

TAU ARMY LIST - **WIP v4.2.1** (Last Rev: Nov, 1, 2005)

T'au Third Phase Expansion Force

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TAU BACKGROUND

THE TAU

The alien race known as the Tau inhabit an area of space near the eastern fringe of the galaxy and are a young, dynamic race, with highly advanced weaponry and technology. Though less than two thousand years old, their fledgling empire is rapidly expanding into space and encountering all the elder races of the galaxy. In galactic terms their empire is small, based around a densely packed globular cluster of stars, which enables the Tau to travel between them without many of the dangers normally associated with warp travel. The Tau empire also encompasses several alien races who have been subsumed into the empire voluntarily or whose services are bought through trade agreements.

Tau civilisation is based around a rigid system of castes, each relating to the four elements of nature - fire, water, air and earth - which dictate a Tau's particular role within their society, be it warrior, bureaucrat, pilot or worker. Their rulers form a mysterious fifth caste, translated as the Ethereals, who bind the other castes together. The Tau empire is underpinned by the concept that it is only right and noble for the individual to set their own desires aside to work together for the greater good of the empire. Overall, they're good at it too.

Unlike most alien races which Humanity has encountered, the Tau are not overtly hostile, though they will fight fiercely to protect those territories they have claimed as their own. The sheer dynamism of the Tau is pushing them further into occupied areas of the galaxy and this has inevitably brought them into conflict with both Humans and other alien races. Tau space borders on many Ork-held systems and several Imperial sectors. Craftworlds have passed through their space and the first tendrils of the Tyranid Hive Fleets are approaching. The ongoing expansion of the Tau empire ensures that they are frequently encroaching into other races' territories and border disputes are quick to flare up on the frontiers.

The Tau way of war is efficient and deadly, combining the hitech wargear and weapons of the Tau with the aggression and close combat prowess of their mercenary allies, the Kroot. The Tau dislike close combat, preferring to destroy their enemies at long range with hi-tech weaponry as they are neither particularly strong or tough. When the fighting is likely to get close and bloody, the tau can call upon allies in the shape of Kroot. the Kroot are ferocious carnivores employed as mercenaries and are capable of holding their own against most opponents. A Tau commander recognises the skills and abilities of all those under his command and uses them to fearsome effect.

THE TAU EMPIRE

"We are not here to bring death and destruction to you, Gue'la. Even though your armed forces have laid waste to our systems, bombarded our cities and slaughtered my fellow Tau, we are not here for revenge. We are here to offer you to share our culture and profit from our technology and protection.

We are not here to take your homes, your families and your beliefs away from you. You can even continue to worship your Emperor-god if you want, you must only swear fealty to the advancement of the Greater Good, which will benefit all members of the empire alike.

We are not here to turn you all into soldiers and demand of you to fight against your former kin. Some of you will be asked to join our armed forces, in return for the protection that we grant to your planet. But if you are unwilling to fight against humans from the Imperium, you will not be deployed against them.

We are not here to enslave you, but to welcome you into our empire, the empire of the Tau"

**Por'vre Dal'yth Jishu'iro,
addressing the human population of Goron Minor**

The Tau are a relatively young, aspiring race, whose homeworld is situated deep in the galactic eastern rim of Ultima Segmentum. The ancestors of the Tau had been discovered by an Imperial exploratory mission several thousand years ago. At that time, they had been a primitive society which was confined to its homeworld of T'au and had achieved a developmental level similar to the Stone Age on Terra. They were earmarked for routine extermination by the Imperial Navy, but before this could happen, the entire region became isolated by unusually strong warp storms - thus the Tau could escape their premature doom.

It was only thousands of years later that the situation began to calm down and soon after, another 'first contact' with the Tau was made - but now they had progressed to a technological level that was comparable, in some instances even superior, to Imperial standards. There are currently many different theories about how the Tau could develop and expand in so little time, but ultimately this question remains a mystery.

The Tau had already established a considerable empire in their sphere of influence as well as diplomatic and economic relations with various alien races, including human dissidents who had separated themselves from the Imperium in the time of turmoil before. All things considered, they are a peaceful and altruistic race and try to avoid bloodshed if at all possible. However, they do have armed forces and are willing to employ military means for their ends. They are rapidly expanding and colonising race, and wage wars to get their own way if they deem it necessary. They are reasonable, open to new concepts and have a pronouncedly optimistic outlook on the future and the universe. Still, the universe is a big and violent place and there are many factions far more powerful than the Tau, so not even their survival as a race can be considered certain, even if their immediate future looks promising.

It is not the Tau's way to follow a xenophobic policy of conquest and genocide of aliens as the human Imperium does, instead they are willing to integrate alien races into their empire. This was the case with the warrior race of the Kroot who also hail from this region of space. Following a common battle against Orks, the two races forged an alliance which has seen both parties benefiting until today. The Kroot are fierce and relatively primitive but provide excellent close assault troops for the armies of the Tau, who are themselves not really suited for this kind of warfare. In return, the Tau supply the Kroot with weapons and technology which they are unable to produce themselves. Despite the good relations between both races, their differences are a point that has repeatedly caused friction.

