

This document provides rules updates for a wide selection of Forge World Tau Empire units previously covered in early Imperial Armour books.

Each unit entry indicates which Force Organisation Chart slot it may be selected as, which Codex this applies to, and the document as a whole bears the 'Warhammer 40,000' stamp. This stamp indicates that the units are intended to be used in 'standard' games of Warhammer 40,000, within the usual limitations of Codex selection and Force Organisation Charts. As with all our models these should be considered 'official', but owing to the fact that they may be unknown to your opponent, it's best to make sure they are happy to play a game using Forge World models before you start.

Tetra Scout Speeder Team

POINTS: 50

	ARMOUR			
BS	Front	Side	Rear	
Tetra	3	10	10	10

The Tetra Scout Speeder is commonly seen at the forefront of any Tau Empire offensive. These light vehicles will dart ahead of the main body of a Tau Cadre, spending weeks at a time deep in enemy territory as they gather vital data on their foe's deployment and troop strengths. When the Tau fall upon their targets the Tetra teams act as spotters for Tau gunships, using their speed and manoeuvrability to evade destruction.

Unit Composition

- 1-4 Tetra Speeders

Unit Type

- Vehicle (Fast, Skimmer, Open-topped)

Wargear

- Twin-linked Pulse Rifles
- High Intensity Markerlight
- Disruption Pod

Special Rules

- Scout
- Forward Observer
- Marker Beacon

Options

- May take any of the following:
 - Sensor Spines +10 points
 - Targeting Array +5 points
 - Blacksun Filter +5 points
 - Target Lock +5 points
 - Decoy Launchers +5 points

A Tetra Scout Speeder Team is a Fast Attack choice in a Codex Tau Empire army.

High Intensity Markerlight: This advanced Markerlight system emits a more powerful beam than standard systems, coupled with specialised drone-controlled gyros fitted to the Tetra that keep it fixed on a target with increased accuracy. This allows it to easily guide multiple strikes onto a single target, or to serve as a beacon for weapons that would otherwise be too distant to home in on standard Markerlight signals.

	Range	Str	AP	Type
High Intensity Markerlight	36"	n/a	n/a	Heavy 4

Notes: Each hit places a single Markerlight token on the target.

Marker Beacon: Tetra Scout Speeders are equipped with enhanced optical processors and long-range communicators. These can be used to guide the deployment of other Tau Empire units. Tau Empire units deploying using the Deep Strike rule to a point visible to a Tetra may re-roll the Scatter dice. Note that the Tetra must be on the table at the start of the turn for the Marker Beacon to be used.



0-1 Remote Sensor Tower

POINTS :40

ARMOUR

	BS	Front	Side	Rear
Sensor Tower	2(3)	10	10	10

Mounting a complex array of sensors that allow it to comprehensively scan and catalogue the surrounding area, Remote Sensor Towers are used by the Tau in place of more traditional garrison forces. Any enemy troops encroaching on ground claimed by the Tau Empire can be detected long before they arrive by these devices, allowing Hunter Cadres to efficiently respond to the incursion. Counter-attacking Tau troops are then fed telemetry and targeting data by the towers as they engage the enemy, enabling them to rain down fire with pinpoint accuracy and launch seeker missiles guided by the towers' built-in markerlights.

Unit Composition

- 1-3 Sensor Towers

Unit Type

- Vehicle*

Wargear

- Twin-linked Markerlight
- Positional Relay

Special Rules

- Immobile
- Multi-phasic Sensor Suite

Immobile*: A Remote Sensor Tower cannot move once it has been deployed, and counts in all respects as a vehicle that has suffered an Immobilised damage result (which cannot be repaired in any way). In addition, a Remote Sensor Tower never counts as a scoring unit, nor can it contest control of objectives.

Multi-phasic Sensor Suite: Once per turn per Sensor Tower a unit within 6" of a Remote Sensor Tower may re-roll all failed to hit rolls in its owning player's Shooting phase and gains the Night Vision/Acute Senses special rule.

A Remote Sensor Tower Team is a Troops choice in a Codex Tau Empire army, and cannot count as one of the army's compulsory Troops choices.



Tau Hammerhead Gunship

See the Tau Empire codex for the rules for the Hammerhead Gunship.

