

Gue'senshi v7.3: The 1st Kleistian Grenadiers

Created by Gary Carney.

Elements of the background and units have been borrowed and extrapolated from Chris Reiter's excellent Third Sphere Campaign, which is available to download at the Tau development board at EpiComms. Thanks also to Mal Cooney, Graham Bailey, Iain Werry, Rob Malin Jr., the Philosopher, Hergmir, Neil Blanchflower, and everyone from EpiComms (now Tactical Command), the Specialist Games Epic boards, and the staff of GW Dublin for their encouragement, advice and feedback.

GUE'SENSHI BACKGROUND

"Although they have only been a part of our Empire for a short time, the Gue'senshi have already proven their worth aboard the Y'eldi. Their presence in the capture of the Gue'vattra vessel *Ultima Imperia* was crucial, as they were able to provide a friendly face to the surviving crew, convincing them of the benefits of joining the Greater Good. The Fio back home are most appreciative of their efforts – and the Hunter Cadres aboard welcome the options they provide in land-based operations.

**Kor'O Dal'yth Y'eldi,
Kor'vattra Qath'fannor Battlegroup Y'eldi,
026.M42**

The influence of Abbadon the Despoiler's 13th Black Crusade against the Cadian Gate has been felt across the galaxy, far from the front lines on worlds such as Thracian Primaris, Agrapinaa and the embattled bastion world of Cadia.

In the far Eastern Fringe, the Tau Empire has been able to capitalise on the Imperium's focus on the Chaos onslaught, as well as a successful containment of the local Ork and Tyranid incursions, by expanding the frontiers of the Greater Good further into the surrounding sectors. No less than five Third Sphere colonies have been founded in the new realms of expansion beyond the Damocles Gulf and Perdue Rift, and several former Imperial worlds have traded an enforced, distant loyalty to Terra for a concrete and beneficent allegiance to T'au.

The first major human system to join the Greater Good has been the system of Kleist in the Timbra sub-sector, home of the worlds of Kleist and Phaeb, as well as the moon of Garrus. With a population of 7 billion and a largely self-sufficient, relatively advanced (for an Imperial world) level of technology, Kleist is able to contribute far more to the Greater Good than the scattered colonies of Gue'vesa left on the far side of the Damocles Gulf. While under Imperial rule, the bulk of the world's military resources were directed towards supporting the local Imperial Guard units, at the expense of the PDF forces comprising the bulk of armed forces on the world at the time of the establishment of the Kleist Protectorate. Under the reorganisation of forces following the advent of Tau sovereignty, new regiments were raised with superior training and equipment. In the time before resumption of production at the main industrial facilities post-annexation, the heavy equipment left behind by the retreating Guard forces were put to good use.

Upon examination of the technology level, combat doctrines and technical expertise available on Kleist, a feasibility study by the Fio caste has found that the humans of the Kleist system would be a prime candidate for incorporation of Tau technology levels. Further, such incorporation would allow them to considerably benefit the sum total of armed forces available for the tau'va. However, such a full-scale conversion would take decades to develop the infrastructure, and perhaps generations to reform the education systems, as well as raise a suitable number of human scientists and engineers capable of comprehending the level of technology required. Also, given the familiarity with the vehicles, weapons, armour and tactics currently present among the Kleistian armed forces, it seemed prudent to gradually phase in more advanced technologies and more refined combat tactics. This would allow the new members of the Empire to serve the greater good without having to wait decades for their world's transformation to be finalised.

Thus, the first new regiments were raised for service across the tau'va, such as the 1st Kleistian Grenadiers, the 3rd Garrusite Dragoons and the 5th Phaebian Guard. While many humans, glad to be rid of Imperial rule, had no compunctions about fighting Imperial armed forces, others wished not to fight their own kind. Thus, some regiments were designated as focussing on combating Tyranid and Ork forces, while others remained deployed in Imperial-bordering sectors.