"These intolerable savages have jeopardised our entire flank and thus the linchpin of our attack with their uncontrolled bestiality. They fell upon the enemy in an animal rage, even though some of them had already discarded their weapons in surrender. It makes me sick to recall what happened next, the Kroot hacking apart the entire company and feasting on their entrails... with all due humility I therefore beg the Ethereal Council to reconsider their decision to include the Kroot into the armies of our glorious empire. I could never trust them in the midst of battle and was nearly tempted to open fire on them as I witnessed their despicable ways."

**Shas'el Bork'an Kin'aga Ta,
after the battle of Sheya Fields**

As the Tau influence and encroachment in the Imperial sectors surrounding their empire grew too strong, the Imperium assembled an enormous warhost which became known as the Damocles crusade. Initially, the Imperial Navy was able to remain victorious against several minor Tau colonies, but as the crusade hit the major sept world of Dal'yth, they ran into fierce resistance. After horrendous losses for both sides and reports coming in about the assault from Tyranid Hive Fleet Behemoth, the Imperials were forced to withdraw.

"It grieves me that we have to withdraw here and leave this xenos filth victorious, trampling on the Emperor's will in their foul and ignorant ways. However, the orders from Inquisitor Kryptman and Lord Calgar are clear: a new threat has surfaced from the void and is seemingly rampaging its way towards our very homeworld, so this must be countered first. I took a long last look on Dal'yth on the command bridge and swore under the Emperor's eyes that one day we shall return and cleanse these abominations with fire and bolter, as it is His demand and our sacred duty."

**Personal Log of Captain Lucius Idaeus,
4th Company Ultramarines Chapter**

THE TAU MILITARY

Tau society is separated into five castes: fire, earth, air, water and the mysterious ethereal caste. The fire caste (Shas) are the fighting arm of the empire, providing soldiers and vehicle crews for the military. The earth caste (Fio) are workers and engineers, the air caste (Kor) are responsible for crewing and operating all aircraft and flyers and the water caste (Por) is the caste of the diplomats, judges and politicians. The Ethereal caste, or Aun, hold the position of ruling caste in Tau society, though what causes the other castes' unquestioning loyalty to them remains unknown.

All Tau are closely linked to each other and have a strong racial conscience. Everyone has his place in society and all work to achieve the same goal, the Tau'va, the Greater Good, which avails all members of the Tau empire. This is also noticeable in their battle tactics, where mutual support and combined arms are prominent issues. The Tau have a more flexible and mobile approach to battle than the Imperium, as they lack the almost limitless personnel resources of the human race. Thus they use mobility to get into position and then employ hi-tech weaponry to eliminate the enemy from afar or in deadly short-range shooting. While Tau do fight close up (a necessity often dictated by terrain, visibility and weapon ranges), they still employ the same doctrine of cautiously moving forward and obliterating the enemy with sustained bursts of suppressive fire instead of storming forwards guns blazing like other, more aggressive races like Humans or Orks. Close combat is generally scorned and left for those with a natural inclination for it, like their Kroot auxiliaries. They also don't employ attrition as the Tau do not recognise the concept of expendable troops. The Tau way of war revolves around relatively small, dedicated specialist teams to hit

Vre'dai'katana completed the final pre-battle check-up of his huge XV8 Battlesuit. His twin-linked plasma rifles were in perfect working order, as was his target lock and his hard-wired drone controller. His two Gun Drones were already hovering close to him, twin-linked pulse carbines swivelling from left to right and up and down, while Vre'dai'katana commanded them around with simple orders articulated by thought impulses. He had learned to use them as if they were his own limbs.

Suddenly he heard a voice in his comm-sys:

"Ui'lyra'sa, all systems go"

Dai'katana turned his head to his Ta'ro'cha member and nodded in acknowledgement.

"Ui'nashido, all systems go"

Dai'katana turned to the other side and repeated his silent gesture. His Ta'ro'cha was ready for battle. More than ready; Shas'vre Vior'la Dai'katana could hear the eagerness for battle in his brothers' voices. He silently smiled to himself. Ta'lissera bonded for five Tau'cys now, he has come to understand them and know them.

The huge rear hatches began to open smoothly as they were nearing their drop site. Vre'dai'katana moved to the very brink of the hatch and gazed down at the arid ground racing by below the Manta Missile Destroyer. He could feel his pulse quicken and his temperature rise in glee. Without any further thought, he made the final step and felt gravity pull him down mercilessly, his descent followed by his drones and team members.

