

CODEx: TAU

FOR THE GREATER GOOD

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The idea behind this work is to improve balance and create interesting units to choose from. A version of the tau codex where everything has a role or place. I've tried to stay as true to the original codex as possible and to not lose any of the feel of what tau is considered to be. A lot has been reworked but very little has been added. I've had to restrain my self time and time again from adding additional rules and options, which however awesome, aren't necessary. I've tried to the best of my ability to make every possible entry and upgrade viable in some form or another to make every miniature you may own usable. Hopefully listbuilding and gameplay will be a lot more interesting and fun. Happy gaming.

ABILITIES – SPECIAL RULES

TAU SPECIFIC

ADAPTATION

When upgrading a kroot to a kroot shaper the whole kindred gets a 6+ armor save due to his evolutionary guidance.

ARTIFICIAL

Drones never count towards the squad size or the number of casualties or wounds lost in the purpose of moral tests or regroup possibilities. Not even in a 'only drones' unit. The 'only drone'-units may regroup without any regard to unit size.

BODYGUARD

The Commander may be accompanied with a retinue of Shas'vere crissisuit pilots. This removes his independent character status until they are dead where he returns to be an independent character once again. The commander counts as having a bodyguard if he is bought with at least one shas'vere bodyguard in his entry.

BONDED

A unit that is bonded through the ritual of the Ta'lissera may regroup when below 50% unit strength. As long as at least one model is bonded the whole unit is bonded. Bonded units are often represented by a bonding knife on the leader.

DRONES

The unit may buy up to two drones of any kind to be added to the unit. See the Drones section for rules, statline and pointcosts.

HONORGUARD

The ethereal may be accompanied with a retinue of honor guard fire warriors. Taking a honorguard removes the ethereals independent character status until they are dead where he returns to be an independent character once again. See below the ethereal unit entry for the honorguard unit entry.

HOT PICK-UP

If a firewarrior or pathfinder unit would start a fall back move with a model within 8" of the devilfish they will embark the transport automatically instead. If the fallback move is made with hit and run they may choose whether to embark or make a normal hit and run move. The unit count as having successfully regrouped.

FIELD CRAFT

Kroot are the agile masters of any environment and ignore difficult terrain tests. On top of this they have stealth until they have suffered at least one unsaved wound that playerturn.

LARGE STATURE

This unit is so big and unagile that conventional infantry cover is not enough. The unit claims coversaves as monstrous creatures would.

PRICE OF FAILURE

If the ethereal is killed then every Tau (not kroot, drone or vespide) has its leadership value reduced to 5 until the end of the opponents next turn.

INSPIRING PRESENCE

All Tau units (not kroot, drone or vespide) with line of sight to the ethereal may reroll any moral tests (This includes passed moral checks). Any unit joined by the ethereal is fearless.

STABILIZATION SYSTEM

May both move and assault while firing rapid fire weapons.

TACTICAL BRILLIANCE

The shas'o lets you reroll the seize the initiative or drop the initiative roll.

UNIVERSAL SPECIAL RULES

ACUTE SENSES (USR)

May reroll any rolls for spotting distance when nightfight is in effect.

DEEP STRIKE (USR)

The unit may start in reserve and arrive anywhere on the table. Roll scatter to see deviation from original destination. Difficult terrain equals dangerous terrain rolls. Enemy models and outside table equals mishap. 1,2 Delayed 3,4 Opponent pick location 5,6 Death

FLEET (USR)

The unit may assault after a run move in the shooting phase

FEEL NO PAIN (USR)

When a model with feel no pain suffers an unsaved wound, the wound is ignored on a roll of 4+. This additional save may not be taken against wounds that are in some way instant death (force weapon, double toughness) or ignore armor (rending 6s, powerweapons, Ap1-2).

HIT AND RUN (USR)

With a successful initiative test taken at the end of the assault phase the unit may make a fallback move in a straight line in any direction. The unit does not count as falling back. The majority initiative value in the squad is used for this. The hit and run ability is lost if joined by a unit without it.

MOVE THROUGH COVER (USR)

The unit rolls 3 dice instead of 2 when moving through cover

INFILTRATE (USR)

After deployment all units dictated to infiltrate may be placed anywhere on the table as long as its 18" away from an enemy model in sight or 12" out of sight. The unit is also aligible to outflank.

SCOUT (USR)

After deployment all units with scout may make a free move as they would in the movement phase. The unit is also aligible to outflank.

SKILLED FLYERS (USR)

The units with the skilled fliers rule may reroll dangerous terrain tests.