These regiments were designed to take advantage of the local production facilities, which allowed for a higher proportion of carapace-armoured troops, Leman Russ battle tanks and the local variant of skimmers such as the Valkyrie and Vulture, while lacking heavy artillery or super-heavy vehicle production facilities (the new Timbra Shas'ar'tol reasoned that seeker missiles and Tau support craft would serve as a replacement) Also, a number of Imperial super-heavy armoured vehicles were left behind by the retreating Imperial forces in the annexation, of which some are currently undergoing reverse-engineering

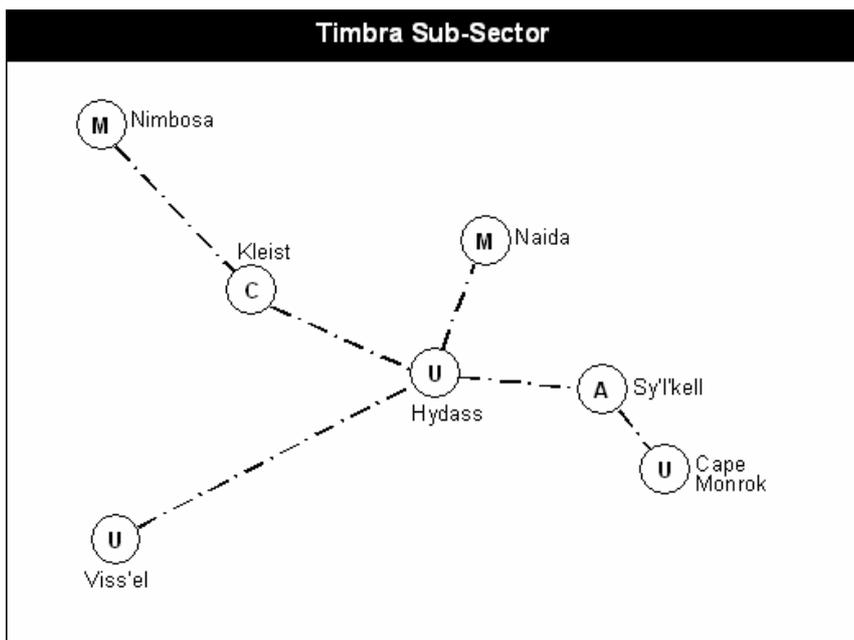
by the Fio caste to examine the possibility of initiating production on Kleist. Others are being deployed in small numbers to certain regiments, where needed against opposing heavy vehicles.

The local regiments are organised as grenadier-doctrine forces, with a proportion of front-line troopers heavily armed and armoured to Storm Trooper levels. Local elite troops and volunteer Zashi commandos are trained to serve as rapid-deployment units, akin to Storm Troopers in an Imperial army, but with a generous sprinkling of Tau pulse weapons, markerlights and modified human technologies. Heavy weapon squads, Leman Russ armoured companies and heavy missile and ion cannon support from Tau war engines, aircraft and orbiting Tau vessels provide mobile firepower and heavy support options.

Already, the 3rd and 5th Phaebian Guard have been sent to fight the Tyranid forces closing in on the sept of Fal'shia. Also, the 2nd Garrusites are en route to the Perdus Rift to take part in the cleansing of the Orks from two systems bordering a Kroot enclave. For the time being, the Grenadiers await to find out which direction the Tau advance into Imperial space will take... or where a prospective Imperial counterattack will land.

“After centuries of Imperial corruption, authoritarianism and misrule, our people are finally free to cast off the superstitions and stifling restrictions of another era. Our children are learning of science and the arts, our cities are being rejuvenated by clean energy supplies and technologies and our traders are able to sell their wares and import goods from Dal'yth Prime and beyond. Every day allows us to witness the benefits and freedoms granted by membership of the Tau Empire, and we will prove that we are ready to contribute our fair share to its expansion and protection. We will earn our new-found place as a part of, and a benefit to, the Greater Good.”

