

# THE TAU EMPIRE

004

Moved the multi-tracker rules into the battlesuit description, and made the multi-tracker a new(old) piece of wargear allowing a suit to splitfire its weapons at multiple targets like a multi-gunner vehicle. Changed the make melee ranged attack to be a bonus, but snap fire (solves flamers).

Twin-linked the phased ion guns. Man the actual rules for xv9s were fucking garbage. They sucked ever since their inception.

Restored broadside and crisis suits to their 6th ed points.

Returned smart missile to ignore LOS, removed ignore all cover save, added ignores jink and stealth and hard to hit mods.

Made the railrifle rapid fire 30" just like 6th.

Dropped remora from 70 to 55 points since its not a full flyer at the moment. Its kinda on par for a xv9. Made it so you cannot upgrade the remora.

Updated the vectored retro thrusters to use the new hit and run rules, with an exception for use when not winning combat.

003

bonding knife should not be ap 3. made them ap5

twinlink the remora markerlight, inserted targeting array to prevent further upgrade

made stealth field 2d6x2, and made it have no penalty and global

change tau vehicle drones disembark to 3" to match other transports

updated last sentence about onager gauntlet fluff, made it ap 2

Took another stab at smart missiles. I am afraid I nerfed them too much initially all those years ago(I wrote this codex in 2016). Smart missile systems won games in 6th ed tau, I think balance out a lot of their weaknesses. But at the same time I think tau were not OP, except agaisnt orks. But smart missiles could feel very oppressive. In a single edition, smart missiles all gained twin-linked, ignores cover, and +6" range. They were just so much better than burst cannons. I think the first nob I should dial back is their range, to 24. But I have also made them only ignore LoS if the target was markerlighted.

fixed the devilfish, skyray, and hammerhead drone upgrades

fixed the vehicle upgrades section, many are redundant / NA to new rules

fixed the battlesuit upgrades, many are redundant / NA to new rules

added back in the rest of the markerlight stuff (still left out the target priority stuff)

nerfed zepheers grace with -1 penalty to hit.

Dropped tetra by 5 points to match the last official profile. (doesnt start with disruption pod)

002

Reduced price of remora cause flyer rules dont exist yet. Making it a skimmer with -1 to hit.

# A NEW LIGHT IN SHADOWS

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Like a newborn sun spreading its light into the darkness, the Tau Empire radiates outwards, its power ever growing. The Tau are a dynamic race, whose unity of purpose and superb grasp of technology have enabled them to make rapid advances. Where once the Tau looked up to see the distant pinpricks of unexplored stars, now they see the shimmering lights of their own interstellar empire.

In their expansions, the Tau have planted thriving colonies where before there was only desolation. In their wisdom, they have transformed lifeless and poisonous orbs into fecund worlds capable of supporting burgeoning populations. Artificial planets, orbital docks and strings of relay stations now light interstellar pathways all across what was once the empty blackness of space. Although considered upstarts and fledglings by the elder powers of the galaxy, the Tau have supreme confidence in themselves and see only the unfolding of the natural order of things. New stars are born out of swirling nebula, replacing those suns that collapse or blaze out in supernovas. So too do empires rise and fall.

## Manifest Destiny

The Tau believe that their destiny is to rule and that the time to do so is now. They fully accept the superiority of their culture and technology, and have recognized that they are the only hope of bringing an enlightened philosophy to a bleak, barren and backwards galaxy. There is no feat beyond the range of their engineering, no quandary that their scientists cannot solve and no foe that their warriors cannot overcome. In time, all other races will come to accept these truths, and the very tars will be reshaped and realigned in the name of the only cause that ever mattered.

A strong ideological concept drive the Tau- *Tau'va*- which translates as 'the Greater Good' a phrase that means the good of the many (society) is greater than the good of the few (the individual). That one must set aside personal desires to work for the Greater Good is of prime concern to the Tau and it

is impossible to underplay the importance of this ideal – all working together to achieve the advancement of the whole society.

## Relentless Drive

The Tau Empire continue to grow, stretching outwards in ever-increasing bands. This continual expansion ensures that the Tau regularly encroach into already occupied territory, where they encounter much intolerance and hostility. However, this has not dissuaded them from their mission. If anything, each conflict only, strengthen the Tau's collective will and lends further clarity to their purpose.

Although the Tau seek to annex all territory and assimilate any alien race they discover, they attempt to do so through enticement, rather than subjugation. The Tau have become masters of diplomacy – offering great rewards for those who acquiesce. In these matters the Tau are patient, content for the incorporation process to take years, or even decades, until an alien world is fully subsumed. Oftentimes, Tau rule is so subtly insinuated that the natives even assume it was their idea. However if resistance is encountered, negotiations quickly grow more aggressive in nature. If these do not proceed in a satisfactory manner for the Tau, the talks are swiftly replaced with a purely military solution.

The military apparatus of the Tau is a finely tuned instrument of death. Their warrior caste is prepared for battle from birth. Each soldier is equipped with hi-tech weaponry and unquestionably committed to the cause of the Greater Good. Their elite troops wear advanced battlesuits that bristle with fearsome arrays of firepower. A combined arms force their mechanized infantry and gravity defying gunships work in deadly cohesion while their air fleet dominate the skies above. Tau Commanders are master tacticians, well versed in the arts of war. Thus far the expansion of the Tau Empire are only rarely so much as slowed, and they have never been stopped.

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## BONDING KNIFE RITUAL

*Many Tau groupings are 'bonded' to one another, that is, they have gone through the solemn and bloody ceremony known in the Tau language as the *ta'lissem* - the Bonding Knife Ritual. Those within such a team swear to support one another at all costs for the rest of their lives. They will even willingly sacrifice their own lives in order to better aid their comrades. It is an ennobling ritual and symbolic of the driving force behind the Tau Empire, that an individual must submit his individuality to the greater purpose of the community.*

A unit consisting entirely of models with this special rule (not counting drones) benefits from stubborn.

## SUPPORTING FIRE

*Fire caste doctrine, as laid down in the Code of Fire, instructs all warriors to fight closely together, with each member of a team doing his utmost to protect not just his comrades, but also nearby teams in his cadre. Using overlapping fields of fire, all teams provide mutual support on the battlefield.*

When attempting to fire at a target unit, if said target is within 12" of any friendly tau unit (not kroot or drone) then the firing unit does not have to take a target priority test to do so.

## DRONES

Tau Drones are independent artificial intelligence, programmed to support and protect the Tau and their allies in battle.

A unit comprised entirely of drones is a non-scoring unit. Drones are not bulky. Drones are completely immune to all leadership based tests and effects.

### Life Protocols

Drones are designed to protect nearby Tau, and will intervene to place themselves into the line of fire without hesitation. Any wounds against a unit with drones attached may be passed onto the drones on a d6 roll of 4+, no matter where the drones are inside the unit.

### Close Protection

Drones with shield generators will automatically pass the life protocols test.

### Unit Upgrade Drones

Drones taken as upgrades for a unit must maintain unit coherency and take up transport space, but do not act as additional squad members in any other regards, e.g. they do not count towards 25% casualties suffered and any wounds dealt to them in close combat are ignored for the purpose of morale checks and combat resolution. Similarly if all members of the unit minus the drones are destroyed, the unit counts for the purposes of Victory Points as destroyed.

Drones taken as upgrades cannot purchase options, however, and so do not pay for them if their unit does so.

*For example: If a unit of six Fire Warriors takes two Gun Drones and purchases EMP grenades, they only pay 12 points for the EMP grenades (2 points for each Fire Warrior in the squad).*

	WS	BS	S	T	W	I	A	Ld	Sv
Gun Drone	2	2	3	4	1	4	1	-	4+
Shield Drone	2	2	3	4	1	4	1	-	4+
Marker Drone	2	2	3	4	1	4	1	-	4+
Missile Drone	2	2	3	4	1	4	1	-	4+

## Independent Characters and Drones

Independent Characters who have taken drones as upgrades are still permitted to join units, in which case both the character and his drones join the unit. If the Independent Character then leaves the unit, all his surviving drones also leave the unit, forming a separate unit with him.

If the Independent Character is killed whilst part of a unit, his surviving drones are thereafter part of that unit and cannot leave it; the Independent Character's unit has, for the purposes of Victory Points, been destroyed.