STEALTH (USR)

*The unit may assault after a run move in the shooting phase
The unit has a +1 to cover save rolls.*

RENDING (USR)

The unit has rending in assault if listed under special rules, and rending on the specific weapon if listed in the weapon profile. Rending means all 6:s to wound ignore armor save and all 6:s to penetrate armor adds an additional D3 to the pen-result

ARMORY – EQUIPMENT

INFANTRY

"Bonding knife

The unit has undergone a brotherhood ritual of bonding. The bonding knife is a symbol of this and is carried by the leader of the unit.

- Blacksun filter

The model equipped with the blacksunfilter double the spotting distance during nightfight. This Does not apply to nightfight like effects caused by wargear and abilities.

"EMP-grenade

Grenade type weapon used in assault against vehicles that on hit causes a penetrating hit on the roll of 4+ with a -1 modifier to the vehicle destruction chart roll

- Kroot rifle

A tau enhanced version of the the weapon kroots were using earlier. The kroot still modifies it to their tastes with multiple blades along the sides. Counts as being equipped with 2 close combat weapons.

"Photogrenades

Infantry equipped with photon grenades try to foil assaulting units by throwing disorientating grenades. They count as having defensive grenades. If at least one model has photon grenades the whole unit has the hit and run special rule during the first round of close combat.

"Pulse rifle

High strength infantry weapon. Alongside the Rail gun the Icon of Tau warfare.

"Pulse carbine

A less powerful but more versatile weapon compared to the Rifle variant. Equipped with underslung photon grenade launcher which adds a chance of pinning the target. The disorientating effect combined with the high fire rate is so intimidation that it also reduces the leadership of the target by one until the firing players next turn if the unit suffered at least one unsaved wound. The leadership reduction does not stack.

"Pulse pistol

A pistol variant of the pulse weapon technology.

"Kroot gun

Basicly a larger version of the Kroot rifle mounted on the back of a Krootox to enable nonstop fire.

"Honor staff

A Polearm type weapon used in ceremonial fighting between Ethereals capable of dishing out considerable damage when used correctly. Increases strength by 2 and counts as two close combat weapons

"Rail rifle

Hand held weapon using the rail technology. Delivers a high strength shot with considerable accuracy. Causes pinning.

- Snares

Kroot with this upgrade utilize traps, snares, bolas and the like to bring down large prey. Any monstrous creature, walker or unit with toughness 6 or higher in base to base contact with the 'Snares' equipped kroots has its WS, A and I modified by -1.

"Symbols of the office
Counts as two close combat weapons.

"Stealth field generator
High-tech adaptive camouflage device that renders the user nigh invisible to the eye. Units firing at the bearers unit must roll 2D6 and multiply by 3 for spotting distance. If nightfight is in effect the multiplier is reduced to 2. Barrage weapons scatter an extra D6 when aimed at the unit. If there at any point is a non drone model without a stealthfield generator in the unit the effect is broken.

VEHICLE

"Targeting array
A high tech accuracy enhancing device exclusive to the hammerhead. +1BS. This also applies to an gundrones.

"Target lock
The vehicle (Or vehicle squadron) may fire on two different units. Declare which weapon fires at which unit.

"Multitracker
The vehicle acts as if it was a 'Fast' vehicle for the purpose of shooting. (It can't move flat out)

"Sensor spines
The ABS and ESP of skimmers. The vehicle gains the Skilled fliers special rule.

"Decoy launcher
The vehicle has a 4+ cover save until the start of the owners next turn. The vehicle may still shoot. Declared during the movement or shooting phase. One use per game only. In a squadron all models must use the decoy launchers at the same time.

"Disruption Pod
Firing at the vehicle beyond 12" range confers a -1 modifier to the shooters BS. In a squadron, measure to the closest vehicle.

"Gundrones (Vehicle mounted)
Each drone has a twinlinked pulse carbine, fires at a BS of 3. Counts as defensive weapon and may fire even if the vehicle is shaken or stunned. Can not be detached. They can each be destroyed by a "weapon destroyed" result.

"Seeker Missile
Always hits side armor. Does not need line of sight to be fired at a enemy unit. Does neither confer a coversave to the targeted unit due to terrain or models between the firer and the target. Can not be fired by the carrying vehicle. Counts as a vehicle weapon each. Se the drone and markerlight section for further details.

"Seeker Missile Rack
The Seekermissile rack starts the game loaded with 6 Seekermissiles(Se previous entry). At the beginning of the shootingphase the automatic loading system adds one more missile up to a maximum of 6. The seekermisile rack with all its current loaded missiles counts as a single weapon for the purpose of weapon destroyed results.