**Gue'senshi'O Kleist N'Roth,
Commander of the 1st Kleistian Grenadiers,
025.M42**



- C...civilised world
- M...mining world
- U...uninhabited
- A...agri-world

DESIGN NOTES

Gue'senshi Miniatures: Grenadier units are represented by Storm Trooper models, Infantry units by regular Imperial Guard troops and XV29 Zashi suits by Tau Stealth teams. I use Hammerheads with twin Missile Pod turrets for Stingrays, and Protector starship models from Battlefleet Gothic to represent Moray Assault Ships, but Emissary ship models are also appropriate.

1ST KLEISTIAN GRENADIERS ARMY LIST

Gue'senshi armies have a strategy rating of 2. All Gue'senshi formations have an initiative value of 2+.

KLEISTIAN GUE'SENSHI COMPANIES – Any number of Companies may be taken. They are independent formations.

Formation Type	Units	Cost
0-1 Kleistian Regimental HQ	1 Kleistian Gue'senshi'O unit and 3 Kleistian XV29 Zashi Battlesuit Teams. Upgrades: Water Caste Envoy, Zashi Battlesuits, Tetras, Piranhas, Skyray	300 points
Kleistian Grenadier Company	1 Kleistian Gue'senshi'vre unit and 7 Kleistian Grenadier units. May have 4 Chimera transport vehicles for +100 points. Upgrades: Markerlight Platoon, Fire Support Platoon, Flak	200 points
Kleistian Infantry Company	1 Kleistian Gue'senshi'el unit and 12 Kleistian Infantry units. Upgrades: Water Caste Envoy, Infantry Platoon, Markerlight Platoon, Fire Support Platoon, Flak	350 points
Kleistian Mechanised Infantry Company	1 Kleistian Gue'senshi'el unit, 12 Kleistian Infantry units and 7 Chimera transport vehicles. Upgrades: Water Caste Envoy, Infantry Platoon, Markerlight Platoon, Fire Support Platoon, Flak	500 points
0-1 Kleistian Tank Company	10 Leman Russ battle tanks. 1 may be upgraded to a Hammerhead gunship at no additional cost. Upgrades: Tank Squadron, Flak	650 points

KLEISTIAN SUPPORT COMPANIES – Up to 2 Contingents may be taken per Kleistian Gue'senshi Company. They are independent formations.

Formation Type	Units	Cost
Kleistian Airborne Grenadier Company	1 Kleistian Gue'senshi'vre unit and 7 Kleistian Grenadier units. May have 4 Valkyrie Assault Carriers for +150 points. Upgrades: None	200 points
Kleistian Vulture Squadron (0-1 per Kleistian Airborne Grenadier Company equipped with Valkyries)	4 Vulture Gunships. Upgrades: None	300 points
Flak Battery	3 Hydras. Upgrades: Flak	150 points
0-1 Super-heavy Tank Squadron	1-3 Baneblade super-heavy tanks. One may be exchanged for a Shadowsword at no additional cost. Upgrades: Tank Squadron, Flak	200 points each

TAU-ALLIED SUPPORT FORMATIONS – Up to one may be taken per Kleistian Gue'senshi Company. They are independent formations.

Formation Type	Units	Cost
Tau Pathfinder Tetra Contingent	6 Tau Pathfinder Tetra Light Skimmers. Upgrades: Tetras, Piranhas, Pathfinders	175 points
Tau Stingray Contingent	4 Stingray Missile Gunships. Upgrades: Stingray, Skyray, Piranhas	250 points
0-1 Kroot Kindred	1 Kroot Master Shaper plus 9 Kroot Carnivore Squads. May additionally have: (each option can only be taken once)	175 points
	+5 further Kroot Carnivore Squads	+75 points
	+3 Kroot Hound Packs	+50 points
	+3 Krootox Herds	+75 points
	+3 Great Knarlocs	+50 points

KLEISTIAN COMPANY UPGRADES - Up to three upgrades can be taken per Kleistian Company, note that this does not include Tau Cadres. Upgrades are not separate formations but are added to the original formation and are counted as part of it in all respects. Each upgrade can only be taken once per formation.

