

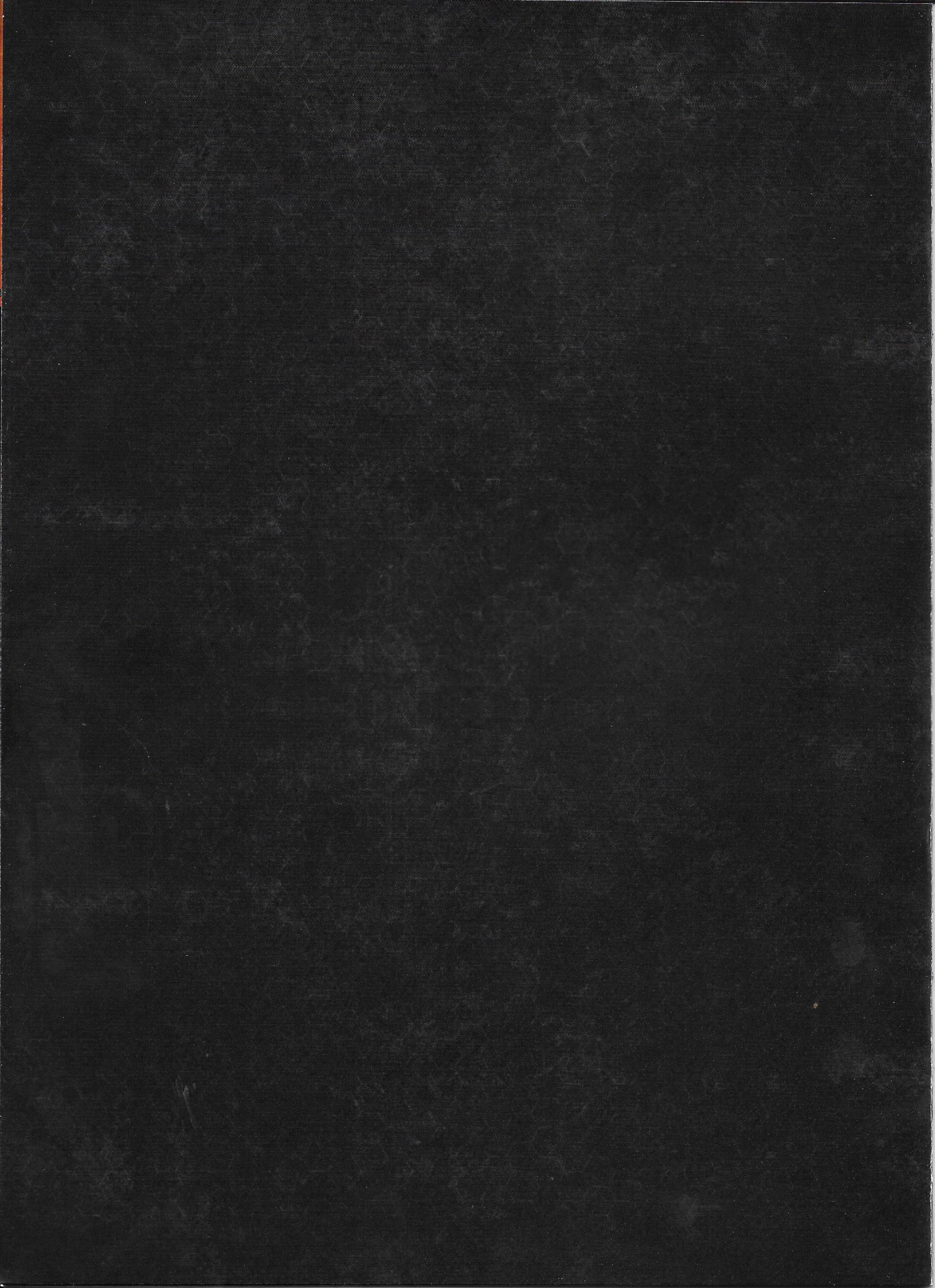
WARHAMMER
40,000

KILL TEAM™



ADVANCE TEAM STARPULSE

T'AU FIRE WARRIORS KILL TEAM



INTRODUCTION

Greetings, Shas'ō. Please find attached your mission briefing. It contains individual psychological profiles and combat evaluation records for Advance Team Starpulse, the elite unit assigned to your command. Lead these warriors into battle, and utilise their unique skills for the advancement of the Greater Good.