To accomplish this, the basis for all Tau strategies and tactics are the two concepts of Kauyon (silent hunter) and Mont'ka (killing blow). Kayoun means getting the enemy to move into a compromising position where he can be picked on and eliminated by the Tau. This is almost invariably achieved by a lure - this might be a Tau formation feigning weakness and retreating to draw the attackers into a well-prepared ambush, an important objective like a city or bridge, or even the demonstrative absence of troops. Mont'ka on the other hand means relocating and deploying the Tau firepower in such a way that the enemy can be destroyed quickly and decisively.

THE THIRD PHASE COLONISATIONS

"Expansion is not a linear process; once started, it advances itself by its own needs: expansion leads to ever more planets and regions being colonised which raises the demand for ever more resources which in turn makes ever further colonisation necessary; once the pendulum is set in motion, it will not stop out of its own accord. This is the equilibrium we out to strive for: continuous, instantaneous change as the stationary state, yet the entirety remains true to how it has always been.

Right now, our Empire is ascendant. Expansion is the only way forward, expansion is inevitable."

Aun'o Tau'n Min'daka, argument in council

Over the recent centuries, the Tau empire has been continually forcing its expansion, colonising and annexing neighboring systems. The Imperial response in the form of the Damocles crusade has been the only major throwback, and even this failure was quickly amended as the Tau forces reconquered lost systems practically in the wake of the retiring Imperials. Ever since this clash with the human Imperium, the Tau have been preparing another phase of concentrated expansion.

Then the Despoiler struck at the Cadian Gate, and the ripples of this conflict could even be felt on the eastern fringe. This campaign, the 13th Balck Crusade, has seen an unprecedented relocation of troops in the entire Imperium, and the Tau saw their opportunity. The Imperium was weakened and wavering as the Tau Third Phase Expansion hit it full force. The first and strongest attack saw the Tau fleets striking systems in the Damocles Gulf and the Perdus Rift and it was there that the greatest number of planets was conquered. Many human populations chose to pledge allegiance to the Tau'va rather than the distant and abstract Imperium. All in all, the Tau have managed to establish five Third Phase (also referred to as Third Sphere) colonies clustered around their existing sept worlds during this period. After this surge of conquest, the Tau empire is currently consolidating its hold on the newly won sectors, preparing for any counter-strikes the Imperium might muster.

"Your claim, Gue'la, is as pointless as your situation here is forlorn. We offer you four further Ro'taa to lay down your weapons and surrender before our armed forces.

Nimbosa is, by right of settlement, a planet of the Tau empire. The Imperial attack was unprovoked and unjust, and has cost the life of many of our and your warriors. Any single one of you is welcome in our Empire if he is willing to submit to the Tau'va, but anyone We wish you no ill, but do not attempt to hinder our cause. It will not be tolerated."

**Shas'o Vior'la J'kaara Aku'nasha,
final transmission to Imperial forces
before the 2nd Nimbosa offensive**

DESIGN NOTES

Tau Drones: The effect of Drones is built into the shooting values and armour values of Tau units, rather than being listed separately. For example, the effect of Gun Drones is built into the firepower for the pulseweapons used by Tau infantry, and the presence of Shield Drones accounts for the higher than average armour values of Tau infantry and Tau battlesuits.

Tau Miniatures: The Epic Tau miniature range will not be available until the Tau rules are published. Until then, playtesters will need to either use stand-in scratch-built models, or use the excellent Epic scale Tau models produced by Forge World. You can find out more about the Forge World range at their website at www.forgeworld.com

Basing Tau Units: Crisis and Broadside Battlesuits, Heavy Drones and Krootox should be mounted 2-4 to a base. Firewarriors, Pathfinders, Stealth, Gun Drones, Kroot, Kroot Hounds, Kroot Master Shapers, Gue'vesa and Gue'vesa'ui Commanders are based like regular infantry. All other units are based individually. Feel free to add a Drone to infantry **stands, light vehicle bases and armoured vehicle bases**, as I have incorporated the deensive benefits of drones into Tau unit's saving throws.

TAU SPECIAL RULES

COORDINATED FIRE

The Tau are masters of ranged warfare and have several very experienced fighters and specially equipped troops that are able to lead other Tau on an attack, expertly directing their fire against the foe; thus Tau are especially adept at outflanking enemy formations and attacking them from several sides with their deadly coordinated fire.

Some units are noted as **having the coordinated fire ability**. Those units can order up to two other **nearby** formations (that **are not broken and have not taken an action this turn**) to **assist them** when they take an advance, double or sustained fire action as long as all of the formations have at least one unit within 15cm of the formation **containing** the unit with the coordinated fire ability. This order for assistance is also known as calling for coordinated fire.

Make a single initiative roll for all formations, counting a **single -1** modifier if any have Blast markers. If the test is failed then the **formation fails to call for coordinated fire**, receives a Blast marker and must take a hold action, but the other formations are unaffected (and may take an action later in the turn).