Upgrade Type	Units	Cost
0-1 Water Caste Envoy	+1 Tau Water Caste Envoy unit. May include a Devilfish Troop Carrier for no additional cost	+50 points
Zashi Battlesuits	+2 Kleistian XV29 Zashi Battlesuit Teams.	+150 points
Infantry Platoon	+6 Kleistian Infantry units. May have 3 Chimera transport vehicles for an additional +75 points	+150 points
Fire Support Platoon	+4 Kleistian Fire Support units. May have 2 Chimera transport vehicles for an additional +50 points	+100 points
Markerlight Platoon	+2 Kleistian Fire Support units. May have 1 Chimera transport vehicle for an additional +25 points	+50 points
Flak	+1 Hydra	+50 points
Tank Squadron	+3 Leman Russ battle tanks	+200 points

TAU AIR CASTE FORMATIONS – Up to one third of the points available to a Gue'senshi army may be spent on Tau Air Caste Formations. They are independent formations. You may select the Hero or Custodian for your force, but not both

Formation Type	Units	Cost
Barracuda Squadron	3 Barracuda Superiority Fighters	250 points
Tiger Shark Strike Squadron	1 or 2 Tiger Shark Strike Craft, Twin-linked Ion Cannon variant	150 points each
Moray Squadron	1 or 2 Tau Moray Assault Ships	300 points each
0-1 Manta Missile Destroyer	1 Manta Missile Destroyer	850 points
Hero Orbital Support	1 Vash'ya (Hero) Class Cruiser	150 points
	- May additionally add a Hero Gravitic Tracer Salvo	+50 points
Custodian Orbital Support	1 Or'es El'leath (Custodian) Class Battleship	300 points
Orca Dropship	1 Orca Dropship	100 points

GUE'SENSHI UNITS

Please note that for transport purposes each Kleistian infantry type may be transported in an Orca or Manta. Up to 4 Chimera, Valkyrie or Vulture craft may be transported via Manta, as regular Tau vehicles can – these vehicles have been modified to be suitable for transport in such a manner.

The following units are represented in neither the Tau nor the Imperial Guard lists:

KLEISTIAN GUE'SENSHI'O

Since the reorganisation of the Kleistian armed forces following Kleist's entry into the Tau Empire, the human armed forces were less enthusiastic than those from the post-Damocles colonies to settle for the, to their ears, slightly derogatory term of Gue'vesa. In keeping with the Por caste's ability to accommodate local sensibilities, it was agreed to refer to the human armed forces as Gue'senshi, with rank references akin to those of the Tau castes. Thus, a Gue'senshi'o serves as commander of human armed forces serving in the theatre of combat. These commanders have been extensively trained by members of the Fire caste to best utilize the troops and arms under their command, as well as how best to integrate their armed forces with the Tau support systems on offer from their new allies. In addition, they are the first Tau-allied humans to be granted the honour of wearing the XV29 Zashi - a specially-modified variant of the XV15 Stealth suit – serving as an example of the potential extant in Kleist's new-found place in the Greater Good.

Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
Silenced Burst Cannon	15cm	AP4+	Disrupt	
Plasma Rifle	30cm	AP4+	-	
Power Weapons	(Base Contact)	Assault Weapon	Macro-weapon, Extra Attacks (+1)	

Notes: Supreme Commander, Reinforced Armour, Tau Jet Packs, Markerlights, Scouts

KLEISTIAN GUE'SENSHI'EL

Akin to a Commander in an Imperial Guard army, the Gue'senshi'el is responsible for a Kleistian company, chosen for their skill in leadership, tactical acumen and willingness to lead by example. Unlike the commanders of Imperial formations, Kleistian commanders are generally more heavily armoured and better equipped, as is fitting for a commander in a grenadier-doctrine army.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Hellguns	(15cm)	Small Arms	-	
Pulse Carbines	15cm	AP5+	Disrupt	
Modified Plasma Guns	15cm	AT5+	-	
Power Weapon	(base contact)	Assault Weapon	Macro-weapon	