The following are additional options for the Tau Hammerhead Gunship's primary weapons system as found in the Tau Empire Codex:

- Twin-linked Long Barrelled Burst Cannon+15 pts
- Twin-linked Missile Pods.....+15 pts
- Twin-linked Fusion Cannon +30 pts
- Twin-linked Plasma Cannon..... +15 pts

	Range	Str	AP	Type
Twin-linked Long Barrelled Burst Cannon	36"	6	4	Assault 6, Twin-linked
Twin-linked Missile Pods	36"	7	4	Assault 2, Blast, Twin-linked
Twin-linked Fusion Cannon	24"	8	1	Heavy 1, Blast, Melta, Twin-linked
Twin-linked Plasma Cannon	48"	7	3	Heavy 4, Twin-linked



Tau Commander (Shas'el, Shas'o) Battlesuit variants POINTS: See below*

The highest ranks of the Fire caste, the Shas'o and Shas'els, are often used to test the most advanced equipment produced by the Tau Empire's ingenious Earth caste designers before it is issued to the soldiers of the Greater Good. Many of the legends surrounding the greatest of the Tau Empire's warriors are built on the back of the advanced wargear they used in their battles.

*A Tau Shas'o or Shas'el selected as a HQ choice in a Tau Empire army may upgrade his Tau XV8 Battlesuit to one of the following:

- XV81 Battlesuit +20 points
- XV84 Battlesuit +15 points
- XV89 Battlesuit +25 points

XV81 Battlesuit: Includes a shoulder-mounted Smart Missile system. Two hard-point weapon systems must also be selected from the Tau armoury (see page 25 of the Tau Empire codex).

XV84 Battlesuit: Includes a Markerlight and Target Lock. Three hard-point weapon systems must also be selected from the Tau armoury (see page 25 of the Tau Empire codex).

XV89 Battlesuit: Increases the Battlesuit's armour save to 2+, but all moves made during the Assault phase using the Jet Pack rule are at D6" instead of 6". Three hard-point weapon systems must also be selected from the Tau armoury (see page 25 of the Tau Empire codex).



Drone Sentry Turrets

POINTS: 25 each

BS	ARMOUR		
	Front	Side	Rear
2	12	12	12

Drone Sentry Turret

A Drone Sentry Turret is an automated weapons system. Each contains an advanced processor, giving them a basic intelligence like other more mobile drones used by the Tau. Turrets can be networked together to form an artificially intelligent defensive perimeter, capable of making its own decisions independently of its Tau masters. With the ability to be armed with a variety of advanced Tau weapons systems these turrets are a formidable defence against the enemies of the Greater Good.

Unit Composition

- 1-4 Drone Sentry Turrets

Wargear

- Twin-linked Burst Cannons

Unit Type

- Vehicle*

Special Rules

- Immobile
- Marker Beacon

Options

- Any Drone Sentry Turrets in the team may exchange their twin-linked burst cannons for one of the following:
 - Twin-linked missile pods +10 points
 - Twin-linked fusion blasters..... +10 points
 - Twin-linked plasma rifles..... +15 points
- In addition the entire team may be given the Deep Strike rules for +5 points per model and/or Disruption pods for +5 points per model or a Shield Generator for +20 points.



Immobile*: A Drone Sentry Turret cannot move once it has been deployed, and counts in all respects as a vehicle that has suffered an Immobilised damage result (which cannot be repaired in any way).

In addition a Drone Sentry Turret detachment never counts as a scoring unit, nor can it contest control of objectives.

Marker Beacon: Drone Sentry Turrets benefit from a Pathfinder team's Marker Beacon special rule as if they were Battlesuits.

A Drone Sentry Turret detachment is a Troops choice in a Codex Tau Empire army, but does not count as one of its compulsory Troops choices.

Heavy Gun Drone

POINTS: 25 each

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

Heavy Gun Drones are the largest of the Tau automated weapon platforms yet identified by the Imperium. Far larger than the more common gun drones, they are large enough to carry multiple heavy burst cannons and lend direct fire support to Fire Warrior teams. Some Heavy Gun Drones have also been spotted mounting markerlight systems and acting as forward spotters for seeker missiles.

Unit Composition

- 2-6 Heavy Gun Drones

Wargear

- Twin-linked Burst Cannon

Unit Type

- Jump Infantry (Jet Pack)



Options

- Any number of Heavy Gun Drones may replace their twin-linked burst cannon with a single burst cannon and markerlight for no additional points cost.

A Heavy Gun Drone Squadron is a Heavy Support choice in a Codex Tau Empire army.

Goaded Great Knarloc

POINTS: 60

	WS	BS	S	T	W	I	A	Ld	Sv
Great Knarloc	4	-	6	5	5	3	3	7	6+
Kroot Goad	4	3	4	3	1	3	1	8	6+
Shaper	4	3	4	3	3	3	3	8	6+

The Great Knarloc is a hulking ambush predator from the arboreal world of Pech, often observed in the company of Kroot forces fighting alongside their Tau Empire benefactors. The otherwise placid Great Knarloc is driven onto the field by its Kroot handlers and sent rampaging into the enemy, its snapping jaws making short work of any foe.