"Railgun (Vehicle mounted)
The hammerhead version packs a mighty punch surpassing the tactical broadside one, able to punch trough the strongest of defenses and continue on. Draw a line out from the models railgun through the center of the target; any vehicle or monstrous creature under the line after the initial target might get struck by the rail shot. If the rail gun successfully hits and penetrates or wounds the shot will continue on to the next target

until it fails to penetrate, wound or the victim saves. To clarify, only the first target needs to be rolled for to hit. Coversaves are calculated as if previous hit targets were absent. Also invulnerable saves as reduced by 1 against the railgun. May switch firing mode to an area blast shot called 'Submunition round'.

"Ion cannon

Not as strong as the Rail gun but compensates by delivering a steady rate of high powered ion blasts. The Demiurg sends their regards.

"Fleschette discharger

When a model is attacking a vehicle with fleschette dischargers in an assault, before any blows are struck, it receives a wound on the roll of 4+. To clarify; This damage is resolved before any chance to strike the vehicle.

"Marker beacon

Any unit trying to deepstrike within line of sight of the Markerbeacon equipped vehicle may reroll the scatterdice (The lot).

BATTLESUIT

Weapon systems

"Airbursting Fragmentation Projector

A large blast weapon that reduces hit units coversave by one (Not for all incoming fire, just this weapon). It is also a pinning weapon.

"Burst cannon

Due to its high rate of fire the Burst canon effectively suppresses enemy units. Any non-vehicle. non-monstrous creature fired upon may chose whether to count as moving through difficult terrain during that players whole next turn or take a leadership test to dare face the torrent of fire. If the test is successful the unit receives an additional S5 AP5 hit per burst cannon resolved along with the rest of the shooting. If a successfully suppressed unit would already roll for difficult terrain, from terrain or another non burst cannon source, then that unit rolls one die less.

"Cyclic Ion Blaster

Medium range, high rate of fire and an fluctuating power output. Has rending.

• Flamethrower

Bursts out a chemical in a cone that shortly after selfignites. All that is left after the few seconds it takes for the flames to clear is burned beyond recognition. Ignores cover saves as it is a template weapon

"Fusion blaster

The power of the sun at your disposal. Melta weapon with melta range of 9"

"Missile pod

Medium to long range general purpose weapon.

"Plasma rifle

The bane of heavy infantry. Even deadlier up close.

"Smart Missile System

Does not need line of sight to be fired at a enemy unit. Does neither confer a coversave to the targeted unit due to intervening terrain nor models between the firer and the target.

• Railgun (Broadside)

This legendary icon of tau warfare is the pinnacle of long range vehicle destruction. So strong is this weapon that even high tech force fields have trouble deflecting the attack. Invulnerable saves are made with a -1 modifier against the railgun.

Support systems

"Advanced stabilization system (*Broadsides only*)

Every turn, the unit may chose to be slow and purposeful for the length of the turn.

"Target lock

The Target lock equipped unit may fire at an additional target with target lock equipped models. The equipped models may chose which weapon systems fire at which of the two targets if they are able to fire more than one weapon.

- Multitracker

The Multitracker equipped unit may fire up to two weapons.

"Shield generator

4+ Invulnerable save

- Stimulant injector

Feel no pain

"Vectored retro thrusters

Grants the equipped model the Hit and run and Skilled fliers rules.

Auxiliary systems

"Fail-safe detonator

When in close combat, before leadership rolls, the Fail-safe detonator may be used to ensure a successful fallback move (counts as fleeing). The bearer makes a sacrifice for the greater good. S8 Ap - Large blast on top of the suiciding model after the fallback move has been made. The enemy unit(s) may not consolidate or make a sweeping advance.

"Positional relay

If a unit with Positional relay is on the board at the beginning of the players turn then that player may instead of rolling for reserves as normal pick a single unit that will enter on the D6 roll of 2+. If that unit is deepstriking it may reroll the scatter dice. If that unit is outflanking it may chose side at the roll of 3+ (A 1 is left table edge and a 2 is the right as a consequence).

- Command and control node

At the start of your shootingphase you may nominate up to 2 non-vehicle units within 18" of the C&CN equipped commander. The selected unit(s) take a leadership test. If successful they may make a run move directly after firing this turn (if they normally could have instead of firing).

The Markerlight

The markerlight target designator is a highly advanced intelligence system in wide used by tau fighting forces. An invaluable tool able to 'paint' enemy targets locations and send that data in real time streaming into the hud of helmets and interfaces of all nearby units.

"All units firing a markerlight do so at a BS of 3.