## VEHICLE DRONES

Some vehicles include two drones - these start the game attached to the vehicle.

### Attached Drones

Whilst attached to the vehicle they are controlled by the vehicle as if they were a turret mounted weapon, using their location on the vehicle to determine line of sight, range etc. If a vehicle is destroyed before it has detached its drones, the drones are automatically destroyed along with it.

### Detaching Drones

At any point during the controlling player turn, drones may detach from their vehicle or unit. If detaching from a vehicle place the drone within 3" of its mounting point. All drones from a vehicle must detach at the same time - each forming a single new unit.

After detaching, any drone can re-attach to any vehicle with open drone ports as long as it ends its movement phase within 3" of the drone port.

Drones that started the game attached to a vehicle do not award Victory Points when destroyed. In addition, your opponent only needs to destroy the vehicle, and not that vehicle's detached drones as well, to be awarded any Victory Points it is worth.

### Unit Type

Jet Pack Infantry

### Wargear

- Twin-linked pulse carbine (gun drone only)
- shield generator (shield drone only)
- marker light (marker drone only)
- missile pod (missile drone only)

# ARSENAL OF EXPANSION

## MELEE WEAPONS

### Equalizers

Equalizers are typically carried in pairs by some members of the Ethereal caste. They are not only badges of office, but also potent weapons that contain a powerful disruption field that can shatter bone and armour on impact.

An Ethereal using equalizers counts as having two close combat weapons.

Range	S	AP	Type
-	+1	-	Melee, Concussive, Strikedown

### Bonding Knife

These large 'knives', ceremonial in nature, are a lethal weapon. The bearer of the knife goes through a special proficiency training as part of his role as squad leader.

Note that it is not possible for battle suit users to wield the knife, in fact many simply have symbolic painting of one on their armour.

Range	S	AP	Type
-	-	5	Melee

### Honour Blade

An honour blade is a long, broad-bladed spear that is used to settle disputes between the Ethereal caste members in stylized bloodless contests of skill. Against the unenlightened races of the galaxy it is a deadly weapon used in elegant sweeping movements where the blades becomes nearly invisible.

Range	S	AP	Type
-	+2	2	Melee

### Onager Gauntlet

Onager gauntlets were first used during the Damocles Crusade to keep Crisis teams effective against Imperial Guard armoured companies in extended operations where ammunition reserves were low. So armed a warrior could punch a hole through the side of a battle tank. The success has led to a program approval of reverse engineered copies from the only surviving original recovered at Blackthunder Mesa.

When attacking with an onager gauntlet a model is reduced to one attack.

Range	S	AP	Type
-	x2	2	Melee, Unwieldy

## RANGED WEAPONS

### Breacher Gun

Breacher teams are equipped with one of the newest editions to the Tau weapons arsenal, they operate using similar power units as their pulse rifles but incorporate a neutron charge similar to the weapons Vespids carry. No longer reliant on the beat of wings, Tau are now capable of using these ferocious weapons.

Breacher guns use a different profile dependent on their range to their target.

Range	S	AP	Type
0-6"	6	3	Assault 2
6-12"	5	5	Assault 2
12-18"	4	-	Assault 2

### Burst Cannons

Burst cannons at their core are multi-barreled pulse weapon systems capable of immense rates of fire without overheating. Primarily mounted on battlesuits and vehicles they use the same plasma induction technology as their hand held counterparts.

	Range	S	AP	Type
Burst cannon	18"	5	5	Assault 4
Hyper burst cannon	36"	6	4	Assault 4
Heavy burst cannon	36"	7	4	Assault 12

### Fusion Guns

Fusion blasters are anti-weapons that reduce reinforced armour to molten slag in the blink of an eye. They are very similar in operation to the melta guns of the Imperium, using an induction wave to super heat a stream of air in-front of them to their target.

	Range	S	AP	Type
Fusion blaster	18"	8	1	Assault 1, Melta
Fusion cascade	12"	6	1	Assault d3, Melta

### Kroot Weapons

Kroot use primitive slug throwers adapted by the tau to fire

pulse driven rounds lending them greater stopping power than their crude chemical propellant. Some also fire sniper sabots to take down larger target, but must reload between shots making them cumbersome to wild. The Kroot rifle is fitted with two blades attached to the muzzle and stock and in the hands of a Kroot is a brutal weapon.

A Kroot wielding a Kroot rifle counts as wielding two close combat weapons.

	Range	S	AP	Type
Kroot rifle				
standard	24	4	6	Rapid Fire
hunter rounds	24	5	5	Heavy 1, Rending
Kroot gun	48"	7	4	Rapid Fire

### Ion Weapons

The high-energy streams fired by ion weapons react destructively with their target, vaporizing flesh and metal with ease. Ion weapons can be overcharged to generate a more devastating attack, but at a risk of overeating its primary power cells.

	Range	S	AP	Type
Ion driver				
standard	36"	7	4	Rapid Fire
overcharge	36"	8	4	Assault 1, Blast, Gets Hot!
Phased ion gun				
standard	24"	7	3	Assault 2
overcharge	24"	8	3	Assault 1, Blast, Gets Hot!
Quad ion turret				
standard	48"	7	4	Heavy 4
overcharge	48"	8	4	Assault 1, Large Blast, Gets Hot!
Ion cannon				
standard	60"	7	3	Heavy 3
overcharge	60"	8	3	Heavy 1, Large Blast, Gets Hot!

### Missile Pods

A simple but effective delivery system for multiple missiles, these weapon pods are used against light vehicles and mdim infantry at a good range, and are small enough to be mounted on many battlesuits and drones.

	Range	S	AP	Type
Missile pod	36"	7	4	Assault 2
High-yield missile pod	36"	7	4	Heavy 4

### Pulse Weapons

Pulse technology is very common all throughout the Fire cast, and all pulse weapons utilize pulsed induction fields to propel lethal plasma bursts over astonishing ranges. A pulse rifle or carbine is standard issue for Fire Warriors; the rifle has the longer range while the carbine utilizes an under-slung grenade launcher capable of firing photon and emp grenades large distances. Larger multi-barrel systems deliver even higher rates of fire.

	Range	S	AP	Type
Pulse pistol	12"	5	5	Pistol
Pulse rifle	30"	5	5	Rapid Fire
Pulse carbine				
pulse fire	18"	5	5	Assault 2
emp barrage	12"	-	-	Assault 1, EMP
Longshot pulse rifle	48"	5	5	Rapid Fire, Sniper

**EMP:** A unit with pulse carbines may instead choose to shoot EMP grenades from their underside-mounted grenade launcher. If done this way their shots gain the haywire special rule but will only cause a glancing hit on a roll of a 5 or 6, and have no affect on any other roll. Note that the models must also be equipped with EMP grenades to do this.

### Pulse Submunition Rifle

Although the name is familiar, this weapon does not use the standard induction firing systems of other pulse weapons. It instead fires a dense atomic cluster that when it explodes launches millions of plasma bursts to the same end of any other standard pulse weapon.

Range	S	AP	Type
24"	5	5	Assault 1, Large Blast

### Plasma Rifle

Plasma technology is used by many races, despite its highly unstable nature. Tau favor a form of the technology that forgoes a degree of stopping power for an increased level of safety for the operator.

Range	S	AP	Type
24"	6	2	Rapid Fire

### Rail Guns

The pinnacle of Tau weapons technology, the rail weapon systems use linear accelerators to fire a solid projectile at hyper velocities capable of punching through the thickest of armour and taking down the largest of enemies. Imperial tank commanders have learned with first hand accounts of the devastation wrought by the larger battlesuit mounted rail guns – however the newer, more portable versions are similarly effective if placed correctly.

	Range	S	AP	Type
Rail rifle	30"	6	1	Rapid Fire 1
Heavy rail rifle	72"	10	1	Heavy 1
Rail Gun				
solid shot	72"	11	1/-1	Ordinance 1, Decimate, Punch-through
submunition rounds	72"	6	4	Ordinance 1, large blast

**Punch-through:** Each time an invulnerable save is made against this weapon is is made at a -1 penalty. Additionally, up to d3 models in the target unit suffer a hit as well.

### Smart Missile System

*The smart missile system fires self guiding short range missiles with the intelligence of a drone. These missiles search out and hunt down the target, passing around any intervening terrain.*

Smart missile systems target enemy units outside of line of sight

Range	S	AP	Type
24"	5	5	Heavy 4, Homing

**Homing:** Smart missile systems can be fired at targets out of line of sight. Additionally, targets do not gain cover bonuses from jink or stealth, and smart missiles do not suffer hard to hit penalties.