If the test is passed, then all formations concerned must take either an advance, double or sustained fire action. There is no obligation for all formations to take the same action **or the order of which formations are resolved first**. Each formation must fire at the same target formation this turn if possible. The formations don't have to stay within a given distance of each other and will complete their actions one after the other. **Each formation's individual action must be declared prior to its action commencing. Each formation's action is completely resolved prior to the next formation's action commencing. Each formation follows all the normal shooting rules. (It's possible for the target formation to come under fire and become cross fired 3 separate times as a result of coordinated fire.)**

MARKER LIGHTS AND GUIDED MISSILES

Markerlights are devices carried by many types of Tau infantry and vehicles. They allow their user to mark out enemy targets electronically, so that they can easily be targeted and engaged by other friendly units. Seeker, Hunter, and the larger Tracer Missiles are self-guided projectiles that can be fired on targets marked by a markerlight. Their robotic brains allow them to independently find their way to their designated target, avoiding any obstacles in the way. Seeker Missiles are readily available in any Tau army, being mounted on tanks, aircraft and support craft. they have a long range so can be fired over considerable distances once a target is marked. The Tracer Missile is similar, but far larger, and carries much more potent warhead enabling it to inflict crippling damage to even war engines and titans.

All enemy units within 30cm range and LOF of at least one unit with markerlights are considered to be *marked*. However, Tau units that are broken or have marched that turn cannot use their markerlights. The action the markerlight unit is carrying out does not have any impact on guided missiles (except 'March', as noted above).

Guided missiles must either be *guided* by a markerlight or be fired *unguided*. If they are fired unguided, they follow all the normal shooting rules. If a missile is guided by a markerlight, the firing unit does not need a LOF to the target unit and receives a 1 to hit modifier. However, hits may only be allocated to units from the target formation that are marked by a markerlight. Apart from that, all the normal shooting rules apply.

FIELD CRAFT

Kroot are naturally adept in arboreal environments. Their self-sufficiency and unparalleled fieldcraft are a major asset to the Tau and a useful contrast to their more technologically dependent masters.

Field Craft will always improve any cover save by +1 but does not confer any bonus if the unit does not receive a cover save.

TAU TECHNOLOGY

TAU JET PACKS

Tau Battlesuits and Drones make use of powerful and sophisticated jump packs. These allow them to pounce on the enemy and strafe them before retreating again out of range of the survivors' retribution. This makes Jet Pack-equipped troops hard to counter and very difficult to engage.

Tau Jet Packs follow all the rules for Jump Packs. Additionally, units with Tau Jet Packs are allowed to fall back from a charging enemy instead of making a counter-charge move. The units may move 10cm in any direction immediately after the enemy formation has declared an engage **or air assault** action against their formation (note that falling back happens before a charge or air assault move is made, not after charge **or air assault** moves as with counter-charges).

TAU DRONES

Tau make extensive use of floating disc-shaped robots called Drones. In battle, Drones are programmed to shield their controllers by getting in the way of incoming fire or close combat opponents.

Formations containing Drones plus at least one non-Drone unit halve the number of additional Blast markers they receive because of the destroyed Drone units (rounding fractions down). Additionally, Drones in such formations may be allocated any type of hit (AP and AT). Formations consisting entirely of Drones follow the normal rules.

TAU DEFLECTOR SHIELDS

Tau Deflector Shields **do not work like** Imperial or Ork shields in that they do not absorb the incoming energy. Instead, they are shaped and positioned in such a way as to deflect the incoming fire. In addition, the shield's intensity will be proportionally more powerful as the energy an attack increases.

The Tau Deflector Shield is an invulnerable save that has no effect against base-to-base combat attacks, but against other attacks the invulnerable save roll will be 4+, 5+ or 6+ instead of only 6+. It's a 6+ vs. weapons that allow both Armor Saves and Reinforced Armor Saves to work normally (e.g. AT shots). It's a 5+ vs. any shots that don't allow both Armour Saves and Reinforced Armour saves but does allow one of them (like Macro-weapon and Lance). Finally, it's 4+ against anything that doesn't allow any armor saves (like Titan Killer).

SUPPORT CRAFT

Lacking large ground-based war engines like titans, the Tau make use of smaller spacecraft for ground support. Unlike the much faster aircraft, they hover menacingly over the battlefield and act as a high-flying weapons platform.

Support craft remain high up in the air. This means they can always draw a LOF to any target and vice versa, just like aircraft. They also never block LOF to other units, including other support craft. They ignore terrain when moving and never count as being in cover, nor can they provide cover for friendly troops, as they are too far away from the ground. They can only deploy troops immediately after they have performed a plummet. In an assault, they work exactly like skimmers.

T'AU THIRD PHASE EXPANSION ARMY LIST - WIP v4.2.1

Tau armies have a strategy rating of 3. All Tau formations have an initiative value of 2+.

TAU CADRES - Any amount of points may be spent on Tau Cadres. They are independent formations.