"Vj g"ghrgeVqH'vj g"o ctngrtrk j v'ku" ugf "d "vj g"rklpi " pkv

"Octngrtrk j w"ctg"pqv'chgevgf"d "eq gt"uc gu"qt"qvj gt'uc gu"qH'cp "mpf 0

"Cnrl pku"rklpi "cvc"o ctngrf "cti gv'i gv'vj g"vj g"dgpgrh'ej qugp0

For each hit scored with a markerlight weapon one of the following effects must be chosen;

- 1) -1 To marked unit coversave for all Non Kroot and Vespids without strain leader units firing at the marked unit until the end of the shooting phase. May be stacked.
- 2) -1 To marked unit leadership value for all Non Kroot and Vespids without strain leader units firing at the marked unit for the purpose of pinning tests and suppression tests (from the burst canon) until the end of the shooting phase. May be stacked.
- 3) Fire a seeker missile at the marked target from any vehicle carrying one. All seeker missiles are resolved along with the rest of the shots from the firing unit. The seeker missile has a BS of 9 and ignores any coversave due to intervening terrain and units.
- 4) All non Kroot and Vespids without strain leader units normally required to roll for spotting distance towards the marked unit ignore the nightfighting rule and all similar rules (Harlequins/Stealthsuits) for spotting distance until the end of the shooting phase.
- 5) Each wound caused by a rail rifle to the unit may be allocated by the firing player on a successful roll of 6+. For each additional markerlight hit with this effect, add +1 to die rolls.

The Drones

A total of up to 2 drones may be taken for any unit with the option 'Drones' in its unit entry. The drones bought may be of any possible combination.

Y j gp"d lpi " vj g" j qrg" pk'v o c "cng00."vj ku"f qgu"pqv'kpen f g"cp "f tqpgu0

All drones have the following profile except sniper drones which have +1 BS

Cnrlf tqpgu"j c g"vj g" Ctngrtrk"ur gelc'rt rg

	WS	BS	S	T	W	I	A	Ld	Sv
Drone	2	3	3	3	1	4	1	7	4+

Gun drone *Jump infantry (Jet pack) 9 Points*

Standard assault drone used to increase the number of guns in a squad since Tau lack the numbers of the other warring species. Equipped with twin-linked Pulse carbines.

Shield drone *Jump infantry (Jet pack) 10 Points*

The answer to the problem of open terrain warfare like the sandy dunes of T'au. Gives the unit a 6+ Coversave. Two Shield drones gives a 5+ Coversave.

Marker drone *Jump infantry (Jet pack) 15 Points*

Support drone that continually scans its environment streaming data of enemy whereabouts to units nearby. Equipped with a Markerlight, Blacksun filter and Target lock

Sniper drone *Infantry (This drone type is exclusive to the sniper drone team)*

Finely tuned fire support drone. Equipped with a Rail Rifle and Target lock. As stated before, enjoys a +1 BS.

ARMY – PICKING THE UNITS

HQ

1+ XV8 'CRISIS' BATTLESUIT COMMANDER

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Shas'o	90	4	7	5	5	4	3	4	10	3+
Shas'el	65	3	5	5	5	3	3	3	9	3+
Shas'vre	45	3	4	5	5	2	3	2	8	3+

Jump Infantry(Jet Pack) 1 Shas'el or Shas'o Commander + 0-2 Shas'vre Bodyguard

Equipment: Multi-tracker

Special Rules: Acute Senses, Deepstrike, Large stature, Independent Character(Commander), Tactical brilliance(Shas'o)

Options: "Dqf i ctf"(See special rules)

Each model must buy two weaponsystems (Duplicates are allowed)

"D tuvecpqp."7"r qlpw

"Hrc o gvj tq gt."32"r qlpw

"H ulqpdrcvgt."37"r qlpw

"Okukgr qf ."37"r qlpw

"Plasmarifle, 15 points

"Uo ct'vo kuug"u uvgo , .37"r qlpw

"E erie"kpdrvgt, ."42"r qlpw

"Ckd tuvpi "htci o gpcvqp"r tq gevgt, ."47"r qlpw

* A maximum total of one of these on each shas'vre bodyguard model

The whole unit must take one of the following:

"Vcti gvqem"7"r qlpw"r gt"o qf gn

"Xgevgtgf "Tgvta"Vj t uvgtu."32"r qlpw"r gt"o qf gn

"Uj kgrf i gpgtcvgt."37"r qlpw"r gt"o qf gn

Any Model may be equipped with a Failsafe detonator, 10 points

"Vj g" j qrg" pk'o c "vrg"Uvo rcpvlp gevgtu."42"r qlpts per model (25 points on the commander)