### Seeker Missile

*Seeker missiles arrays are massive single shot impact missiles that are used to provide anti armour support to their infantry teams through the use of markerlights, though as in an extreme emergency they may also be fired by the carrier.*

Seeker missile arrays are provided to allow Tau infantry to immediately obtain fire support, for Fire caste doctrine forbids organic integrated heavy weapons in Fire Warrior teams. Any model who scores a hit with a marker light may request a seeker missile salvo as detailed in the markerlight rules. Up to two seeker missiles may be fitted to a single vehicles and launched in a single turn if desired, although each missile needs to be guided by its own markerlight.

The missiles do not need line of sight from the vehicle they are mounted on. The missiles are assumed to move in a straight line between the housing unit and the target. The missiles have no maximum range. Ordinarily the unit carrying the missiles does not issue control over them, but they may be launched by the host in an emergency as if it were a normal weapon. Only destruction of the carrier can prevent seeker missiles from firing.

Range	S	AP	Type
$\infty$	6	5	Heavy 1, Blast, One Use Only, Impact missile

**Impact missile:** Models directly under the center of the blast template instead suffer a strength 8 ap 3 hit.

# ARMOUR AND BATTLESUITS

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## Battlesuits

All Tau battlesuits are made of a dense nano-crystalline alloy fashioned into protective armour. This unique alloy has an impact resistant structure and the resultant armours' lightweight compositions allows them to carry more weapon and support systems. Even their shape helps deflect solid shot, while a liquid metal coating reflects medium grade laser fire. In some cases, such as the XV88 Broadside or XV104 Riptide battlesuits, additional nano-layers are added to upgrade the armour's thickness.

All battlesuits are equipped with a blacksun filter. Stealth battlesuits are also equipped a stealth field generator. XV9 Hazard suits are equipped with vectored retro-thrusters and photon grenades. Crisis, hazard, and riptide battlesuits grant the relentless special rule, broadside battlesuits are slow and purposeful.

A model with a battlesuit may fire two ranged weapons instead of just one. Additionally, when engaging in close combat a crisis, hazard, and broadside suits may make a bonus attack using one of their rapid fire or assault ranged weapon systems as if it were a pistol type — these attacks are fired as snap shots.

BATTLESUIT .....	ARMOUR SAVE
Stealth .....	3+
Crisis .....	3+
Hazard .....	3+
Broadside .....	2+
Riptide .....	2+

## Combat Armour

Fire Warriors wear standard-issue combat armour on the battlefield. Constructed in two layers, the outer face is hard, ultra-dense nano-crystalline metal veneer bonded to an inner layer of high performance, thermo set molecular-polythene.

Combat armour confers a 4+ Armour Save.

## Kroot Armour

Little more than battlefield scrap converted into armour plates, Kroot armour offers some protection while still enabling the aliens to utilize their considerable field craft and to easily pick their way through forest and thick cover.

Kroot armour confers a 6+ Armour Save.

## Recon Armour

Recon armour is similar to combat armour, although it is made up from a lighter material trading a measure of production cost for greater movement whilst not sacrificing in protection. Additionally, the nanocular-thread fatigues beneath are interwoven with sound-absorbing fibres to aid in avoiding detection.

Recon armour confers a 4+ Armour Save and the stealth special rule.

# SUPPORT SYSTEMS

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## Blacksun Filter

This advanced optical system enhances and magnifies a warriors low-light vision whilst simultaneously filtering bright flares that could blind him in battle.

A model with a black sun filter has the Night Vision special rule and is immune to the effects of the Blind special rule.

## Counterfire Defense System

These valuable AI sensor suits, first designed to counter the threat of charging Ork hordes, incorporate predictive logic circuits to ensure that assaulting enemies are met with a withering curtain of unerringly accurate battlesuit fire.

A model with a counterfire defense system can fire snapshots at Ballistic Skill 2, rather than Ballistic Skill 1.

## Drone Controller

A drone controller acts as an interface between a Fire caste operator and the AI-battle programs of nearby drones.

All drones in the same unit as a model with a drone controller use the bearer's Ballistic Skill instead of their own. If a unit contains several drone controllers use the highest Ballistic Skill amongst the bearers.

## Homing Beacon

Fire caste warriors often carry homing devices that when ac-

tivated allow the cadre's battlesuit re-reinforcements to deploy with pinpoint precision.

Friendly units arriving by Deep Strike do not scatter as long as the first model is placed within 6" of a model with a homing beacon. Note the homing beacon must be on the field at the start of the turn to work for the round.

## Multi-tracker

A multi-tracker assists battlesuit pilots in engaging enemy threats using multiple armaments at once, making them formidable opponents in a wide variety of battle conditions.

A model with a multi tracker may fire its ranged weapons at two different targets, but otherwise must follow the usual rules for split firing.

## Position Relay

This large device commonly housed in a Recon drone records detailed battlefield data and relays it in tight-band encrypted bursts to assets performing orbital drop to bettwe coordinate forces in strategic reserve.

Friendly units performing a Deep Strike whilst in line of sight of a position relay may re-roll the scatter dice if they choose, the second result is final.



### **Pulse Accelerator**

*This device emits a powerful induction field that amplifiers the power of nearby pulse weaponry.*

All pulse weapons in a unit that contains at least one pulse accelerator have their range increased by 6”.

### **Relay Shield**

*In order to protect the members of a breacher team from the dangers of closing in with their foes the Earth cast went about to design a portable shield generator that didn't need the power of a suit to carry. Often combined with a Guardian drone, the Relay Shield is an excellent mobile solution.*

A model with a relay shield has a 6+ invulnerable save.

### **Riptide Shield Generator**

*Within the Riptide battlesuits ablative shield is housed a energy field generator whose potency can be boosted by diverting power from the XV104's nova reactor.*

A Riptide shield generator confers a 5+ invulnerable save.

### **Shield Generator**

*This generator projects a cohesive energy field capable of protecting the bearer from heavy ordnance and anti-tank weapons fire.*

A shield generator confers a 4+ invulnerable save.

### **Stealth Field Generator**

*A stealth field is projected from small nodes situated at points upon the users body, surrounding him in a distortion effect that makes him extremely difficult to detect.*

At the start of every shooting phase roll 2d6 and multiply the result by 2. Enemy units must be within this distance if they wish to target the stealth suits with a ranged attack. If the enemies shooting have the acute senses special rule the distance 2d6 x 3. This distance may be measured as part of declaring units shooting attacks as per normal, and if the target is outside the spotting range the firing models may choose another target at no penalty.

Models with a stealth field generator have the Stealth special rule and always count as being in cover if they are assaulted. Any drones purchased by a model with a stealth field generator will also be shielded at no further cost.

### **Stimulant Injector**

*The battlesuit is fitted with an advanced life-support system that is able to flood the warrior's system with analgesic drugs and life-sustaining stimulants should he become wounded.*

A model with a stimulant injector has the Feel No Pain special rule.

### **Targeting Array**

*Common on most Tau armoured platforms, A relatively new application of the technology used in vehicle-mounted targeting systems to be implemented in battle suits – a targeting array provides feedback and fire solutions in a constant and anticipatory feed to the heads up display of Tau pilots.*

A model with a targeting array has +1 Ballistic Skill.

### **Vectored Retro-thrusters**

*The warrior's battlesuit is equipped with supplemental thruster nozzles allowing him a degree of additional maneuverability.*

A model with the vectored retro-thrusters has both the Fleet and Hit & Run special rules. Additionally they may hit and run even if they lost combat, so long as they did not break.

Models in XV88 or XV104 Battlesuits cannot be equipped with vectored retro-thrusters.

### **Velocity Trackers**

*These advanced motion detecting and heat seeking sensor systems allow pilots to track the movements of airborne targets.*

A model with a velocity tracker does not suffer penalties from targeting models that are hard to hit from moving fast.

### Markerlight Targeting Network

A markerlight is a hand-held device that projects a simple beam onto a target. Once the enemy has been 'painted' by such a beam a torrent of targeting data is fed into the Cadre tactical network, relaying ranged and triangulating optimum firing trajectories and superimposing aiming vectors to other Tau units, allowing them to engage the target with unerring accuracy.