Formation Type	Units	Cost
Fire Warrior Cadre	8 Fire Warrior Teams. May additionally have 4 Devilfish Troop Carriers for +100 points. Upgrades: any	200 points
Battlesuit Cadre	4 XV8 Crisis Battlesuit Ta'ro'cha. Upgrades: any	250 points
Armored Mobile Hunter Cadre	6 Hammerhead Gunships. May exchange 1 Hammerhead Gunship for 1 Swordfish or 1 Stingray for free. Upgrades: Hammerheads, Skyray, Swordfish	375 points

TAU CONTINGENTS - Up to 2 Contingents may be taken per Cadre in the army. They are independent formations.

Formation Type	Units	Cost
Pathfinder Contingent	4 Pathfinder Teams. May have 2 Devilfish Troop Carriers for free. Upgrades: Pathfinders, Stealth, Drones, Tetras, Piranhas	175 points
Stealth Battlesuit Contingent	6 XV15 Stealth Battlesuit Teams. Upgrades: Stealth, Pathfinders, Drones	250 points
Broadside Battlesuit Contingent	4 XV88 Broadside Battlesuit Ta'ro'cha. Upgrades: Broadside, Drones	300 points
Hammerhead Contingent	4 Hammerhead Gunships. Upgrades: Hammerheads, Skyray, Swordfish, Piranhas	250 points
Narwhal Contingent	1 or 2 Narwhal Super-heavy Missile Gunships. Upgrades: Dragonfish	200 points each
Stingray Contingent	4 Stingray Missile Gunships. Upgrades: Stingray, Skyray, Piranhas	250 points
Gun Drone Squadron	4 Gun Drone Squadrons. Upgrades: Gun Drones, Heavy Drones	75 points
Tetra Contingent	6 Tetra Light Skimmers. Upgrades: Tetras, Piranhas, Pathfinders	175 points
Piranha Contingent	6 Piranha Light Skimmers. Upgrades: Piranhas, Tetras, Pathfinders	150 points

TAU UPGRADES - Up to 3 upgrades can be taken per Cadre or Contingent, note that Contingents have a limited choice of possible upgrades. 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. Note that a Tau army may have up to 1 Dragonfish or 1 Shas'o, not both.

Upgrade Type	Units	Cost
Commander	A formation may have one of the following Commanders: - add a Tau Ethereal caste Member to Fire Warrior Team unit (0-1 per army) - add a Shas'o Commander to Crisis Ta'ro'cha unit (0-1 per army) - add a Tau Shas'el Commander to Crisis Ta'ro'cha unit	+75 points + 100 points +50 points
Dragonfish	Replace 1 Narwhal Missile Gunship with 1 Dragonfish Command Vehicle (0-1 per army)	free
Firewarriors	+4 Fire Warrior Teams. May have 2 Devilfish Troop Transports for additional +50 points	+100 points
Pathfinders	+2 Pathfinder Teams. May have a Devilfish for free	+100 points
Gun Drones	+4 Tau Gun Drone Squadrons	+75 points
Broadside	+2 XV88 Broadside Battlesuit Ta'ro'cha	+150 points
Crisis	+2 XV8 Crisis Battlesuit Ta'ro'cha	+125 points
Stealth	+3 XV15 Stealth Battlesuit Teams	+125 points
Hammerheads	+2 Hammerhead Gunships	+125 points
Skyray	+1 Skyray Air Defence Gunship	+75 points
Piranhas	+4 Piranha Light Skimmers	+100 points
Tetras	+3 Tetra Light Skimmers	+100 points
Heavy Drones	Replace 4 units of Gun Drones with 4 units of Heavy Drones	+50 points
Swordfish	Replace 1-2 Hammerhead Gunships with 1-2 Swordfish	+25 points each
Stingray	+2 Stingray Missile Gunships	+125 points

ALIEN AUXILIARY - Up to 1 Alien Auxiliary formation may be taken per Cadre in the army. They are independent formations. **You may take 1 additional Contingent formation in the army at the normal points cost if you take no Alien Auxiliary formations.**

Formation Type	Units	Cost
Kroot Kindred	1 Kroot Master Shaper plus 9 Kroot Carnivore Squads. May additionally have up to 1 of each of the following: - +5 further Kroot Carnivore Squads - +3 Kroot Hound Packs - +3 Krootox Herds - +3 Great Knarlocs	175 points +75 points +50 points +75 points +50 points
Gue'vesa Auxiliary Company	1 Gue'vesa'ui Command plus 12 Gue'vesa Human Auxiliaries Teams. - May have 6 further Gue'vesa teams	175 points +75 points

TAU AIR CASTE - Up to one third of the points available to a Tau army may be spent on Tau Air Caste Formations. They are independent formations.