The T'au's elite kill teams are drawn from the ranks of the Fire caste, the fighting arm of this rising empire. Fire Warriors are highly trained and formidably well-equipped soldiers. Each is a true believer in the T'au's core philosophy – the Greater Good – and would gladly sacrifice their life to advance the cause of galactic unity. The flexible and adaptable nature of the T'au military allows a battlefield commander to select an ad hoc band of specialised operatives from various front-line units, forming a kill team perfectly suited to their assigned task. These teams range deep into enemy territory, completing various objectives to undermine and destabilise enemy formations, identifying and eliminating threats with swift and lethal precision.

Within this book you will be introduced to one such front-line unit – Advance Team Starpulse. These veteran warriors of the Greater Good can be built from the miniatures provided within this box, and the kill team's history and mission, and the Fire Warriors' unique skills, were generated using the background tables found in the Kill Team Core Manual. A piece of short fiction details these tight-knit comrades in battle, as they take on Necrons amidst the war-ravaged valleys of Omis-Prion.

You will also find a timeline recounting the storied exploits of Advance Team Starpulse. This includes the selfless and heroic deeds that brought them together, and some of the remarkable accomplishments and military honours they have achieved since their inception.

Alongside this exciting background, the following pages also contain a showcase demonstrating how the T'au Empire models in this box can be built and painted to represent Advance Team Starpulse on the tabletop. This includes the colour scheme unique to the unit's sept of origin – Vior'la – as well as the characterful names and roles of the members within the team.

Should you wish to assemble and paint your miniatures to represent Advance Team Starpulse, you will find all the information you need to do so within this booklet. Alternatively, you can use it as inspiration to create your own, unique kill team, with their own detailed backstory, talents and personal quirks. Whatever you decide, this booklet is your guide for assembling an elite force of Fire caste heroes, ready to take to the war-torn battlefields of the galaxy in the name of the Greater Good!



MARK THE TARGET

Shas'ui D'tano swept around the corner of the trench line, his pulse blaster tucked firmly against his shoulder. He dropped into a crouch behind a stack of rusting ammo crates, and the rest of Advance Team Starpulse fanned out around him, taking cover amidst the scattered wreckage of the ammo dump. The team's two Marker Drones whirled softly as they drifted alongside, view-lenses blinking and flickering.

'Shas'la Be'tol,' D'tano said, the audio-muffling seal of his helmet ensuring his words did not break the unnerving silence that hung over this place. 'What do you see?'

The sniper had taken position high and to their right, on the second floor of a shattered sentry tower. Her position was marked with a pulsing green blip on D'tano's retinal display.

'Movement,' came Be'tol's rasping voice. She had taken a throat-wound from a stray las round when the T'au had first cleared these trenches of human defenders. Now they were occupied by a very different enemy. 'Multiple targets. Patrol discipline.'

D'tano leaned out of cover and glanced down the channel of the trench. Ahead, through the sickly yellow mist, he could see the outline of what once had been an Imperial ammunition depot, a maze of high-walled trenches surrounding several large warehouses made of corrugated iron, rusted and blackened by Omis-Prion's rancid atmosphere. Looming above the camp on the left-hand side was a high cliff face, its jagged crown poking up out of the mist.

Tall, skeletally thin figures moved through the ruins of the camp, half-hidden by the thick smog. They carried weapons that glowed with a sickening, lambent light, and their chests and skulls were bright crimson, the colour of freshly spilled blood.

'Necrons. The recon teams were correct,' said Shas'ui Kasashi. 'What is the enemy guarding here?'

A loud, high-pitched roar sounded from somewhere deep below their feet. It rose in pitch, like an overloading ion engine. D'tano's teeth rattled and his head throbbed painfully as the vibrations grew fiercer. Then, as suddenly as it had begun, the sound ceased.

'Let us draw closer,' he said to his comrades over the squad's wideband comm-channel. 'Form up.'

