

COMPOSITION:

2 Tidewall Shieldlines, 1 Tidewall Gunrig and 1 Tidewall Droneport.

SET-UP:

When setting up a Tidewall Rampart, all of the Shieldlines must be connected to at least one other Shieldline or platform. If separate, Gunrigs and Droneports must be set up within 6" of one of the Shieldlines.

TERRAIN TYPE:

Tidewall Droneports, Tidewall Shieldlines and the Tidewall Gunrig defence platforms are battlefield debris (defence line). A Tidewall Gunrig's attached gun battery is battlefield debris (gun emplacement).

WEAPONS:

The Tidewall Gunrig gun battery is a twin-linked railgun that can fire solid shot and submunitions (see *Codex: Tau Empire*).

The Tidewall Droneport has four Drones chosen in any combination from the following list:

- Gun Drone
- Marker Drone
- Shield Drone

SPECIAL RULES:

Mobile Defence Position: If you take a Tidewall Rampart as part of your army, you may move it up to 6" in the Movement phase. It cannot move if there are any enemy models on it, and may only carry friendly units if all members of those units are on the Tidewall Rampart. Models carried with it are treated as being stationary for the purposes of firing weapons (this includes a Tidewall Gunrig's railgun), but cannot move themselves in the same phase. A Tidewall Rampart can only move over open ground, and cannot move within 1" of enemy models. If you wish to move the Tidewall Rampart, then it must finish the move in the same configuration as it started.

Field Network: Roll a dice each time a successful cover save is made for a model on a Tidewall Gunrig or Droneport if one of the Shieldlines' barriers is between the attacker and the target. On a roll of 6 the attacking unit suffers 1 Randomly Allocated Wound or glancing hit, resolved at the same AP as the attacking weapon.

Firebase: Re-roll To Hit rolls of 1 for shooting attacks made by models with the Tau Empire Faction that are on a Tidewall Rampart.

Telemetry Relay: In the Shooting phase, one model with the Tau Empire faction that is on a Tidewall Droneport can upload telemetry data for an enemy unit within its line of sight instead of shooting. If it does so, a model firing a Tidewall Gunrig in the same Rampart against that enemy unit adds 1 to its Ballistic Skill and gains the Tank Hunter and Monster Hunter special rules until the end of the phase.

Tidewall Gunrig

Identification Protocols: A Tidewall twin-linked railgun may only be fired by models with the Tau Empire Faction that are on the Tidewall Gunrig defence platform the railgun is attached to.

Tidewall Shieldline

Tidewall Field: Roll a dice each time a successful cover save is made for a model within 1" of a Tidewall Shieldline's energy barrier, so long as the barrier is between the attacker and the target. On a roll of 6 the attacking unit suffers 1 Randomly Allocated Wound or glancing hit, resolved at the same AP as the attacking weapon.

Tidewall Droneport

Drone Control Systems: Droneport Drones start the game attached to the Droneport platform. They cannot perform any actions or be attacked while they remain attached. If their Droneport platform is occupied by any model with the Tau Empire Faction, then the Drones can be activated at the start of the occupying model's Movement phase. When activated, the Drones immediately detach themselves from their platform in the same manner as Drones detaching from a vehicle (see *Codex: Tau Empire*). They are treated as part of the army that activated them for the rest of the battle, even if their platform is later abandoned.

OPTIONS:

- May include any number of additional Tidewall Shieldlines.....60 pts/model
- May include one additional Tidewall Droneport60 pts
- May include one additional Tidewall Gunrig85 pts