Formation Type	Units	Cost
Barracudas	3 Barracuda Superiority Fighters	250 points
Tigershark Bomber Squadron	1 or 2 Tigershark Bomber - Shark Railcannon main weapon variant - Twin-linked Ion Cannon main weapon variant	175 points each 150 points each
Moray Squadron	1 or 2 Moray Assault Ships	300 points each
Manta Missile Destroyer	1 Manta Missile Destroyer	850 points
Hero Orbital Support	1 Vash'ya (Hero) Class Cruiser - May additionally add a Hero Gravitic Tracer Salvo	150 points +50 points
Custodian Orbital Support	1 Or'es El'leath (Custodian) Class Carrier	300 points
Orca Dropship	1 Orca Dropship	100 points

TAU UNITS

TAU FIRE CASTE GROUND FORCES

ETHEREAL CASTE MEMBER

fluff

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Honor Blade	(base contact)	Assault Weapon	Extra Attacks (+1)	

Notes: Character, Invulnerable Save, Leader, a formation joined by an ethereal becomes Fearless. If the Ethereal is killed, his formation break automatically.

SHAS'O COMMANDER

fluff

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Commander Plasma Rifle	30cm	AP4+	-	

Notes: Character, Invulnerable Save, Tau Supreme Commander (same as normal Supreme Commander, but with 'Coordinated Fire' instead of 'Commander')

SHAS'EL COMMANDER

fluff

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Commander Plasma Rifle	30cm	AP4+	-	

Notes: Character, Invulnerable Save, Coordinated Fire, Leader

FIRE WARRIOR TEAM

fluff

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

*Notes: Markerlights***PATHFINDER TEAM**

fluff

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

*Notes: Scouts, Coordinated Fire, Markerlights, Snipers***XV8 CRISIS BATTLESUIT**

fluff

Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	3+	6+	5+
Weapon	Range	Firepower	Notes	
Twin-linked Missile Pods	45cm	AP4+/AT4+	-	
Twin-linked Plasma Rifles	30cm	AP4+	-	
Twin-linked Fusion Blasters	15cm (15cm)	MW4+ and Small Arms	- Macro-weapon	

*Notes: Tau Jet Packs***XV15 STEALTH BATTLE SUITS**

fluff

Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multiple Silenced Burst Cannons	15cm (15cm)	AP3+ and Small Arms	Disrupt First Strike	
Markerlights	30cm	-	-	

*Notes: Tau Jet Packs, Scouts, Reinforced Armour, Markerlights***XV88 BROADSIDE BATTLESUIT TA'RO'CHA**

fluff

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
2 x Twin-linked Railguns	75cm	AT2+	-	
Twin-linked Plasma Rifles	30cm	AP4+	-	

Notes: Reinforced Armour, Walker

GUN DRONES

fluff

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

*Notes: Tau Jet Packs, Drones***HEAVY GUN DRONES**

fluff

Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Multiple Burst Cannons	15cm	AP3+	Disrupt	
Markerlights	30cm	-	-	

*Notes: Tau Jet Packs, Drones, Markerlights***DEVILFISH TROOP CARRIER**

fluff

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Burst Cannon & Gun Drones	15cm	AP4+	-	
Seeker Missiles	75cm	AT6+	Guided Missiles	

*Notes: Skimmer, transport (may carry two of the following units: Fire Warriors, Pathfinders)***HAMMERHEAD GUNSHIP**

fluff

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Railgun	75cm	AP4+/AT3+	-	
OR Ion Cannon	60cm	AP4+/AT4+/AA6+	-	
Smart Missile System	30cm	AP4+	Ignore Cover	
Seeker Missiles	75cm	AT6+	Guided Missiles	

*Notes: Skimmer, may have either Railgun OR Ion Cannon as main weapon, not both.***SWORDFISH GUNSHIP**

fluff

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin-linked Railgun	75cm	AP3+/AT2+	-	
Twin-linked Missile Pods	45cm	AP4+/AT4+	-	
Burst Cannon	15cm	AP5+	-	
Seeker Missiles	75cm	AT6+	Guided Missiles	

Notes: Skimmer

SKYRAY AIR DEFENSE SHIP

fluff

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	6+

Weapon	Range	Firepower	Notes
Smart Missile System	30cm	AP4+	Ignore Cover
Hunter Missiles	75cm	AT6+/AA6+	Guided Missiles
Seeker Missiles	75cm	AT6+	Guided Missiles
Markerlights	30cm	-	-

*Notes: Skimmer, Markerlights***STINGRAY MISSILE GUNSHIP**

fluff

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+

Weapon	Range	Firepower	Notes
Submunitions Missiles	75cm	2x AP5+	Guided Missiles, Ignore Cover
Seeker Missiles	75cm	AT6+	Guided Missiles
Smart Missile System	30cm	AP4+	Ignore Cover
Markerlights	30cm	-	-

