thrusters
- Blacksun Filter
- Drone Controller and two Marker Drones with inbuilt Blacksun filters.
- 'Eclipse' Shield Generator

**Special Rules:**

- Stalwart Commander
- Special Ammunition



**SPECIAL RULES**

**XV-9 Armour:** The XV-9 series is a considerably larger battlesuit armour than its more commonplace counterparts, and 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, may deploy via Deep Strike, and their inbuilt photon casters mean that they count as having Defensive grenades.

**'Eclipse' Shield Generator:** A huge drain on the suit's power capacity, the experimental 'Eclipse'-type shield generator provides a defensive energy barrier and diffracts light much in the manner of a stealth field when energy is diverted to it at the expense of other systems. It provides a 4+ invulnerable save. Additionally R'alai counts as having a Stealth Field Generator as long as he remained stationary in the prior turn (this also counts for the first turn of the game if he begins deployed on the table.)

**Stalwart Commander:** R'alai is an Independent Character and is Stubborn as per the universal special rules, and confers this rule to any battlesuit-equipped Tau unit he joins.

*Tau Battlesuit Commander R'alai is a HQ choice in a Tau Empire army.*

Weapon	Range	STR	AP	Special
Pulse Submunitions Rifle	24"	4	5	Assault 2, 3" Blast, No Cover Save, Special Ammunition*
*EMP Shell	24"	+	-	Assault 1, gets hot!
*Hyper-Density Sabot	36"	9	3	Assault 1, gets hot!
*Ionic Cluster-Beam Shell	24"	4	4	Assault 1, 5" Blast, Rending, gets hot!

†: Vehicles are hit as if struck by an EMP grenade (see the Tau Empire Codex), but the round has no effect on models without at Armour Value.

**\*Special Ammunition:** As well as his standard pulse submunitions rounds, R'alai is also equipped with a selection of experimental, limited issue warheads for his weapon. During a battle he may use any of these special ammunition types instead of firing his pulse sub munitions rifle as normal, although their barely contained power can damage the suit itself.