Markerlights are pieces of wargear which can be fired like ranged weapons using the following profiles.

	Range	S	AP	Type
Markerlight	36"	-	-	Assault 1
High-intensity markerlight	36"	-	-	Heavy 2, Twin-linked

Markerlights do not cause direct damage, instead each time a unit suffers a hit from a markerlight place a markerlight counter next to it. To wound rolls are not made, and no saves can be made against these hits. Markerlight counters remain until the end of the current phase or until they are used, whichever comes first.

Markerlight tokens can be expended in one of five different ways. Pinpoint, scour, highlight, and suppression. are used to give bonuses to shooting attacks made by other units, and must be declared before the attack rolls are made.

The Seeker ability is unique, and may be used at any point during the shooting phase, resolved immediately. Remove the markerlight counters when an ability is declared. A unit can use and combine any number of markerlight abilities provided there are enough counters.

- **Pinpoint** .....markerlight cost 1+  
For every point expended in this way the firing unit gains +1 to its ballistic skill for this attack.
- **Scour** ..... markerlight cost 1+  
All weapons fired at the target as part of this shooting attack gain a -1 penalty to their targets coversave.
- **Highlight** .....markerlight cost 1  
Allows the firing unit to ignore the effects of Night Fighting and negates any cover save modifiers the target might have.
- **Suppression** .....markerlight cost 1  
Any morale or pinning checks made as a result of this attack are made at a -1 penalty.
- **Seeker** ..... markerlight cost 1+  
For each markerlight counter expended on this ability the unit calls in a single seeker missile strike onto their target. The source of the fired seeker missile is chosen by the controlling player.  
The missiles are assumed to move in a straight line between the target and the missiles starting position (on the model carrying the seeker missiles) for all intents and purposes. Missiles firing in this way do not need line of sight, ignore the effects of range and night fighting, gain Ignores cover -1, and are fired at ballistic skill 7. Missiles launched using markerlights do not count as firing a weapon for either the unit calling in the missile strike or the unit who housed the missile prior to.

## VEHICLE BATTLE SYSTEMS

### Automated Repair System

*Tiny maintenance drones swarm over damaged systems to repair them in the midst of battle.*

At the end of each friendly turn, roll a D6 for each vehicle with an automated repair system that has suffered an immobilized or weapon destroyed result. On the roll of a 4+, one vehicle damage results of the owning player's choice is nullified and no longer has any effect. Note, this does not restore any Hull Points.

### Advanced stabilization system

*The adv. stabilization system assists vehicle pilots in engaging enemy threats using multiple armaments at once, in combination with advanced stabilizers it allows the vehicle to remain stable at higher speeds.*

A vehicle with a multi-tracker may fire as if it was a fast vehicle.

### Blacksun Filter

*This optical filtering suite allows vehicle sensors to target enemies at full efficiency and range, even during night fighting operations.*

A vehicle equipped with a blacksun filter has the Night Vision special rule.

### Decoy Launchers

*Decoy launchers are mounted near the engines of Tau skimmers and fire clouds of reflective strips and tiny emitter drones to protect the vehicle from enemy missiles and computer guided fire.*

One use only. A vehicle with decoy launchers has a 3+ invulnerable save against glancing and penetrating hits caused by ranged weapons with the Interceptor, Homing, Guided, Savant Lock, Auto targeting, or any special rule or wargear that grants immunity towards targets that are hard to hit.

### Disruption Pod

*A disruption pod throws out distorting images in both visual and magnetic spectra, making it hard to target the vehicle at range.*

A vehicle with a disruption pod has +1 cover save so long as their attacker is firing from outside of 12". This means that they have a 6+ cover save even in the open.

### Flechette Discharger

*Powerful clusters of reactive charges are attached to the hulls of many Tau vehicles. If the enemy approach, they fire off vicious clouds of high velocity flechettes.*

Any model making close combat attacks against a vehicle mounted with flechette dischargers first suffers a wound on a d6 roll of a 4+, saves as normal. These wounds are resolved before an enemy has their chance to strike the vehicle back, if the model is removed as a casualty first they may not attack.

#### **Point Defense Targeting Relay**

*Designed to provide superior covering fire for nearby Fire caste units, a point defense relay automatically targets and engages enemies that attempt to assault.*

A single vehicle with a point defense targeting relays can resolve a shooting attack using the weapons housed in the drone mounting positions against a charging unit who engages an allied unit within 12". This attack is resolved simultaneously with other final volley attacks.

#### **Sensor Spines**

*Sensor spines are used to feed data to an advanced ground-following flight control system, plotting safe courses through treacherous terrain that avoid traps and mines that might lie hidden from sight.*

A vehicle with sensor spines has the Move Through Cover special rule.

#### **Targeting Array**

*Common on most Tau armoured platforms, targeting arrays assist the vehicle gunner's aim by adjusting for the targets range and speed – a targeting array provides feedback and fire solutions in a constant and anticipatory feed to the heads up display of Tau pilots.*

A model with a targeting array has +1 Ballistic Skill. Targeting arrays come built into hammerheads, skyrays, and remora drones. A second may not be taken by a model that already has one.

#### **Velocity Trackers**

*These advanced motion detecting and heat seeking sensor systems allow pilots to track the movements of airborne targets.*

A model with a velocity tracker does not suffer penalties from targeting models that are hard to hit from moving fast.

## SPECIAL ISSUE WARGEAR

While the Tau are not an old race, they do their best to thrive in a ancient universe. Constantly developing new technology, these rare prototypes are all limited to a single of each per army.

### Airbursting Fragmentation Projector

*This experimental weapon scatters fragmentation bomblets over a wide area, at a height calculated by a simple AI within each warhead to cause optimum damage.*

Range	S	AP	Type
18"	4	5	Assault 1, Barrage, Ignores Cover, Pinning, Large Blast, uniform

### Command and Control Node

*The Command and Control Node is a sophisticated AI-assisted transmission system that enables a Commander to better detect battlefield flow by communicating with nearby teams.*

Any unit within 12" of the bearer of the Command and Control Node may use his leadership for any morale, pinning, or target priority tests they may be called upon to take.

### Cyclic Ion Blaster

*Developed to combat multiple armoured enemies, this prototype weapon generates a rapid steam of ion radiation just like standard ion weapon systems. Borrowing the design philosophy from burst cannons, multiple barrels are implemented to maintain an incredibly high rate of fire. However the weapon is unstable, the ionization effect is variable and can lead to explosive outcomes do to the sheer volume.*

Range	S	AP	Type
18"	7	3	Assault 6, Ion-stream

**Ion-stream:** For every To Hit roll of a 6 with this weapon, the weapon shoots a single shot resolved at S8 AP3 Blast centered on a target model of your choice. In addition for every 6 rolled the weapon shoots one less shot during the following turn.

### Failsafe Detonator

*This battlesuit device has been developed to be used only in the direst of circumstances. Intended as the ultimate expression of the doctrine of the Greater Good, when activated, it causes the bearer's battlesuit to self destruct, buying his team-mates time to withdraw and regroup from overwhelming enemy forces.*

If a model with a Failsafe Detonator is slain in the Assault phase, center the large blast marker over him immediately before removing the model as a casualty. All units, friend and foe, suffer a number of Strength 7 AP- Rending hits equal to the number of models from their unit that are at least partially under the template. Unsaved Wounds inflicted by a Failsafe Detonator count towards determining the assault results.

### Multi-spectrum Sensor Suite

*Representing the pinnacle of Tau sensor technology, this prototype scans all known spectral bands to locate stealth and cloaked enemies and relay the information back into targeting computers.*

All enemy units within 9" and line of sight of the bearer do not gain the benefits of any bonuses they might have to cover, and

take cover saves at a -1 penalty. Additionally, smart missiles may be fired at such targets as if they were hit by a mark-erlight.

### Neuroweb System Jammer

*The Tau seek mastery not only over their own technology, but also over that of other races. To this end, they have created a device capable of broadcasting a jamming field that interferes with enemy weapon systems, causing critical, and sometimes explosive malfunctions.*

Once at any time during your player turn, a model with a Neuroweb System Jammer can use it to target a single enemy unit within 12". All shooting weapons in the target unit gain the Gets Hot special rule until the start of your following player turn.