Notes: Commander

KLEISTIAN GUE'SENSHI'VRE

Learning from the Fire caste rank system, officers of Gue'senshi'vre rank and higher are equipped with the carapace armour of a Storm Trooper, of a similar design and construction to the armour of the Kasrkin of Cadia. Also akin to the Shas rank system, each is entrusted with commanding the most mobile assets in Kleist's new armed forces, a Kleistian Airborne Grenadier unit, from whose ranks the Gue'senshi'vre is drawn.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Hellguns	(15cm)	Small Arms	-	
Pulse Carbines	15cm	AP5+	Disrupt	
Modified Plasma Guns	15cm	AT5+	-	
Power Weapon	(base contact)	Assault Weapon	Macro-weapon	

Notes: Leader, Scouts

TAU WATER CASTE ENVOY

For most non-Tau citizens of the empire, the Por caste diplomats, bureaucrats and envoys are the most visible face of the Tau, trading, negotiating and acting as a conduit between the alien race in question and the tau'va around them. So it is that certain Por representatives, accompanied by a dedicated Fire Warrior team, protected by advanced shield and drone technologies, may on occasion take to the field alongside their allies. Their ability to liaise between the regiment and the Tau forces and supply depots in concert with is welcomed by Gue'senshi commanders.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Pulse Carbines	15cm	AP5+	Disrupt	
Pulse Rifles	30cm	AP5+	-	

Notes: Invulnerable Save, Markerlights, Inspiring, Leader. The Water Caste Envoy's advanced communications equipment allows the Gue'senshi'o's or Gue'senshi'el's Commander ability to activate formations with a unit within 10cm of a unit from its formation, as opposed to merely 5cm as would normally be the case.

KLEISTIAN INFANTRY

The infantry of Kleist and its sister worlds are a relatively new feature of Tau battlefields, but their presence in combat against the enemies of the Greater Good is an increasingly widespread reality for the newcomers to the Tau Empire. Swapping their autocannon for Tau pulse rifles, these troops are adapting to life in their new environment, regimented according to their preference for opponents. Those who do not wish to fight their own kind are sent to frontiers and battlefronts away from Imperium-bordering sectors, while others are garrisoned on worlds such as their own, which still lie near to the Emperor's domain...

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	Small Arms	-	
Pulse Rifles	30cm	AP6+	-	

Notes: The Pulse Rifles of Kleistian Infantry formations have a worse to hit value as they include a far smaller proportion of them than, for example, Fire Warrior teams.

KLEISTIAN GRENADIERS

A match for those Storm Troopers in the Imperial armed forces, these troops serve as the Kleistian elite. They are divided into two main categories of operation in Kleistian armies: as a front-line formation, operating in tandem with Kleistian infantry companies, or as a Valkyrie-mounted strike force, typically deploying in missions requiring infiltration, espionage or rapid assault. Each trooper in the formation holds the rank of Gue'senshi'ui, with those earning the right to progress to Gue'senshi'vre offered the honour of leading entire armies of Kleistian Grenadiers.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	5+	4+
Weapon	Range	Firepower	Notes	
Hellguns	(15cm)	Small Arms	-	
Pulse Carbines	15cm	AP5+	Disrupt	
Modified Plasma Guns	15cm	AT5+	-	

Notes: Scouts

KLEISTIAN XV29 ZASHI BATTLESUIT TEAM

A key aspect of the Tau Empire's victory at Kleist was the involvement of Zashi commandos, elite special ops teams of humans from the Damocles Gulf colonies, who showed a human face of the Greater Good to the population of the system. In their honour, the experimental XV29, a modification of the XV15 Stealth suit, has been bestowed to the command company of each regiment, to accompany the Gue'senshi'o into combat. This new suit type foregoes much of its predecessor's disruption equipment to facilitate capacitors for power weapons, as unlike the Fire Caste, the Gue'senshi have no qualms regarding close quarters combat. While the suits hardly compare to the finest Crisis suits in a Hunter Cadre, they are the first step for the human armed forces on Kleist – and serve as a badge of honour which every carapace-armoured soldier in the regiment can aspire to.

Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
Silenced Burst Cannon	15cm	AP3+	Disrupt	
Power Weapons	(Base Contact)	Assault Weapon	Macro-weapon, Extra Attacks (+1)	

Notes: Reinforced Armour, Tau Jet Packs, Markerlights, Scouts

KLEISTIAN FIRE SUPPORT SQUAD

Supplying heavier fire support to Kleistian infantry companies, these units come equipped with lascannon to provide anti-armour support to Kleistian infantry companies.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	4+
Weapon	Range	Firepower	Notes	
2x Lascannon	45cm	AT5+	-	

Notes: None.

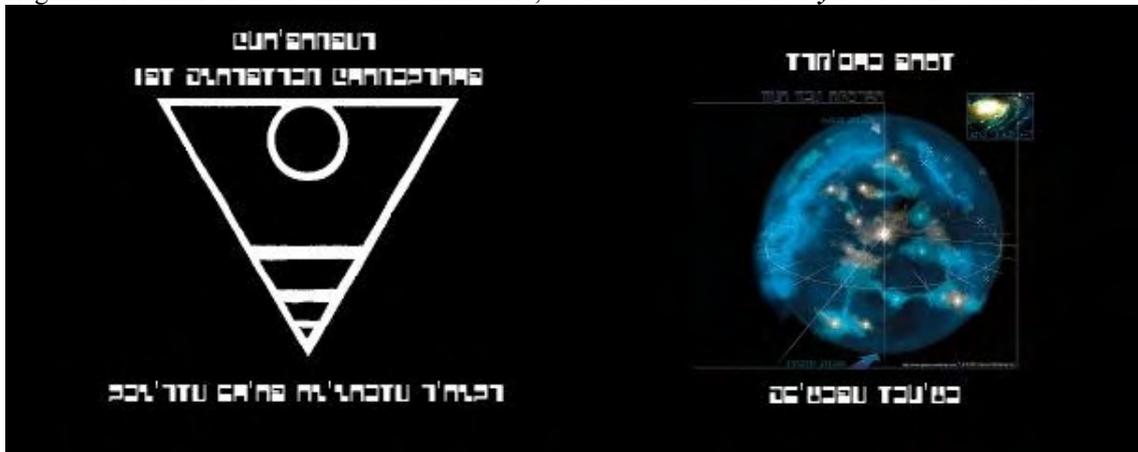
KLEISTIAN MARKERLIGHT SQUAD

Unlike the Snipers in an Imperial Guard army, Kleistian doctrine additionally uses the Markerlight platoon to target specific units for destruction, in a manner akin to Pathfinders in a Tau army. Given the relative time it takes to accustom human troops to Markerlights, the skill at targeting troops as yet lags behind those of Pathfinder units, but proves sufficient for the task at hand. It is possible that should their proficiency improve, the Gue'ar'tol may decide to deploy them in a similar manner to Pathfinder cadres, allowing Tau Pathfinder units to remain attached to Tau Hunter Cadres.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Sniper Rifles	30cm	AP5+	-	

Notes: Scouts, Snipers, Markerlights.