Coalition Command still had no idea how the Necrons had bypassed Omis-Prion's kor'vattra defence fleet. They had appeared planetside as if from nowhere, striding out of subterranean access tunnels in their thousands, hammering the T'au's unprepared cadres with unrelenting bombardments, trapping them in a prison of armour-melting gauss beams and arcs of searing lightning. The death toll had been horrendous. The Fire Warriors of Advance

Team Starpulse were now amongst the very last living members of their Hunter Cadre.

It was likely that they would all die on this miserable world. But if that were so, D'tano swore that their deaths would not be meaningless. If they were to give their lives, they would do so in service of the Greater Good.

The Necrons had driven the T'au's forces back as far as the edge of the Gaulnir Mountains in a matter of weeks. They had then occupied the mountain trenches and rad-bunkers previously held by the Imperium's stubborn soldiers. Thus entrenched, they had ignored the fleeing remnant of the T'au's Invasion Contingents, much to the surprise of high command. Pathfinder teams and recon drones had recorded spikes of energy beneath the mountains, and had caught glimpses of troop movements amidst the valleys and canyon passes. Omis-Prion's spoiled atmosphere made comprehensive scans impossible, and so visual confirmation of the enemy's activities was required.

'Repositioning,' said Be'tol. D'tano clicked his comm in acknowledgement. He was content to let the sniper range alongside the team at her own discretion. Be'tol embraced the path of the Monat, the lone hunter. It made her distant and hard to grow fond of, but D'tano had fought alongside few more accomplished sharpshooters.

They advanced swiftly down the trench. Ahead, it turned sharply to the left. D'tano relayed an order to Marker Drone X42, which drifted around the corner and beamed back a holo-image of two Necrons advancing towards the team's position. The same image filtered into each Fire Warrior's retinal display.

'On my mark, engage,' he said, stepping back and gesturing his team forward. 'Now!'

As one, Starpulse emerged from cover and opened up on the Necron Warriors. A barrage of plasma fire struck the nearest figure in the mid-section, blasting apart great chunks of its gleaming skeleton. It collapsed in a pool of molten metal, twitching and sparking. Its comrade fired one beam of fizzing energy that screeched down the length of the trench before it too was blasted into metal shards.

Starpulse was already on the move. D'tano and the other Breachers took point, their pulse blasters designed for this close-range killing. They emerged from the arterial trench into the ruined camp, sweeping their weapons left and right in search of targets. As they drew closer to the looming cliff face, they saw what the Necrons were guarding.

'By the stars,' muttered Shas'la Laserra.

At the foot of the mountainside there was an immense, circular hole angling down into the earth,

perhaps three hundred paces in diameter. The edges of the opening were perfectly smooth, as if it had been bored out with a massive laser beam. The sounds of heavy machinery echoed up from below, distorted into strangely animalistic growls by the acoustics of the cliff face. They heard that shuddering roar again, and a glow of vibrant green briefly lit up the pitch-black tunnel.

'This is an excavation,' said Kasashi. 'They're looking for something within these mountains.'

'Whatever they are doing, it ends now,' said D'tano. 'We will plant the markerlight emitter ahead, and transmit coordinates to Cadre Skyrider. The Sun Sharks will bring down this mountain, and bury those metal g'lash'a beneath.'

Several pin-pricks of lambent light appeared in the mouth of the artificial cave. The air was suddenly filled with hissing beams of green energy as towering figures marched out of the darkness, firing their glowing gauss weapons from the hip. One beam washed across Laserra's chest, and the Fire Warrior let loose a shrill, horrified scream as flesh and armour vapourised in an instant.

D'tano felt the familiar sensation of blood thundering in his ears, setting his nerves ablaze with furious energy.

'Sons and daughter of Vior'la,' he roared. 'Purge these lifeless creatures with fire!'

He charged, roaring and firing his pulse blaster at max-yield setting. The weapon's plasmic payload blasted the skull of one of the Necrons into metal sludge. As the thing toppled backwards it loosed a final shot which struck a cluster of rusting oil barrels and released a gout of swirling flame. D'tano rushed through the blaze, ignoring the screeching temperature warnings that flashed across his visor.