"Vj g" j qrg" pk'o c "dg"Dqpf gf ."7"r qlpw

The commander may be equipped with a Positional relay, 25 points

The shas'o may be equipped with a Command and Control node, 20 points

HQ

ETHEREAL (Aun)

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Ethereal	50	5	3	3	3	2	4	3(4)	10	-

Infantry 1 Ethereal

Equipment: Symbols of the Office, Pulsepistol

Special Rules: Inspiring Presence, Price of Failure, Independent Character, Bonded

Options: " qpqt"i ctf "(See special rules)
"G ej cpi g"vj g"U o dqm"qf"vj g"qf"leg" kj "c" qpqtuvcth"7"r qfpu

RETINUE

HONORGUARD

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Shas'vre	12	3	4	3	3	1	3	2(3)	8	4+

Infantry 3-7 Shas'vre + 0-2 Drones

Equipment: Pulse rifle or pulse carbine, Photon grenades, EMP-grenades, Pulse pistol, CCW

Special Rules: Bonded

Options: "F tqpgu"(See special rules and armory)
"Oc "vcmg"c"fg ktkuj "vtqqr "Ecttkt"cu"fg gf lecygf "vtcpur qt"(Unit entry below)

DEDICATED TRANSPORT

DEVILFISH TROOP CARRIER

	Pts	Front	Side	Rear	BS
Devilfish	65	12	11	10	4

Vehicle 1 with Tau Fire cast crew

Equipment: A pair of Gun drones, Burst cannon

Special Rules: Skimmer, Tank, Hot pick-up

Transport: May transport a unit of up to 14 non XV Battlesuit models. Krootox rider counts as 2 models. Access hatches are located at the sides and the rear.

Options: "F kut r vqp"r qf ."32"r qfpu
"F geq "rc pej gt."7"r qfpu
"Hguj ette Dischargers, 10 Points
"O nktcmgt."32
"Ugpuqtur kpgu."7"Rqfpu
"Uggngt"o kukgu"*Oc lo o "qf"v q+."32"Rqfpu"gcej"
"Oc "g ej cpi g"ku"l p"ft qpgu"qt"cu"uo ctvo kukgu"u vgo ."7"Rqfpu

ELITE

XV8 'CRISIS' BATTLESUIT TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Shas'ui	40	2	4	5	5	2	2	2	8	3+
Shas'vre	+5	3	4	5	5	2	3	2	8	3+

Jump Infantry(Jet Pack) 1-3 Shas'ui 'Crisis' Battlesuits

Equipment: Multitracker

Special Rules: Acute Senses, Deepstrike, Large stature

Options: Each model must buy two weaponsystems (Duplicates are allowed)

"D tuvecpqp."7"r qlpw
"Hrc o gvj tq gt."32"r qlpw
"H ukpdrucvgt."37"r qlpw
"Okukgr qf ."37"points
"Rrcuo ctkng."37"r qlpw

The shas'vre may take one of the following instead of one the previous.

"Uo ct'vo kurg"u ugo .37"r qlpw
"E erhe"Kpdrucvgt."42"r qlpw
"Ckd tuvpi "rtci o gpcvqp"r tqgevgt."47"r qlpw

The whole unit must take one of the following:

"Vcti gvqem"7"r qlpw"r gt"o qf gn
"Xgevgtgf "Tgvttq"Vj t uvgtu."32"r qlpw"r gt"o qf gn
"Uj kgrf i gpgtcvgt."37"r qlpw"r gt"o qf gn
"Wri tcf g"qpg"Uj cu) Kq"Uj cu) tg."7"r qlpw
"Uvo rcpvlpgevgtu"*Uj cu) tg"qpn +."42"r qlpw
Failsafe detonator (Shas'vre only), 10 points
"Vj g" j qng" pko c "dg"Dqpf gf ."7"r qlpw

ELITE

XV25 'STEALTH' BATTLESUIT TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Shas'ui	25	2	4	4	3	1	2	2	8	3+
Shas'vre	+5	3	4	4	3	1	3	2	8	3+

Jump Infantry(Jet Pack) 3-6 Shas'ui 'Stealth' Battlesuits + 0-2 Drones

Equipment: Stealth field generator, Burst Cannon

Special Rules: Acute Senses, Deep strike, Infiltrate

Options: "F tqpgu"(See special rules and armory)

"Wri tcf g"qpg"Uj cu) Kq"Uj cu) tg."7"r qlpw
"Vj g" j qng" pko may be Bonded, 5 points
"Vj g"uj cu) tg"o c "vcng"Uvo rcpvlpgevgtu."7"r qlpw
"Vj g"uj cu) tg"o c "vcng"c"Hckuchg"fgvqpcvgt." 10 points
"Vj g"uj cu) tg"o c "vcng"Octngtrik j v."O nktcengt"cpf "Drcemu p"rkg."32"r qlpw