### Puretide Engram Neurochip

*Commander Puretide was undoubtedly the most gifted Tau commander of all time. The Tau were unwilling to lose his tactical and strategic brilliance, and upon his death, his mind was scanned and his accumulated memories committed to a massive hologram program on his birth world of Dal'yth. A sliver of that genius has been crafted into a bio-chip. When surgically implanted into the brain of a Fire caste Commander, the bearer can access much of the wisdom of Puretide himself, drawing upon a great reservoir of tactical acumen.*

Every turn The bearer may chooses one of the following special rules: Counter-attack, Furious Charge, Monster Hunter, Stubborn or Tank Hunter. The model with the Puretide Engram Neurochip has that special rule until the start of his next player turn.

### Repulsor Impact Field

*The Tau have attempted to reverse engineer the tractor beam technology recovered from Ork wrecks for decades, but their attempts to decipher its workings remain largely futile, due in no small part to the complete lack of logical, uniform construction employed by greenskins. So Jar, the sum total of Tau ingenuity has only managed to produce a few functioning Repulsor Impact Field, but field testing has proven it to be a devastating weapon, emitting a shock wave of energy that smashes into those nearby with immense force.*

Any enemy unit who wishes to the charge the unit bearing the Repulsor Impact Field suffers a d3 penalty to their charge to a minimum of 0. In addition at the start of the Fight sub-phase, at the Initiative 10 step, the Repulsor Impact Field inflicts d6 wounds on each enemy unit that successfully completed a charge against the bearer, or his unit, this turn.

### XVB-02 Iridium Plating

*Following the death of Commander Pridestar to a sniper's bullet and the subsequent rout of Fire caste warriors during the Klodate Worlds Suppression, the Earth caste developed an experimental indium alloy and produced enough armour plates to reinforce a small series of battlesuits. The XVB-02 prototype offers Fire caste leaders optimal protection.*

A model with XVB-02 Iridium Plating has +1 Toughness and an Armour Save of 2+. They otherwise follow all of the rules for XV Crisis battlesuits.



# ARMY OF THE THIRD SPHERE

These lists detail the points values of various items or wargear available to units in your army. Many unit entries in the army list that follows may include wargear options from one or more of these lists – in each instance the army list entries will tell you (in bold) exactly which of these lists you may use.

## Battlesuit Weapons

Where a weapon has two points costs, the first is for a standard, single version, and the second is for a twin-linked option which counts as two choices from the list. You may of course, pay for two single versions if you so choose.

- Flamer ..... 5 points
- Burst cannon ..... 8/12 points
- Missile pod ..... 10/15 points
- Ion driver ..... 10/15 points
- Fusion blaster ..... 15/20 points
- Plasma rifle ..... 15/20 points
- Onager gauntlet\*\* ..... 10 points
- Twin-linked smart missile system\* ..... 15 points

\*May only be taken by an Enforcer class Battlesuit

\*\*Only one per unit

### Drones

- Gun drone ..... 12 points
- Shield drone ..... 12 points
- Marker drone ..... 12 points
- Missile drone\* ..... 12 points

\*May only be taken by Broadside battlesuit teams

## Special Issue

Only one of each of the rare prototype systems in the Special Issue list may be taken per army.

- Neuroweb system jammer ..... 5 points
- Failsafe detonator ..... 5 points
- Airbursting fragmentation projector ..... 10 points
- Command and control node ..... 15 points
- Puretide engram neurochip ..... 15 points
- Multi-spectrum sensor suite ..... 15 points
- Repulsor impact field ..... 20 points
- XVB-02 iridium plating ..... 25 points
- Cyclic ion blaster ..... 30 points

## Battlesuit Support Systems

where a support system has two points costs, the second is for the riptide battlesuit, and the first is for every other battlesuit.

- Vectored retro-thrusters<sup>1,2</sup> ..... 3 points
- Velocity tracker ..... 3 points
- Counterfire defense system ..... 3 points
- Multi-tracker ..... 3 points
- Targeting array ..... 5/15 points
- Drone controller ..... 5 points
- Stimulant injector<sup>2</sup> ..... 15/35 points
- Shield generator<sup>3</sup> ..... 20 points

1. may not be taken by models in Broadside battlesuits

2. may not be taken by shas'ui rank or lower

3. may not be taken by models in Riptide battlesuits

### Tau Vehicle Armoury

Where a vehicle upgrade has two costs, the first is for Tetras and Piranhas, and the second is for all other vehicles.

- Sensor spines ..... 2 points
- Blacksun filer ..... 3 points
- Decoy launchers ..... 3 points
- Automated repair system ..... 5 points
- Flechette discharger ..... 5 points
- Target Lock ..... 5 points
- Disruption pod ..... 5/15 points
- Advanced stabilization system ..... 10 points
- Point defense targeting relay ..... 10 points

# HQ

**Commander** ..... **75 points**

*The XV8 Crisis battlesuit strikes a perfect balance between offensive capability, armoured protection, maneuverability and utility. Capable of equipping a large array of weaponry the Crisis suit can be fielded to handle almost any battlefield role. To the Tau, a battlesuit is a symbol of great achievement – only those Fire Warriors who prove themselves in battle earn the right to wear a battlesuit and bear the name of Shas'ui.*

	WS	BS	S	T	W	I	A	Ld	Sv
Commander	4	5	5	5	4	3	4	10	3+

**Options**

- A Commander may take up to six items from the **Battlesuit Support Systems** and/or **Battlesuit Weapons** list.
- May take items from the **Special Issue** list.

**Unit Composition**

- 1 Commander

**Unit Type**

Jetpack Infantry  
(Character)

**Wargear**

- Crisis 'Enforcer' battlesuit

**Special Rules**

- Very Bulky
- Supporting Fire

**legion**

- May replace his crisis enforcer battlesuit with a coldstar battlesuit ..... 40 points
- May take up two two drones from the **Drones** list.

**Coldstar Battlesuit:** A Commander in a Coldstar battlesuit while still a Jetpack Infantry, can move like a swooping monstrous creature if it so chooses. If done, the Commander gains the Hard to Hit special rule, and cannot charge or be charged until the start of his next turn.

**Ethereal** ..... **50 points**

*Little is known of the Tau Ethereal caste, appearing as shrouded enigmatic figures that eschew the advanced equipment favored by the Tau Fire caste, Ethereals seem to combine the roles of priesthood and royalty within the Tau society. They command unquestioningly loyalty from all the other castes.*

	WS	BS	S	T	W	I	A	Ld	Sv
Ethereal	5	3	3	3	2	3	3	10	-

**Options**

- May take one of the following:
  - two equalizers ..... 5 points
  - honor blade ..... 25 points
- May take:
  - black sun filter ..... 5 points
  - homing beacon ..... 5 points
- May take up to two drones from the **Drones** list.

**Unit Composition**

- 1 Ethereal

**Unit Type**

Infantry (Character)

**Special Rules**

- Supporting Fire
- Inspiring Presence
- Price of Failure
- Failure Is Not An Option
- Invocation of the Elements
- Stubborn

**Inspiring Presence:** *The presence of an Ethereal is motivational, but they are not merely figureheads; they are also reverential leaders of the Tau.*

Tau units (not Kroot or Drone) may re-roll any morale, pinning, and regroup tests if there is a friendly Ethereal on the table. This includes passed morale checks. Any Tau unit (not Kroot or Drone) that an Ethereal joins becomes fearless.

**Price of Failure:** *Whilst the Tau are inspired by the presence of the Ethereals all Tau dread the death of their leaders above all things, for the fear of the Mont'au – the time of terror before he coming of the Ethereals.*

If a friendly Ethereal is killed then every unit Tau unit (not Kroot or Drone) must take a morale check at the start of their next turn, unless they are already falling back or in close combat – every Tau (not Kroot or Drone) unit gains the hatred special rule.

**Invocation of the Elements:** *By invoking the elemental truths an Ethereal can inspire those around him to perform feats above and beyond what is normal considered possible – bravery, endurance, and focus.*

Any part during your turn you may choose to invoke one of four elemental powers listed below to invoke. These powers effect the Ethereal and all friendly Tau units (not Kroot or Drone) within 12”, and last until the start of your next turn.