He could hear his fellow Breachers blasting away behind him. Their combined fire hurled another Necron to the ground, but even as it lay sparking and twitching, the dull metal of its body began to flow like water, stitching up the smoking holes in its torso. It clambered to its feet, head twisted at an unnatural angle, and its weapon spat a bolt of emerald lightning that enveloped Shas'la E'yaal. The T'au jerked and writhed as the cascade of energy tightened around him like a crackling noose. Wisps of smoke rose from his armour, and the sour reek of high-tech composite materials filled the air.

D'tano unleashed another blast of plasma which punched off the Necron's leg at the knee. It fell, losing its grip on its weapon, and the lightning ceased.

Shas'la Ho'sen, the team's combat medic, rushed forwards through a storm of enemy fire to grab E'yaal's burned form, dragging him back even as more beams of green light speared in from their right. The enemy was waking in numbers. D'tano fired, again and again, blasting the fallen Necron into pieces, shredding it so thoroughly that it could not rise again.

He was dimly aware of a blaring in his ear.

'Shas'ui!' It was the voice of Kasashi. The old veteran sounded urgent and worried. 'More Necrons are incoming. We must retreat, before we are surrounded. Respond!'

D'tano offered a comm click in confirmation, angry at his momentary loss of control. He unclipped the marker-wave emitter from his belt. It was a hexagonal metal device, as large as his fist. Streams of analytical data ran across the input screen in the centre of the emitter. He punched in his command code, and the screen began to glow with a soft blue light. To his left was the ruin of a human vehicle, a rusted half-track. As gauss beams spat and hissed around him, he reached beneath the forward wheel-arch of the vehicle, and wedged the emitter into place.

'Fall back, Shas'ui,' came Kasashi's voice. 'We have you covered.'

A Necron Warrior appeared around the front of the half-track as D'tano turned. It raised its weapon. Before it could fire, a lance of energy whipped across the square and struck it in the centre of the forehead, spinning it to the ground.

'You are clear, Shas'ui,' rasped Be'tol. 'We should exfiltrate at speed. More Necrons are coming.'



TEAM STARPULSE

The armies of Vior'la Sept are always at the forefront of the T'au's wars of expansion, overwhelming enemies of the Greater Good with blistering fusillades of pulse fire. Advance Team Starpulse is comprised of veterans from these bloody campaigns, bonded by hardship and sacrifice.

The Fifth Sphere Expansion was the largest military expedition in the T'au's history, comprised of elite contingents from every sept in the empire. It followed on the heels of the ill-fated Fourth Sphere, travelling through the stellar anomaly known as the Startide Nexus to reinforce its beleaguered kin far beyond the limits of the T'au's existing star charts. This was a hostile frontier, an area of space riven by deadly warp storms, the hunting ground for countless alien threats.

After reinforcing the Nem'yar Atoll, the site of the T'au's bridgehead colonies amidst this unexplored region, the armies of the Fifth Sphere dispersed and begun the process of colonisation. Where possible, they sought a diplomatic path to expansion, utilising the unique talents of Water caste diplomats to end wars before they could truly begin, whether through peaceful annexation or inciting insurrections and uprisings amongst a discontented populace. Many worlds belonging to the Imperium of Mankind overthrew their rulers and embraced the path of the T'au'va, desperate to escape the misery of their hive-bound lives.

One such planet was the mining world of Omis-Prion. A grim, rainswept place, Omis-Prion was most notable for its vast mountain ranges and rich mineral reserves, including ultra-dense logicite and seams of dutrillion ore. The Imperium had constructed enormous bore-mines that stretched deep beneath the planet's crust, siphoning off these precious resources. The majority of Omis-Prion's civilian population had defected to the T'au Empire at the earliest opportunity due to the machinations of Water caste diplomats, though a stubborn resistance still occupied the world's vast mountain redoubts and winding trench lines.