*Notes: Skimmer, Markerlights***TETRA LIGHT SKIMMER**

fluff

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	6+	6+

Weapon	Range	Firepower	Notes
Pulse Rifles	30cm	AP5+	-
Markerlights	30cm	-	-

*Notes: Skimmer, Scouts, Coordinated Fire, Markerlights***PIRAHNA LIGHT SKIMMER**

fluff

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	6+	6+

Weapon	Range	Firepower	Notes
Burst Cannon & Gun Drones	15cm	AP4+	-
Seeker Missiles	75cm	AT6+	Guided Missiles

Notes: Skimmer

NARWHAL MISSILE GUNSHIP (SCORPIONFISH)

fluff

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	6+	5+

Weapon	Range	Firepower	Notes
2 x Twin-linked Missile Pod	45cm	AP4+/AT4+	Fixed Forward Arc
2 x Smart Missile System	30cm	AP4+	Ignore Cover
Tracer Missiles	75cm	MW6+	Guided Missiles
Hunter Missiles	75cm	AT6+/AA6+	Guided Missiles
Seeker Missiles	75cm	AT6+	Guided Missiles
Markerlights	30cm	-	-

Damage Capacity 3. Critical Hit Effect: The Scorpionfish's Missile stockpile explodes. The Scorpionfish is destroyed and any units within 5cm of the model suffer one hit on a D6 roll of 6.

Notes: Skimmer, Reinforced Armour, Markerlights

DRAGONFISH COMMAND VEHICLE

fluff

Type	Speed	Armour	Close Combat	Firefight
War Engine	25cm	4+	6+	5+

Weapon	Range	Firepower	Notes
Ion Cannon	60cm	AP4+/AT4+/AA6+	-
2x Twin-linked Burst Cannons	15cm	AP4+	-
Tracer Missiles	75cm	MW6+	Guided Missiles

Damage Capacity 3, Tau Deflector Shield, Critical Hit Effect: The Communications Array is severed and the Dragonfish loses the Supreme Commander ability for the rest of the game. Further critical hits cause no further effect.

Notes: Skimmer, Reinforced Armour, Supreme Commander

ALIEN AUXILIARY FORCES**KROOT MASTER SHAPER**

fluff

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	5+

Weapon	Range	Firepower	Notes
Gifted Mercenary Weapons	(base contact)	Assault Weapons	Macro-weapon, Extra Attack (+1)
Kroot Rifles	(15cm and	Small Arms and	-
	(base contact)	Assault Weapons	-

Notes: Leader, Infiltrators, Field Craft

KROOT CARNIVORE SQUAD

fluff

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	4+	5+

Weapon	Range	Firepower	Notes
Kroot Rifles	(15cm and	Small Arms and	-
	(base contact)	Assault Weapons	-

Notes: Infiltrators, Field Craft

KROOT HOUND PACK

fluff

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	4+	-
Weapon	Range	Firepower	Notes	
Fangs	(base contact)	Assault Weapons	-	

Notes: *Infiltrators*, *Scout*, *Field Craft***KROOTOX HERD**

fluff

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Claws	(base contact)	Assault Weapons	Extra Attacks (+1)	
Kroot Guns	45cm	AP5+/AT6+	-	

Notes: *Infiltrators*, *Field Craft***KROOT GREAT KNARLOC**

fluff

Type	Speed	Armour	Close Combat	Firefight
<i>Infantry</i>	15cm	4+	4+	-
Weapon	Range	Firepower	Notes	
Massive Beak & Claws	(base contact)	Assault Weapons	Macro-weapon, Extra Attacks (+1)	

Notes: *Walker*, *Infiltrator***GUE'VESA'UI HUMAN AUXILIARIES COMMANDER**

fluff

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	6+	4+
Weapon	Range	Firepower	Notes	
Pulse Rifles	30cm	AP5+	-	

Notes: *Leader***GUE'VESA HUMAN AUXILIARIES TEAM**

fluff

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

TAU AIR CASTE NAVAL FORCES

BARRACUDA SUPERIORITY FIGHTER					
fluff					
Type	Speed	Armour	Close Combat	Firefight	
Aircraft	Fighter	6+	n/a	n/a	
Weapon	Range	Firepower	Notes		
Ion Cannon	30cm	AP4+/AT4+/AA6+	Fixed Forward Arc		
Twin-linked Burst Cannons	15cm	AP4+/AA6+	-		
Interceptor Missiles	30cm	AA5+	Fixed Forward Arc		
Aircraft Seeker Missiles	45cm	AT6+	Guided Missiles		