- **Calm the Tides:** Affected models have the fearless special rule.
- **Storm of Fire:** Affected models can fire an extra shot with pulse weapons when firing at targets within half the weapons maximum range. This effect is not cumulative.
- **Sense of Stone:** Affected models have the Feel No Pain (5+) special rule.
- **Zephyr's Grace:** Affected models can fire after running, but do so at a -1 to hit penalty.

**Cadre Fireblade** ..... **45 pts/model**

*Fireblades are the most grizzled and seasoned Fire Warriors of their cadre, whose skill at the Fire Warrior's art of battle leads them to eschew battlesuit technology. They are excellent field leaders and their long experience has taught them exactly where to place shots to maximize damage. It is on the firing line that a Cadre Fireblade really comes into his own.*

	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>	<b>Sv</b>
Fire Warrior	4	5	3	3	3	3	3	10	4+

**Options**

- May exchange his pulse rifle for a pulse carbine . . . . free
- May take up to two drones from the **Drones** list.

**Unit Composition**

- 1 Fireblade

**Unit Type**

Infantry (Character)

**Wargear**

- Combat armour
- Pulse rifle
- Markerlight
- Blacksun filter
- Photon & EMP grenades

**Special Rules**

- Supporting Fire

**Fireblade:** *Cadre fireblades are firewarriors who have reached the highest levels of expertise with his weapons.*

He may fire his weapon twice a turn, and has gains rending 5+ for his shooting attacks.

**Battlefield Leadership:** *Under the guidance of the seasoned training of Fireblades leadership, fire warrior teams are able to work at a significantly higher level of effectiveness.*

If the Cadre Fireblade and every model in his unit, remain stationary in the Movement phase, they may re-roll to hit and to wound rolls in the shooting phase.



## ELITES

### XV8 Crisis Team ..... 22 pts/model

The XV8 Crisis battlesuit strikes a perfect balance between offensive capability, armoured protection, maneuverability and utility. Capable of equipping a large array of weaponry the Crisis suit can be fielded to handle almost any battlefield role. To the Tau, a battlesuit is a symbol of great achievement – only those Fire Warriors who prove themselves in battle earn the right to wear a battlesuit and bear the name of Shas’ui.

	WS	BS	S	T	W	I	A	Ld	Sv
Crisis Shas’ui	2	3	5	5	2	2	2	8	3+
Crisis Shas’vre	3	3	5	5	2	2	3	9	3+

#### Unit Composition

- 1-3 Crisis Suits

#### Unit Type

Jetpack Infantry

#### Wargear

- Crisis battlesuit

#### Special Rules

- Very Bulky
- Supporting Fire

#### Options

- Any Crisis may take up to three items from the **Battlesuit Support Systems** and/or **Battlesuit Weapons** list.
- Any Crisis suit may take up to two drones from the **Drones** list.
- The entire unit may take the Bonding Knife Ritual ..... 1 point/model

#### Shas’vre

- One Crisis Shas’ui must be upgraded to a Crisis Shas’vre free

### XV25 Stealth Team ..... 25 pts/model

Adoption of the larger XV25 over the XV15 was a slow process, but the added protection of the larger suit won out over its smaller cousin. The Stealth teams are the lone wolves of the Tau army, Tau battle philosophy dictates that they are not to be factored directly into the battle plans and so enjoy a great deal of freedom.

	WS	BS	S	T	W	I	A	Ld	Sv
Stealth Shas’ui	2	3	4	4	1	2	2	8	3+
Stealth Shas’vre	3	3	4	4	1	2	3	9	3+

#### Unit Composition

- 3-6 Stealth Suits

#### Unit Type

Jetpack Infantry

#### Wargear

- Stealth battlesuit
- Burst cannon

#### Special Rules

- Bulky
- Supporting Fire

#### Options

- One in three models may replace its burst cannon for one of the following
  - twin-linked ion driver ..... 5 pts
  - twin-linked rail rifle ..... 7 pts
  - fusion blaster ..... 7 pts
- Any Stealth may take one item from the **Battlesuit Support Systems** list.
- The entire unit may take the Bonding Knife Ritual ..... 1 pt/model

#### Shas’vre

- One Stealth Shas’ui must be upgraded to a Stealth Shas’vre ..... free
- The Shas’vre may take up to two drones from the **Drones** list.
- The Shas’vre may take any of the following
  - homing beacon ..... 10 pts
  - markerlight and target lock ..... 5 pts

**(0-1) Sniper Drone Team.....60 points**

*Equip with a stealth field generator and longshot pulse rifles, Sniper Drone Teams provide a long range anti personnel solution with pin-point accuracy. Working best in small teams scattered throughout the battlefield they are a very dangerous threat.*

Up to three sniper teams may be purchased for a single Elite choice, all acting as separate units.

	WS	BS	S	T	W	I	A	Ld	Sv
Sniper Drone	2	2	3	4	1	2	2	-	4+
Firesight Marksman	2	5	3	3	1	2	1	8	4+

**Unit Composition**

- 3 sniper drones
- 1 Firesight Marksman

**Unit Type**

Infantry

**Wargear**

*Firesight Marksman*

- Combat armour
- Pulse pistol
- Photon grenades
- Drone controller
- High-intensity Markerlight
- Blacksun filter
- Stealth field generator

*Sniper Drone*

- Longshot pulse rifle
- Stealth field generator
- Supporting Fire

## TROOPS

**Fire Warrior Team** ..... **9 pts/model**

*To be born into the Fire caste is to be born into battle. Bred for generation to maximize size and strength. All Fire Warriors are rigorously prepared, in mind and body to become the professional infantry that forms the backbone of the Hunter Cadre. It is said with pride that behind every Fire Warrior stands thousands of years of training in the military arts and instruction in the laws of the Code of Fire: honour, obedience, duty, and self-sacrifice.*

	WS	BS	S	T	W	I	A	Ld	Sv
Fire Warrior	2	3	3	3	1	2	1	7	4+
Fire Warrior Shas'ui	2	3	3	3	1	2	2	8	4+
Accelerator Drone	2	2	3	4	1	4	1	-	4+

**Options**

- Any Fire Warrior may exchange his pulse rifle for a pulse carbine ..... *free*
- May include an Accelerator Drone ..... *15 pts*
- Any member may take EMP grenades ..... *2 pts*
- The entire unit may take the Bonding Knife Ritual ..... *1 pt/model*

**Unit Composition**

- 6-12 Fire Warriors

**Unit Type**

Infantry

**Wargear**

- Combat armour
- Pulse rifle
- Photon grenades

**Special Rules**

- Pulse amp (Accelerator Drone only)
- Supporting Fire

**Transport**

The unit may take a Devilfish as a dedicated transport.

**Shas'ui**

- One Fire Warrior must be upgraded to a Fire Warrior Shas'ui ..... *free*
- The Shas'ui may take a networked markerlight and target lock ..... *5 pts*
- The Shas'ui may take a blacksun filter ..... *5 pts*
- The Shas'ui may take up to two drones from the **Drones** list.

**Pulse Amp:** *Using a powerful inductive polarizer the Accelerator drone is capable of boosting the power of the standard issue pulse weapons used throughout the Tau army.*

A Fire Warrior Team accompanied by an Accelerator Drone has 6" added onto the range of their pulse weapons.

The unit may take a Devilfish as a dedicated transport.

**Breacher Team** ..... **9 pts/model**

*Breacher teams hit hard and fast, tearing their foes apart with massed close-range firepower before they can react. Drilled in close combat assault protocols, the Breacher teams fill an essential role for spearheading urban pushes where more optimal firing solutions are limited. To combat the dangers of close quarters fighting Breacher teams are fitted with an advanced shield generator capable of being boosted by nearby drones.*

	WS	BS	S	T	W	I	A	Ld	Sv
Breacher	2	3	3	3	1	2	1	7	4+
Breacher Shas'ui	2	3	3	3	1	2	2	8	4+
Guardian Drone	2	2	3	4	1	4	1	-	4+

**Options**

- The Breacher team may do one of the following:
  - May include a Guardian Drone ..... *15 pts*
  - The entire unit may take jump packs for ... *6 pts/model*
- Any member may take EMP grenades ..... *2 pts*
- The entire unit may take the Bonding Knife Ritual ..... *1 pt/model*

**Unit Composition**

- 6-12 Breachers

**Unit Type**

Infantry

**Wargear**

- Combat armour
- Breacher guns
- Relay shield (6++)
- Photon grenades

**Special Rules**

- Power Relay (Guardian Drone only)
- Supporting Fire

**Transport**

Transport

**Shas'ui**

- One Breacher may be upgraded to a Breacher Shas'ui free
- The Shas'ui may take a networked markerlight and target lock ..... *5 pts*
- The Shas'ui may take up to two drones from the **Drones** list.