A far greater threat, however, lurked beneath the mountains of Omis-Prion. Aeons ago, before the T'au had even evolved beyond single-cell organisms, another race had laid claim to this far-flung world. Even as the T'au forces upon Omis-Prion commenced the destruction of the remaining Imperial resistance, an ancient, star-spanning dolmen gate opened far underground, from which legions of Necrons bearing the blood-red carapaces of the warlike Novokh Dynasty emerged. These legions sought to reclaim several ancient Cryptek weapon-vaults scattered beneath the planet's surface. Where they encountered T'au forces, they attacked without mercy.

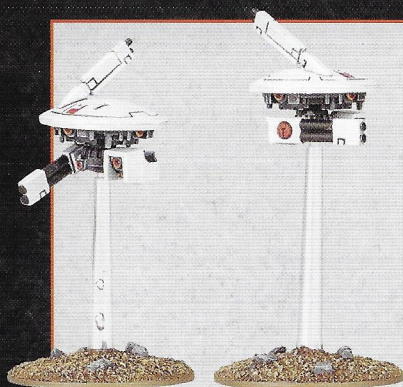
In the ensuing slaughter, several Hunter Cadres were devastated by waves of blistering gauss energy before they could retreat. Hunter Cadre Dawnbreaker was one such casualty, suffering nearly ninety-two per cent casualties in a matter of days. Commander O'Kir recognised that although his warriors had been terribly mauled, they could still play an important part in the ongoing defence of Omis-Prion. Small, elite units of Fire Warriors could range behind enemy lines, harrying the Necrons and drawing them into ambushes and flanking attacks. The war was not over until every son and daughter of Vior'la lay slain. O'Kir recalled an aphorism spoken by the legendary Commander Puretide: 'There is no more vulnerable a target than an enemy that believes themselves victorious.'

From the surviving Fire Warriors at his disposal he formed Advance Team Starpulse. Command of this unit was given to the up and coming Shas'ui D'tano, a Breacher Team leader whose combat record was impeccable. D'tano was highly regarded amongst the Vior'la Fire caste, though his superiors had made cautious note of his hot-blooded impulses – this aggression was vital to the Vior'la way of war, but if unchecked, could too easily turn to recklessness.

To temper the young officer's spirit, O'Kir paired him with the veteran Shas'ui Kasashi. Kasashi was a calm and experienced leader, beloved of his warriors, always ready with wise advice or encouragement. His Strike Team had been in the thick of battle ever since the launch of the Fifth Sphere Expansion, and had proven themselves in such notable engagements as the defence of Ty'avol Arcology and the boarding actions above Kasalmar Skyport.

O'Kir assigned two other experienced warriors to Starpulse, knowing their unique skills would prove invaluable. The gruff and no-nonsense combat medic Shas'la Ho'sen was perhaps the bravest Fire Warrior the Commander had ever seen, rushing unconcerned through the thickest enemy fire to deliver aid to stricken comrades. The sniper Shas'la Be'tol was a solitary figure, only truly at peace when aiming down the sights of her pulse rifle. Be'tol had embraced the path of the Monat, the Lone Warrior. Her individualistic nature had distanced her from her bonded kin and led her into trouble more than once. Despite this, there was no finer shot in any Vior'la Strike Team.





MV7 Marker Drones C-06
and X-47



Shas'la K'yen



Shas'la Atsumo



Shas'ui Kasashi



Shas'ui D'tano



With their Necron foes approaching, Advance Team Starpulse take up firing positions throughout the Imperial trench lines.