For each 2 Stealthsuits one may replace his Burst Cannon with:

"H ukpdrucvgt."32"Rqlpw
"Rrcuo c"tkng."32"Rqlpw

TROOP

1+ FIRE WARRIOR TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Shas'la	9	2	4	3	3	1	2	1	7	4+
Shas'ui	+8	2	4	3	3	1	2	2	8	4+

Infantry 8-16 Shas'la + 0-2 Drones

Equipment: Pulse rifle or Pulse carbine

Special Rules: -

Options: "F tqpgu" (See special rules and armory)
 "Oc "vcng" c "F g ktkuj "Vtqqr "Ecttkt" cu" f gf lecvgf "tcur qt" (Unit entry on page 10)
 "W i tcf g" qpg" Uj cu) c "v" Uj cu) k": "r qlpw
 "Vj g" j qg" pk' o c "vcng" Photongrenades, 5 points
 "Vj g" j qg" pk' o c "vcng" GOR" i tgpcf gu." 4" r qlpw" r gt" o qf gn
 "Vj g" j qg" pk' o c "dg" Dqpf gf ." 7" r qlpw
 "Vj g" uj cu) K o c "vcng" c "n" qh' Octngtrk j v." Vcti gvqen' c pf "Drcenu p" hngt": "r qlpw

TROOP

KROOT CARNIVORE KINDRED

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	7	4	3	4	3	1	4	1(2)	7	-
Kroot Hound	6	4	0	4	3	1	5	2	7	-
Kroot Shaper	+14	4	3	4	3	3	4	3(4)	8	6+
Krootox Rider	35	4	3	6	3	3	4	3	7	-

Infantry: 10-20 Kroot + 0-12 Kroot Hounds + 0-3 Krootox Riders

Equipment: Kroot and Kroot Shaper have Kroot rifle. The Krootox Rider has a Krootgun

Special Rules: Infiltrate, Fieldcraft, Adaptation(Shaper)

Options: "W i tcf g" qpg" Mtqqv' v" Mtqqv' Uj cr gt." 36" r qlpw
 "Vj g" j qg" us cf " o c "vcng" Upctgu." 7" r qlpw
 "Vj g" uj cr gt" o c "g ej cpi g" j ku" Mtqqv' rifle for a Pulse rifle or Pulse carbine, Free
 (Remember that he loses his bonus attack in doing so)

FAST ATTACK

GUN DRONE SQUADRON (KOR'VESA)

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Gun Drone	11	2	3	3	3	1	4	1	7	4+

Jump Infantry(Jet Pack) 5-10 Gundrones

Equipment: Twin-linked Pulse carbines

Special Rules: Artificial, Deepstrike, Infiltrate

Options: "Cp "p o dgt"qt'o qf gnu"o c "g ej cpi g"vj gk"V lp-linked pulse carbines for twin-linked pulse rifles, 4 points per model

FAST ATTACK

PATHFINDER TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Shas'la	12	2	4	3	3	1	2	1	7	4+
Shas'ui	+8	2	4	3	3	1	2	2	8	4+

Infantry 4-8 Shas'la + 0-2 Drones

Equipment: Blacksunfilter, Pulse carbine, Markerlight

Special Rules: Stealth, Scouts

Options: "F tqpgu"(See special rules and armory)
"May take a Devilfish Troop Carrier as dedicated transport (Unit entry on page 10)
"W i tcf g"qpg"Uj cu)"v"Uj cu) k": "r qlpw
"Vj g" j qrg" pk'o c "dg"Dqpf gf ."7"r qlpw
"Vj g" j qrg" pk'o c "vcrq"Rj qvq"i tgpcf gu."7"r qlpw
"Vj g" j qrg" pk'o c "vcrq"GOR"grenades, 2 point per model
"G ej cpi g" r"v"4"Rcvj hpf gtu"R nvg"ectdkg"cpf"Octnqtrik j vrt"c"Tckltkrg."
Pulse pistol and Target lock, 15 Points.