**Power Relay:** *The Guardian Drone assigned to Breacher teams carries around a bulky power relay, capable of boosting the power or nearby relay shields to provide the team with better protection.*

A Breacher Team accompanied by a Guardian Drone has the invulnerable save from their relay shields boosted to 5+.

**Kroot Carnivore Squad** ..... **6 pts/model**

*Kroot are tall lithe creatures, their musculature is extremely powerful and composed of denser muscle fibers than those in humans – a similar sized Kroot will be much stronger. Kroot move quickly with a bounding, hopping gait. But their most astonishing attribute by far is their ability to evolve favorable attributed of those which they eat. The Kroot have long since been part of the Tau empire (their home world Pech is close to Ke'lshan) and often serve alongside the Tau in honor of the Tau giving aid to fend off an Ork invasion.*

	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	4	3	4	3	1	3	1	7	6+
Shaper	4	3	4	3	3	3	3	8	6+
Krootox Riders	4	3	6	3	3	3	3	7	6+
Kroot Hound	4	0	4	3	1	5	2	7	-

**Options**

- May include up to three Krootox Riders .... *25 pts/model*
- May include up to 8 Kroot Hounds ..... *6 pts/model*
- All members in the squad with Kroot rifles may take hunter rounds ..... *1 pt/model*

**Shaper**

- One Kroot may be upgraded to a Shaper ..... *10 pts*
- The Shaper may exchange his Kroot rifle for either a pulse rifle or pulse carbine ..... *2 pts*

**Unit Composition**

- 8-24 Kroot

**Unit Type**

Infantry  
Beasts (Hounds)

**Wargear**

- Kroot armour (Kroot, Shaper, and Krootox Rider only)
- Kroot rifle (Kroot and Shaper only)
- Kroot gun (Krootox Rider only)

**Special Rules**

- Acute Senses (Kroot Hounds only)
- Fleet
- Infiltrate
- Move Through Cover
- Stealth (Forests)

## DEDICATED TRANSPORT

**Devilfish Troop Carrier** ..... **80 points**  
*The Devilfish troop carrier is the workhorse of the Tau ground forces and is able to carry a full squad of infantry. Armed with a fearsome burstcannon, it can rapidly transport its passengers to its destination then act as a mobile cover fire while they disembark.*

┌─Armour─┐

	BS	Front	Side	Rear	Hp
Devilfish	3	12	11	10	3

**Options**

- May exchange both gun drones for a
  - twin-linked smart missile system ..... *10 pts*
  - two burst cannons\* ..... *10 pts*  
 \*fired as a single weapon
- May take up to two seeker missiles ..... *8 pts each*
- The Devilfish may be take a upgrades\* from the **Tau Vehicle Armoury**  
 \*may not take a targeting array

**Unit Composition**

- 1 Devilfish

**Unit Type**

Skimmer

**Wargear**

- Two Gun Drones
- Burst Cannon

**Special Rules**

- Supporting Fire

**Transport**

The Devilish has a transport capacity of twelve. There are access hatches on the rear and sides of the vehicle. There are no firing points. Devilish may not transport models in battlesuits.

# FAST ATTACK

**Pathfinder Team** ..... **10 pts/model**

*Equip with advanced recon armour and a markerlight unit, Tau Pathfinders are the eyes and ears of the Cadre's commander and coordinate closely with other formations. An efficient Pathfinder team can help other Fire Warrior teams operate at peak efficiency and are highly respected as a consequence. They are the undisputed masters of battlefield positioning, with limitless patience and a proud determination to choose the valuable targets. As battlefield doctrine dictates that firewarrior teams are not to have heavy armament, pathfinder teams often find themselves in the trial of new prototype weapon systems.*

	WS	BS	S	T	W	I	A	Ld	Sv
Pathfinder	2	3	3	3	1	2	1	7	4+
Pathfinder Shas'ui	2	3	3	3	1	2	2	8	4+
Recon Drone	2	2	3	4	1	4	1	-	4+

**Options**

- May include a Recon Drone ..... 10 pts
- Up to three Pathfinders may exchange their pulse carbine and markerlight for a target lock and one of the following:
  - ion driver ..... free
  - rail rifle ..... 5 pts
- Any member may take EMP grenades ..... 2 pts
- The entire unit may take the Bonding Knife Ritual ..... 1 pt/model

**Unit Composition**

- 4-8 Pathfinders

**Unit Type**

Infantry

**Wargear**

*Pathfinder*

- Recon armour
- Pulse carbine
- Markerlight
- Photon grenades

*Recon Drone*

- Burst cannon
- Homing beacon
- Position relay

**Special Rules**

- Scout
- Stealth
- Concealment
- Outflank
- Turret Mounting (Recon Drone only)

**Transport**

The unit may take a Devilfish as a dedicated transport.

**Shas'ui**

- One Pathfinder may be upgraded to a Pathfinder Shas'ui 10 pts
- The Shas'ui may take a blacksun filter ..... 5 pts
- The Shas'ui may take up to two drones from the **Drones** list.

**Turret Mounting:** *Designed specially to provide maximum effectiveness the Pathfinder's Recon Drone is made to fit into a housing on Devilfish troop carriers.*

Recon Drones are capable of attaching on a Devilfish if it is purchased as a dedicated transport. This must be decided during deployment, and when the Recon Drone is so attached the vehicle counts as having a homing beacon and positional relay. The Recon Drone may not detach like other drones.

**(0-1) XV9 Hazard Team** ..... **45 pts/model**

The XV9 hazard close insertion suits are a slightly larger experimental battlesuit armour than its more commonplace xv8 counterparts, and built to the highest specification the Tau Empire can produce on a meaningful scale. As well as greatly augmenting the warrior within, the armour's in-built systems feature a powerful compact energy source that enables it to mount weapons of an unprecedented strength for its size.

	WS	BS	S	T	W	I	A	Ld	Sv
Hazard Shas'ui	2	3	5	5	2	2	2	8	3+
Hazard Shas'vre	3	3	5	5	2	2	3	9	3+

**Unit Composition**

- 1-3 Hazard Suits

**Unit Type**

Jetpack Infantry

**Wargear**

- Hazard battlesuit
- Two twin-linked burst cannons

**Special Rules**

- Very Bulky
- Supporting Fire
- Guidance Stabilizers

**Options**

- Any Hazard Suit may replace both his twin-linked burst cannons with the following:
  - pulse submunitions rifles ..... 10 pts
  - fusion cascades ..... 15 pts
  - twin-linked phased ion guns ..... 15 pts
- Any Hazard Suit may take a single item from the **Battlesuit Support Systems** list.
- Any Hazard Suit may take up two two drones from the **Drones** list.
- The entire unit may take the Bonding Knife Ritual ..... 1 pt/model

**Shas'vre**

- One Hazard Shas'ui may be upgraded to a Hazard Shas'vre ..... 10 pts

**Guidance Stabilizers:** XV9 battlesuits are significantly faster than their counterparts thanks to the advance power unit in their core. This speed enables pilots to maneuver much quicker and in manners unpredicted by their opponents.

XV9 battlesuits may move, run, charge, and thrust-move an extra 3 inches.

**Gun Drone Squadron** ..... **14 pts/model**

Acting in support of Fire Warrior teams and armed with twin-linked pulse carbines, squadrons of Gun Drones can easily flank enemy troops allowing the main body of the Tau army to further its advance and take up more advantageous positions.

	WS	BS	S	T	W	I	A	Ld	Sv
Gun Drone	2	2	3	4	1	4	1	-	4+

**Unit Composition**

- 4-12 Gun Drones

**Unit Type**

Jet Pack Infantry (Drone)

**Wargear**

- Twin-linked pulse carbine

**Special Rules**

- Deep Strike
- Supporting Fire

**Options**

- Any Gun Drone may be changed into either a Shield Drone or Marker Drone for ..... free

**Piranhas** ..... **45 pts/model**

*The Piranha is a lightly armoured vehicle used by the Tau in a range of capacities including rapid response, support of Pathfinder teams, and even as battlefield transport for high ranking dignitaries. By upgrading the vehicle to carry a fusion blaster it can transition its role from fire support to become an effective tank hunter.*

	— Armour —				
	BS	Front	Side	Rear	Hp
Piranha	3	11	10	10	2

**Options**

- May replace its burst cannon with a fusion blaster . 10 pts
- May take up to two seeker missiles ..... 8 pts each
- Any Piranha may take a upgrades from the **Tau Vehicle Armoury**.