Breacher Shas'la
E'yaal



Shas'la Laserra



Breacher Shas'la U'so



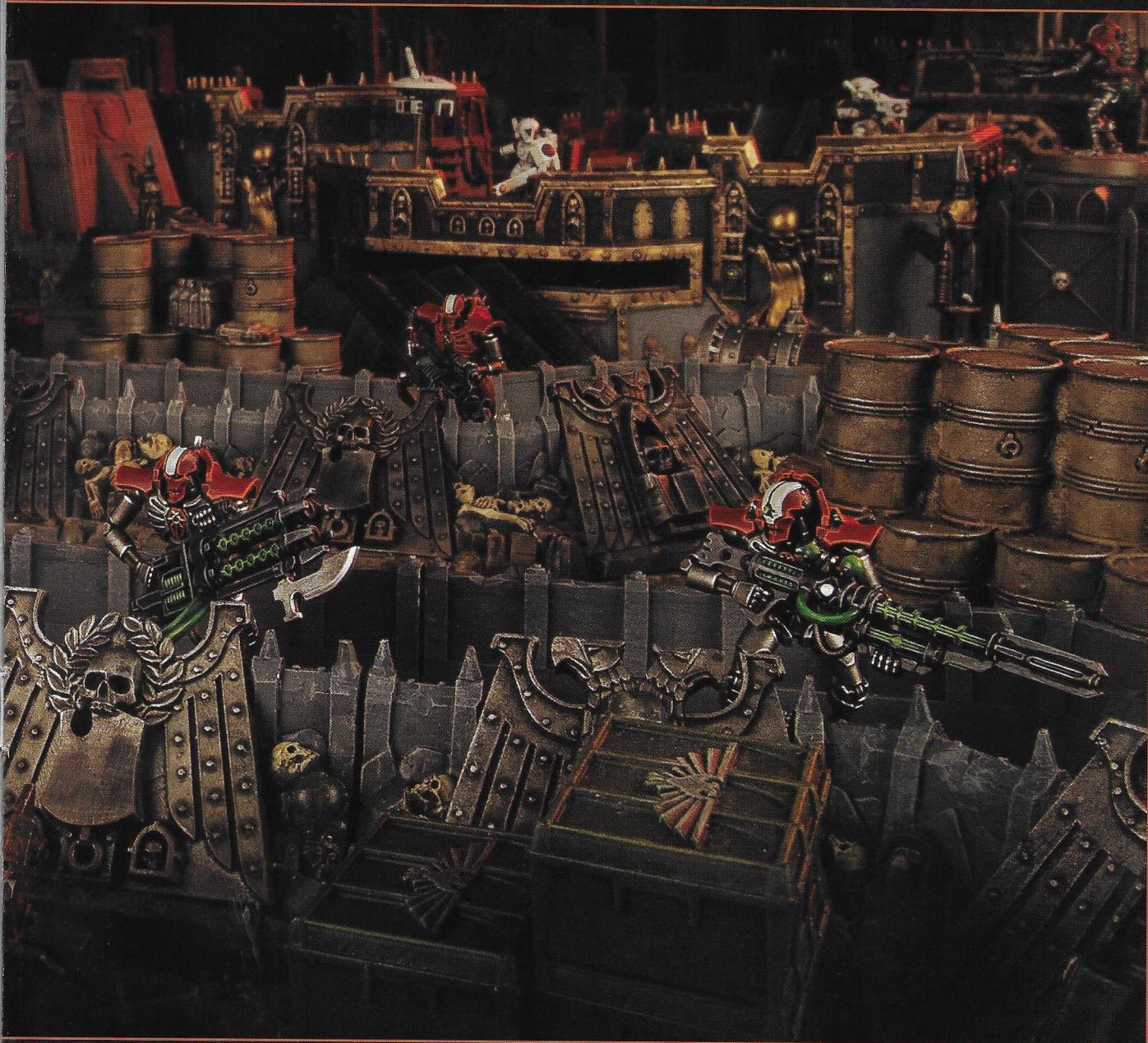
Shas'la Ho'sen



Shas'la Mi'daro



Shas'la Be'tol



BONDED IN FIRE

Advance Team Starpulse was drawn from the shattered remnants of Hunter Cadre Dawnbreaker, a combined-arms force with a long and glorious history of service to the Greater Good. Under the command of Shas'ui D'tano, the team's hardened veterans have continued that proud tradition.

M41 TIME OF STRIFE

Baptism of Fire

The young Shas'ui Vior'la D'tano is granted his first command, leading a Breacher Team during Hunter Cadre Dawnbreaker's suppression of a gue'la uprising on the colony world of Yhu'han. After the planet is ravaged by a series of stellar storms, the local human population begins to display a form of collective, hyper-aggressive madness, and self-mutilation and murder run rampant. D'tano's team is forced to deploy lethal force. The young officer is commended for his quick thinking when he prevents the sabotage of a vital ionic stabiliser by gue'la terrorists.