Unit Composition

- A Goaded Knarloc consists of one Great Knarloc, accompanied by 4-8 Kroot Goads.
- One Kroot Goad per herd may be upgraded to a Shaper, and each Herd can only contain one Shaper.

Unit Type

- A Great Knarloc is a Monstrous Creature.
- Kroot Goads and Shapers are Infantry.

Wargear

- The Great Knarloc is armed with its razor sharp beak and claws.
- The Goads and Shaper are each armed with a Kroot Rifle and a Goad Stick (counts as a close combat weapon).

Special Rules

- Feeding Frenzy
- Fleet
- Fieldcraft
- Herd

Options

- Kroot Goad+10 points each
- Upgrade one Kroot Goad to a Shaper+21 points
- The Shaper may exchange its Kroot Rifle for either a Pulse Rifle or a Pulse Carbine.....+5 points

Feeding Frenzy: An angry Great Knarloc is a voracious creature. When rolling to hit dice in close combat, if the Goaded Great Knarloc's player rolls more 1s than 6s, the Great Knarloc gets carried away and eats one of its Kroot Goads. Immediately remove the closest Kroot Goad from play.

Fieldcraft: Both the Kroot and the Great Knarloc gain +1 to their cover saves in woods or jungles. Kroot and Great Knarlocs in woods or jungles have the Move Through Cover special rule.

Herd: When firing against the Goaded Great Knarloc Herd, roll for each hit inflicted. On a 1-4 the Great Knarloc is hit, on a 5-6 one of the Kroot Goads or Shaper is hit (allocate hits among the crew as normal). Roll to wound the Great Knarloc and Kroot separately.

If all the Kroot Goads and the Shaper are killed then the Great Knarloc must immediately make a Leadership test on its unmodified Leadership score. If this test is passed then it may continue to fight. If the test is failed then the Great Knarloc flees the battlefield. Remove it from play.



A Goaded Great Knarloc Herd is a Heavy Support choice for a Codex Tau Empire army.

Mounted Great Knarloc Herd

POINTS 70

	WS	BS	S	T	W	I	A	Ld	Sv
Great Knarloc	4	3	6	5	5	3	3	7	6+

Once a Great Knarloc reaches its full adult size the Kroot will train it to bear riders and mounted weaponry into battle, using them as mobile assault weapons to support Carnivore squads, and equally able to provide supporting fire or wade into the thick of a swirling melee. Since the Kroot alliance with the Tau Empire, these beasts have become even more dangerous, as the Tau provide pulse rounds for use in Kroot guns and explosive bolts for their heavy crossbows.

Unit Composition

- 1-3 Great Knarlocs
- 2 Kroot Riders per great knarloc

Unit Type

- Monstrous Creatures

Wargear

- Kroot Bolt Thrower

Special Rules

- Fleet
- Fieldcraft

Options

- The Kroot bolt thrower can either be upgraded to use Explosive Bolts for 15 points or replaced with a Twin-linked Kroot Gun for 20 points.

Fieldcraft: The Great Knarlocs gain +1 to their cover saves in woods or jungles. Great Knarlocs in woods or jungles have the Move Through Cover special rule.

	Range	STR	AP	Type
Kroot Bolt Thrower	36"	4	-	Assault 1
Explosive Bolts	36"	5	4	Assault 1, Blast
Twin-linked Kroot Gun	48"	7	4	Rapid Fire, Twin-linked

A Mounted Great Knarloc Herd is a Heavy Support choice for a Codex Tau Empire army.



Knarloc Rider Herd

POINTS: 30 each

	WS	BS	S	T	W	I	A	Ld	Sv
Knarloc Rider	4	3	5	4	3	3	2	8	6+

Another horror given life in the jungles of Pech, the Knarloc is a pack hunter known amongst the Kroot for its cunning and ferocity. Many of the primitive Kroot tribes revere the Knarloc as a powerful hunter, and are allowed by their Shapers to hunt and trap young Knarlocs, raising them as fierce cavalry mounts. Many an enemy has ended its life in the belly of one of these swift-moving creatures.

Unit Composition

- 3-6 Knarloc Riders

Unit Type

- Cavalry

Wargear

- Kroot Rifle

Special Rules

- Fieldcraft
- Eaters of the Dead

Fieldcraft: The Knarloc Riders gain +1 to their cover saves in woods or jungles. Knarloc Riders in woods or jungles have the Move Through Cover special rule.

Eaters of the Dead: Both the Kroot Rider and the Knarloc are voracious carnivores, tearing into the fallen even in the midst of battle. A Knarloc Rider Herd will never make a Sweeping Advance move after defeating an enemy unit in close combat, although they will consolidate as normal.

A Knarloc Rider Herd is a Fast Attack choice for a Codex Tau Empire army.