Regimental banner of the 1st Kleistian Grenadiers, stationed aboard the *Dal'yth Or'es El'leath Y'eldi*:



Kleistian Airborne Grenadier Company, with Valkyries and supporting Vultures:



Gue'senshi 3500pt Sample list

1 Mechanised Infantry Company	500pts
+ Fire Support Platoon	+100pts
+ transport	+50pts
=	650pts
1 Grenadier Company	200pts
+ Markerlight Platoon	+50pts
=	250pts
1 Tank Company	650pts
+ Hydra	+50pts
=	700pts
1 Airborne Grenadier Company	200pts
+ Valkyries	+150pts
=	350pts
1 Vulture Squadron	= 300pts
Stingray Contingent	= 250pts
2x Moray Assault Ship	= 600pts
Orca Dropship	= 100pts
Or'es El'leath Battleship	= 300pts
Total	= <u>3500pts</u>

Gue'senshi Designer's Notes

The nucleus of this idea emerged at the time Chris Reiter, aka JimmyGrill, was still Tau Army Champion. As part of the development of the Tau list for Epic, Chris set up an excellent campaign based around the Third Sphere Expansion. This was perhaps the first time that a substantial body of background material had been invested in this area, which had originated as a sideshow of the Eye of Terror campaign. The English translation of parts 1-10 is available at <http://www.savefile.com/files/111544> if you want to learn more.

Chris' story started with the Tau's expansion into the Timbra sub-sector, home of the Kleistians (and Garrusites and Phaebeans) – and with the victory at Kleist, the Tau had their first significant Imperial star system, with a far higher population and industrial base than all of the Damocles colonies combined. Once I picked up a copy of the Imperial Guard codex to read up on the grenadier doctrines (a case where my reasoning on what kind of troops would most benefit a Tau planetary operation matched with what kind of Imperial Guard force I would like to field!) I had already set out to chart the course of the fledgling Kleist Protectorate – and of the Gue'senshi.

I made the decisions early on to cut out the artillery options from the list (such as Basilisks and Bombards) and to have the Grenadiers rely on the aid provided by Tau heavy support – since the Tau had a virtually clean slate from which to raise a new armed force, it stood to reason for them to be as easily integrated into Tau strategic doctrine as possible. As grenadier-doctrine armies in 40k are loaded out with carapace armour, I raised the armour values of the regular human troops, along with the cost of each affected unit.

The place of Valkyrie-borne Storm Trooper analogues – the actual Grenadiers themselves – was vital to the operation of this list, allowing the elite infantry to strike at the most opportune targets, plug gaps in an advancing line, or claim valuable objectives on the tabletop. Also, I wanted to give the less common Tau units a chance to shine, such as Tetras and Piranhas, as well as disallow any of the more celebrated units of the regular Tau list – so no Tau battlesuits or Hammerhead squadrons.

As the list developed, I gradually phased out any troops which had no armour (I still have the stats for these, which could be used as mechanised Gue'vesa companies in a Dal'yth themed list) and refined the options for taking Tau allies – thinning out the range of allowed units became a better alternative than dealing with a slew of 0-1 unit restrictions.

In addition, I had wanted to give the list a unique unit type, which would match the background for the force and be reasonable in terms of unit allowances. After a few less compatible ideas came and went, I set upon the XV29 Zashi suit – a suitable gift for the Regimental HQ of the 1st and other regiments, but modest in terms of what the Fire caste had at their disposal. (In modelling terms, picture an XV15 model in 40k-scale, with its boots and free hand replaced with those from a Kasrkin sergeant, as well as having a power sword attached.)

As the Tau list itself has evolved, I have kept the Gue'senshi list compatible with each official release – so at the time of reading, the v4.4 vaulted list for the Tau will complement the current (v7.3) edition of this force.

This list, as well as the (finally!) painted up force to match, wouldn't have happened without the help of the staff in GW Dublin, the gang at the Specialist Games boards and EpiComms (now Tactical Command), Neil Blanchflower and Mal Cooney in helping with the background, list composition and playtesting, Alex Chavanne with generously providing a bunch of spare Imperial Guard vehicles to use, Mal and Neil again for painting much of the army, and Jervis Johnson and Andy Hall for their advice and support.