Crisis Averted

Dawnbreaker is rocked when its beloved leader, Commander O'Kir, is struck by a plasma blast during the Battle of Krast's Rock. Shas'la Ho'sen stands over the fallen Commander in the middle of a hailstorm of las-fire from approaching Cadian infantry, calmly applying synth-skin salves and shots of adrenal stimulant to his fallen leader, keeping him alive until his Crisis Bodyguards can repel the Imperial assault.

Lone Hunt

During heavy fighting on the contested world of Haghel's Mark, the Fire Warriors of Dawnbreaker are plagued by an Astra Militarum sniper they come to call M'yen'avos – the Hidden Death. Shas'la Be'tol disappears from her Strike Team, and for three days she hunts the sharpshooter alone through the rubble of the hive city Haghelvast. After an eighteen-hour duel, she returns with the human's medalled

jacket and the bloodied scope of his long-las. Be'tol is chastised and punished by shas'ar'tol high command for her unauthorised disappearance, but her successful kill is noted by Commander O'Kir.

M41 INTO THE UNKNOWN

The Fifth Sphere Expansion

The T'au launch the Fifth Sphere Expansion into the uncharted frontiers of space beyond the Startide Nexus. Commander Shadowsun's armada, the largest ever assembled by the empire, contains millions of hardened Vior'la Sept Fire Warriors, eager to spread word of the unifying truth of the T'au'va across the stars.

From Beneath the Ice

Colonisation of the frozen planet Dor've is halted by the discovery of an immense comet half-buried in the northern continent. Earth caste scientists attempt to analyse the strange, bi-organic rock, but their geophysical scans awaken something that has slept undisturbed in the ice for centuries. Yellow-mottled Tyranid Ravagers burst from within the comet, falling upon the scientists and their escort. Only the calm and assured direction of Shas'ui Kasashi – leading one of several Dawnbreaker Strike Teams assigned to protection duty – ensures that a number of the Earth caste experts are recovered alive. Kasashi retreats to a nearby ice floe, and sets it adrift with a series of controlled explosions. Unable to cross the freezing waters to get at the retreating T'au, the Ravagers are subsequently wiped out by long-range missile salvos. Dor've is quarantined.

From Below

Vior'la Sept forces invade the Imperial mining world of Omis-Prion, and after several bloody battles defeat the majority of its human defenders. They are still in the process of mopping up the last pockets of resistance when an immense pulse of energy is detected deep below the planet's surface. As the subsequent tremors that wrack the planet begin to subside, legions of Necrons march from hidden catacombs into the flanks of the unprepared and heavily outnumbered T'au. Hunter Cadre Dawnbreaker is amongst the casualties of the fighting, suffering ninety-two per cent fatalities.

A Good Omen

Commander O'Kir assembles Advance Team Starpulse from the ruins of Cadre Dawnbreaker. Under the command of Shas'ui D'tano, they perform with great efficiency and valour during the following campaign.

Combat Extraction

Starpulse's first action is the rescue of Water caste diplomat Por'vas, who is isolated far behind enemy lines in an abandoned mining outpost. D'tano's Fire Warriors slip through the Necron vanguard and recover the target, before extracting in a TY7 Devilfish under heavy fire.

Mark and Destroy

Advance Team Starpulse is despatched to the mountain peaks of the Scythana Range, where Recon Drones have recorded vast numbers of Necrons gathering. They are charged with aggressive reconnaissance, identifying and marking key enemy assets for Sun Shark bombing runs.



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Armed with pulse weaponry born of relentless innovation, T'au Fire Warriors take to the stars to spread word of the Greater Good.

Fire Warriors are the front-line infantry of the T'au Empire, a dynamic power on the rise. These expertly trained and equipped soldiers will bring the unifying truth of the Greater Good to the galaxy's unenlightened races, at gunpoint if necessary.

This booklet contains mission records and performance analysis for Advance Team Starpulse, an elite kill team of Fire Warriors specialised in aggressive reconnaissance. You will discover the tragic yet inspiring history of these comrades in arms, as well as an in-depth look at some of their most successful operations.

WARHAMMER 40,000 KILL TEAM