**Unit Composition**

- 1-3 Piranhas

**Wargear**

- Burst cannon
- Two Gun Drones

**Unit Type**

Skimmer (Fast, Open-topped)

**Special Rules**

- Scout

**Tetra Scout Speeders** ..... **35 pts/model**

*The tetra scout speeder is used as a very mobile markerlight support platform, many generals prefer to use them over pathfinders for their maneuverability which enables them to get into key positions faster.*

	— Armour —				
	BS	Front	Side	Rear	Hp
Tetra	3	10	10	10	2

**Options**

- May take up to two seeker missiles ..... 8 pts each
- Any Tetra may take a upgrades from the **Tau Vehicle Armoury**.

**Unit Composition**

- 1-3 Tetras

**Wargear**

- Twin-linked pulse rifle
- High intensity markerlight
- Homing beacon

**Unit Type**

Skimmer (Fast, Open-topped)

**Special Rules**

- Scout

**Remora Stealth Drone Squadron** ..... **55 pts/model**

*An improved version of the common burst cannon, the hyper burst cannon uses an overcharged accelerator array to fire its projectiles with much higher power than normal. Unfortunately the rapid micro-vibrations caused by the firing procedure is damaging to organic pilots, so only the Remora Stealth Drone is able to carry this weapon.*

	— Armour —				
	BS	Front	Side	Rear	Hp
Tetra	2(3)	10	10	10	2

**Unit Composition**

- 1-2 Remoras

**Unit Type**

Skimmer (Fast)

**Wargear**

- Twin-linked hyper burst cannon
- Twin-linked markerlight
- Two seeker missiles
- Stealth field generator
- Blacksun filter
- Targeting array (included in profile)

**Special Rules**

- Vector Dancer (+6" movement)
- Deep Strike
- Jink (-1 to hit with ranged weapons)



## HEAVY SUPPORT

**XV88 Broadside Team**.....**65 pts/model**

The XV88 Broadside are the most heavily armed of all Tau ground troops. Sacrificing the jetpack of the standard XV8 the Broadside is an slightly upscales version designed to handle the recoil of its larger weapon systems. Designed for anti armour purposes, the broadside totes either the heavy rail rifle or a rapid firing missile payload system.

	WS	BS	S	T	W	I	A	Ld	Sv
Broadside Shas'ui	2	3	5	5	2	2	2	8	2+
Broadside Shas'vre	3	3	5	5	2	2	3	9	2+

**Unit Composition**

- 1-3 Broadside

**Unit Type**

Infantry

**Wargear**

- Broadside battlesuit
- Twin-linked heavy rail rifle
- Twin-linked smart missile system

**Special Rules**

- Extremely Bulky
- Supporting Fire

**Options**

- Any Broadside may exchange his heavy rail rifle for a twin-linked high yield missile pod ..... *free*
- Any Broadside may exchange his twin-linked smart missile system for twin-linked plasma rifles ..... *5 pts*
- Any Broadside may equip a seeker missile ..... *8 pts*
- Any Broadside may take up to one item from the **Battlesuit Support Systems** list.
- Any Broadside may take up two two drones from the **Drones** list.
- The entire unit may take the Bonding Knife Ritual ..... *1 pt/model*

**Shas'vre**

- One Broadside Shas'ui must be upgraded to a Broadside Shas'vre ..... *free*

**Hammerhead Gunship**.....**135 points**

The Hammerhead Gunship is the main battle tank of the Tau army. Most of the internal space is taken up by capacitors that drive the main weapon systems and thus cannot carry troops. Armed with either a powerful ion cannon or the fearful rail gun it is a very capable vehicle.

		—Armour—			
	BS	Front	Side	Rear	Hp
Hammerhead	3(4)	13	12	10	3

**Unit Composition**

- 1 Hammerhead

**Unit Type**

Skimmer

**Wargear**

- Targeting array (included above)
- Two gun drones
- Rail Gun

**Special Rules**

- Supporting Fire

**Options**

- May exchange both Gun Drones for one of the following:
  - twin-linked smart missile system ..... 10 points
  - two burst cannons\* ..... 10 points  
\*fired as a single weapon
- May replace the rail gun with an ion cannon ..... *free*
- May take up to two seeker missiles ..... 8 points each
- The Hammerhead may be take a upgrades from the **Tau Vehicle Armoury**.

**Skyray Missile Defense Gunship** ..... **115 points**

*The Skyray is a variant of the more common place Hammerhead gunship. The Skyray Missile Defense Gunship is used to provide dedicated anti air support for the Tau ground force until their own aerial support can arrive, and is a great supplier of anti armour solutions for infantry squadrons. Armed with a array of missiles, it is capable of carrying four times more than any other tau vehicle.*

		┌ Armour ─┐			
	BS	Front	Side	Rear	Hp
Skyray	3(4)	13	12	10	3

**Unit Composition**

- 1 Skyray

**Unit Type**

Skimmer

**Wargear**

- Targeting array (included above)
- Two gun drones
- Six seeker missiles
- High intensity markerlight
- Velocity tracker

**Special Rules**

- Supporting Fire

**Options**

- May exchange both Gun Drones for one of the following:
  - twin-linked smart missile system ..... 10 points
  - two burst cannons\* ..... 10 points  
\*fired as a single weapon
- May take up to two additional seeker missiles ..... 8 points each
- The Skyray may be take a upgrades from the **Tau Vehicle Armoury**.

**(0-1) XV104 Riptide** ..... **190 points**

*The XV104 Riptide is the largest mobile battlesuit used in the tau arsenal. Its development can be traced back to the massive ork invasion of Vior'la but was stalled for a lengthy time – all prototypes resulting in failure. The invention of the nova reactor, an experimental power-pack that fuses dark matter led to the first success.*

Riptides may only be included in games of 1200 points or more.

	WS	BS	S	T	W	I	A	Ld	Sv
Riptide Shas'vre	2	3	6	6	5	3	3	9	2+
Shielded Missile Drone	2	3	4	6	1	4	1	-	4+

**Options**

- May exchange the twin-linked smart missile system for either a
  - twin-linked plasma rifle ..... free
  - twin-linked fusion blaster ..... free
- May exchange the heavy burst cannon for a ion cannon .. free
- May take up to two shielded missile drones ... *25 pts each*
- May take up to two items from the **Battlesuit Support Systems** list.

**Unit Composition**

- 1 Riptide

**Unit Type**

Jet Pack Monstrous Creature

**Wargear***Riptide*

- Riptide battlesuit
- Heavy burst cannon
- Twin-linked smart missile system
- Riptide shield generator

**Special Rules**

- Very Bulky
- Supporting Fire

**Psyker***Shielded Missile Drone*

- Missile pod
- Shield generator

**Nova Reactor:** *The secret to the development of such a large battlesuit such as the riptide was the revolutionary nova reactor, able to deliver immense levels of output energy and even overdrive itself in desperate circumstances.*

You must declare if the pilot is going to attempt to use the reactor at any point during your turn. If he chooses to do so, roll a D6. On the roll of a 1 or a 2, something has gone wrong - the Riptide Shas'vre suffers a single Wound with no saves of any kind allowed, and the attempt fails. On any other roll, the attempt is successful, and you can choose one of the abilities listed below for the Riptide Shas'vre to have until the start of its next Movement phase.

**Nova Shield:** This grants the Riptide Shas'vre a 3+ invulnerable save. **Boost:** The Riptide Shas'vre rolls 4D6 for its Thrust Move in the Assault phase. **Ripple Fire:** The Riptide Shas'vre can fire its twin-linked fusion blaster, its twin-linked plasma rifle, or its twin-linked smart missile system twice this turn. Even though these weapons are fired twice, each still only counts as firing one weapon. **Nova-charge:** The Riptide Shas'vre's heavy burst cannon becomes Assault 16 and gains the rending special rule. If instead equipped with the ion cannon when overcharging gains +1 Strength, -1 AP, and the ordinance type.