TIGERSHARK BOMBER					
fluff					
Type	Speed	Armour	Close Combat	Firefight	
Aircraft, WE	Bomber	4+	n/a	n/a	
Weapon	Range	Firepower	Notes		
2x Shark Cannon	45cm	MW3+	Titan Killer (1), Fixed Forward Arc		
OR Twin-linked Ion Cannon	45cm	AP3+/AT3+/AA5+	Fixed Forward Arc		
Twin-linked Burst Cannon	15cm	AP4+/AA6+	-		
Heavy Interceptor Missiles	30cm	AT5+/AA5+	Fixed Forward Arc		
Aircraft Tracer Missiles	45cm	MW6+	Guided Missiles		
<p>Damage Capacity 2. Critical Hit Effect: The pilot and all models on board, if any, are destroyed.</p> <p>Notes: Transport (may carry four of the following units: Gun Drones, Heavy Drones); the Tigershark Bomber cannot land (and hence cannot air assault or embark troops) but can disembark troops in the normal way after its approach move is completed. Tigershark loses Transport ability IF the Sharkcannon variant is taken. May have either 2x Sharkcannon OR Twin-linked Ion Cannon, not both. Note the higher price for Sharkcannon variant</p>					

ORCA DROPSHIP					
fluff					
Type	Speed	Armour	Close Combat	Firefight	
War Engine, Aircraft	Bomber	4+	6+	6+	
Weapon	Range	Firepower	Notes		
2x Twin-linked Burst Cannons	15cm	AP4+/AA6+	Forward Arc		
Twin-linked Missile Pods	45cm	AP4+/AT4+	Forward Arc		
Aircraft Seeker Missiles	45cm	AT6+	Guided Missiles		
<p>Damage Capacity 2, Critical Hit Effect: The Orca's control surfaces are damaged. The pilot loses control and the Orca crashes to the ground. The Orca and all models on board are destroyed.</p> <p>Notes: Planetfall, Transport (may carry 9 of the following units: Fire Warriors, Pathfinders, Stealth, Gun Drones, heavy drones, Crisis, BroadSides; Crisis and BroadSides take up two spaces each)</p>					

MORAY ASSAULT SHIP

fluff

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	5+	-	5+

Weapon	Range	Firepower	Notes
2x Railcannons	75cm	MW3+	Titan Killer (D3), Fixed Forward Arc
OR 2x Heavy Ion Phalanx	60cm	3x AP3+/AT3+	Fixed Forward Arc
Twin-linked Burst Cannons	15cm	AP4+/AA6+	Fixed Forward Arc
Interceptor Missiles	30cm	AA5+	Fixed Forward Arc
Tracer Missiles	75cm	MW6+	Guided Missiles

Damage Capacity 3. Tau Deflector Shield. Critical Hit Effect: The Moray's fire control systems are damaged. No weapons may be fired at ranges greater than 45cm, and the Moray suffers an additional blast marker. Further Critical hits will cause an additional point of damage

Notes: Support Craft, Planetfall, Reinforced Armour, Fearless, May have either 2x Railcannon OR 2x Heavy Ion Phalanx as main weapon, not both

MANTA MISSILE DESTROYER

fluff

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	-	5+

Weapon	Range	Firepower	Notes
2x Long Twin-Railcannons	90cm	MW2+	Titan Killer (D3), Fixed Forward Arc
2x Heavy Ion Phalanx	60cm	3x AP3+/AT3+	Fixed Forward Arc
4x Twin-linked Burst Cannons	15cm	AP4+/AA6+	Fixed Forward Arc
Interceptor Missiles	30cm	AA5+	Fixed Forward Arc
Tracer Missiles	75cm	MW6+	Guided Missiles

Damage Capacity 8. Tau Deflector Shield. Critical Hit Effect: The Manta's fire control systems are damaged. No weapons may be fired at ranges greater than 45cm, and the Manta suffers an additional blast marker. Further Critical hits will cause an additional point of damage.

Notes: Support Craft, Planetfall, Reinforced Armour, Fearless, Transport (may carry 16 of the following units: Fire Warriors, Pathfinders, Stealth, Gun Drones, heavy Drones, Crisis, Broadsides; Crisis and Broadsides take up two spaces each; additionally, up to four of the following vehicles may be carried as well: devilfish, Hammerhead, Swordfish, Skyray, Stingray, Piranha, Tetra)

VASH'YA (HERO) CLASS CRUISER

fluff

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a

Weapon	Range	Firepower	Notes
2x Pin-point attack	n/a	MW 2+	Titan Killer (D3)

Optional:

Hero Gravitic Tracer Salvo n/a 6x MW6+ Guided Missiles

Notes: Transport (may carry up to 6 morays and/or Orcas plus any troops carried in them; Mantas (plus any trooper in them) can also be carried by count as three craft for transport capacity purposes). *Hero Gravitic Tracer Salvo must be purchased to use.*

OR'ES EL'LEATH (CUSTODIAN) CLASS CARRIER

fluff

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
1x Pin-point attack	n/a	MW 2+	Titan Killer (D3)	
Custodian Gravitic Tracer Salvo	n/a	8x MW6+	Guided Missiles	

Notes: Transport (may carry up to 18 morays and/or Orcas plus any troops carried in them; Mantas (plus any trooper in them) can also be carried by count as three craft for transport capacity purposes).

TAU COLLECTOR'S MODELS