FAST ATTACK

PIRANHA LIGHT SKIMMER SQUADRON

	Pts	Front	Side	Rear	BS
Piranha	55	11	10	10	4

Vehicle 1-3 Piranhas with Tau Fire cast crew

Equipment: Hull mounted Burst cannon, a pair of Gun Drones, Disruption pod

Special Rules: Skimmer, Fast, Open-topped, Scout

Options: "Vj g" j qŕ"us cf tqp"o c "vcŕ"Ŧgeq "ŕc pej gtu."7"Rqŕw"r gt"o qf gn
"Vj g whole squadron may take Target lock, 3 Points per model
"Vj g" j qŕ"us cf tqp"o c "vcŕ"Ugpuqt"ur lŕgu."5"Rqŕw"r gt"o qf gn
"Cp "Oqf gŕ"o c "g ej cpi g"ku"l p"f tqpgu"ŕqt"v q"uggŕgt"o kuukŕgu."32"Rqŕw
"Cp "Oqf gŕ"o c "g ej cpi g"ku"D tuŕecppqp" kŕj"c"H ulqn blaster, 10 points*

**When at least one model is equipped with a fusion blaster the squadron adopts a different tactic swapping the Scouts rule for Infiltrate.*

FAST ATTACK

VESPID STINGWINGS (MAL'KOR)

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Stingwing	15	3	4	4	4	1	5	1	6	5+
Strain leader	20	3	4	4	4	1	5	2	9	5+

Jump Infantry 1 Strain leader + 3-10 Stingwings

Equipment: Neutron Blaster

Special Rules: Fleet, Skilled Fliers, Rending

Options: "Vj g" j qŕ" pŕ"o c "dg" ri tcf gf" kŕj"6- "cto qt"uc g."6"Rqŕw"r gt"o qf gn
"Vj g" j qŕ" pŕ"o c "vcŕ"GOR"i tgpcf gu."4"r qŕw"r gt"o qf gn

HEAVY SUPPORT

XV88 'BROADSIDE' BATTLESUIT TEAM

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Shas'ui	100	2	4	5	5	2	2	2	8	2+
Shas'vre	+5	3	4	5	5	2	3	2	8	2+

Infantry 1-3 Shas'ui 'Broadside' Battlesuits

Equipment: Smart missile system, twin-linked Rail gun

Special Rules: Acute Senses, Stabilization system, Large stature

Options: The whole unit must take one of the following:

"Vcti gvrqem"7"r qlpw"r gt"o qf gn

"Cf cpegf"Ucdkk cvqp"U uvgo "*cnc"CUU+"32"r oints per model

"Uj kgrf i gpgtcvt."37"r qlpw"r gt"o qf gn

"Wr i tcf g"qpg"Uj cu) Kvq"Uj cu) tg."7"r qlpw

"Vj g" j qrg" pk'o c "dg"Dqpf gf ."7"r qlpw

"Vj g" j qrg" pk'o c "vcmg"o nktrackers, 10 points per model

"Vj g" j qrg" pk'o c "g ej cpi g"vj gk"uo ctvo lssile systems for twin-linked plasma rifles, 5 points per model

"Vj g"uj cu) tg"o c "vcmg"Uvo rcpvlpgevtu."47"r qlpw

"Vj g"uj cu) tg"o c "vcmg"c"Hckwchg"fgvqpcvt."10 points

HEAVY SUPPORT

0-1 SNIPER DRONE TEAMS

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Shas'ui spotter	*	2	4	3	3	1	2	2	8	4+
Sniper drone	*	2	3(4)	3	3	1	4	1	7	4+

*85 Points per team

Infantry 1-3 Teams each consisting of 1 Shas'ui spotter and 3 Sniper drones.

Equipment: "Ur qvgt"j cu"Octmgtk j vr cvqto ."R wgr kuvqn"Dr emu p"kvgt"cpf "utealth field generator.

"Upk gt"f tqpgu"j c g"Tcktkng"cpf "Vcti gvrqem

Special Rules: Artificial(Sniper drones)

Options: -

HEAVY SUPPORT

HAMMERHEAD GUNSHIP

	Pts	Front	Side	Rear	BS
Hammerhead	155	13	12	10	4(5)

Vehicle 1 Hammerhead with Tau Fire cast crew

Equipment: Targeting array

Special Rules: Skimmer, Tank

Options: Must take one primary weaponsystem;

"Xgj lerg" Tckll p."Htgg

"Kqp" Ecppqp."Htgg

Must take one secondary weaponsystem of the following;

"Rck" qh'i p" f tqpgu. Free

"Rck" qh'd tu'ecppqpu."Htgg

"Uo ct'vo kuukg" u uvgo ."7" Rqlpw

"F kut r vqp" r qf ."32" r qlpw

"F geq "ræ pej gt."32" r qlpw

"Hrguj gwg" F kuej cti gtu."32" Rqlpw

"O nktracker, 15

"Uggngt" o kuungu" *Oc lo o "qh'v q+."32" Rqlpw" gcej "

"Ugputupines, 5 Points

"Vcti gvæem"7" Rqlpw

HEAVY SUPPORT

SKY RAY TACTICAL SUPPORT SHIP

	Pts	Front	Side	Rear	BS
Sky Ray	110	13	12	10	4

Vehicle 1 Sky ray with Tau Fire cast crew

Equipment: Two Markerlights, Seekermissile Rack, Targetlock, Markerbeacon. Blacksun filter

Special Rules: Skimmer, Tank

Options: Must take one secondary weaponsystem of the following;

"Rck" qh'i p" f tqpgu."Htgg

"Rck" qh'd tu'ecppqpu."Htgg

"Uo ct'vo kuukg" u uvgo ."7" Rqlpw

"F kut r vqp" r qf ."32" r qlpw

"F geq "ræ uncher, 5 points

"Hrguj gwg" F kuej cti gtu."32" Rqlpw

"O nktracker, 10

"Ugputur lpgu."7" Rqlpw

ARSENAL – WEAPON PROFILES

Weapon Name	Range	Str	Ap	Type
A.b. Frag. Projector	24	5	-	Assault 1, Largeblast, Pinning, -1 to cover
Burst cannon*	18"	5	5	Assault 2
	18"	5	5	Assault 3, Against Vehicles and MCs
Cyclic Ion Blaster	18"	4	4	Assault 4, Rending
Flamethrower	Template	5	4	Assault 1
Ion Cannon	60"	8	2	Heavy 3
Kroot Rifle	24"	4	6	Rapid Fire
Kroot Gun	30"	7	5	Assault 2
Markerlight*	36"	n/a	n/a	Heavy 1
Markerlight Platform*	48"	n/a	n/a	Heavy 2
Missile pod	36"	7	4	Assault 2
Neutron Blaster	12"	5	3	Assault 1
Plasma rifle	24"	6	2	Rapid Fire
Pulse rifle	30"	5	5	Rapid Fire
Pulse carbine*	18"	5	5	Assault 1, Pinning, -1 to leadership
Pulse pistol	12"	5	5	Pistol
Fusion blaster	18"	8	1	Assault 1, Melta
Railgun (Solid slug)	108"	10	1	Heavy 1, -1 to invulnerable saves
(Submun.)	72"	6	4	Heavy 1, Large blast
Railgun (Broadside)	72"	10	1	Heavy 1, -1 to invulnerable saves
Rail Rifle	36"	6	3	Heavy 1, Pinning
Seeker missile*	Unlimited	8	3	Heavy 1, Always hit side armor
Smart missile system*	24"	5	5	Heavy 4, Does not require LoS

* These weapons have additional rules or information which is explained in the armory.

Designer Notes

- Markerlights. Bad in a fluff way that not all units firing at the same markerlighted target do get the same buff and in a rules way due to it messing up balancing and list building 'cause of squadsizes becoming a factor. When giving all firing units the buff, +BS is far too strong, as well as being a boring no-brainer where not much room is given to the other effects. Also, +BS would tend to create a must-have calculated optimal balance in each list for maximized firepower. That is bad. It's much more interesting and tactical if you want the markerlights because they fit your play style with the actual list.

- Dealing with Taus' bad scoring ability. Reworking shield drones. Cheaper firewarriors. Pseudo stealth on Kroots. Cheaper Devilfish. Cheaper Shas'ui for leadership increase. Cheaper Photongrenades. The changes aren't all that big but hopefully will add up in a whole.

- Note that marker drones, since they no longer convert their unit type to the owners, are still relentless in a squad of infantry and may fire their markerlight on the move.

- Note that if the spotter dies first in a sniper drone team the drones lose the stealthfield and must take a leadership test.

Current known issues under close observation

- Firewarriors too cheap or just plain boring at a theoretical "right" cost? **Fixed?:** Increased cost
- Ethereal still is not quite interesting enough. Some type of unlock to be added? **Fixed?:** Reruled
- Photongrenades are still a stupid upgrade on tau infantry? **Fixed?:** Special rule
- Broad-sides are far too tough or just too cheap? **Fixed?:** Increased cost / Special rule / Niche
- Stealthsuits too weak compared to regular crisis suits or are crisis suits too cheap? **Fixed?:** Special rule
- Devilfish lack synergy? **Fixed?:** Special rule (a bit messy)
- Gundrone squadrons a bit boring?

Extinct Entries

- Landing Gear
- Ejection system
- Iridium armor

Credits

- Joel Adolfsson**
- Erik Andersson**
- Jimmy Johansson**
- Svenska40k**
- Focused fire and countless other with their inspiring works on Tau.**

