WARHAMMER 40,000

TAU EMPIRE

SPECIAL RULES

SPECIAL ABILITIES

Assault Vehicle: Models disembarking from the Demiurg Siege Cruiser can launch an assault on the turn they do so.

Bumper Field Projectors: Any ranged attack against the Swordfish from the front arc with a Strength greater than 8 counts as Strength 8. Attacks in close-combat, or from the sides or the rear are unaffected by the Bumper Field Projectors.

Cadre Configuration: If your army includes a Tau Commander as a HQ selection then you may choose one Cadre type from the following list:

Cadre	Support Units
Standard Hunter Cadre	None, but the Shas'ui upgrade for Veteran Fire Warriors, Fire Warriors and Pathfinders become free.
Rapid Insertion Force	'Crisis' Battlesuit Teams
Swift Protector Wing	'Hazard' Battlesuit Teams
Optimised Stealth Force	Stealth Suit Teams
Pathfinder Insertion Cadre	Pathfinder Teams and Tetra Scout Speeder Teams
Armoured Interdiction Force	Hammerheads and Sky Rays

For each Cadre, you may take the complementing support units as Troops selection as well as their original selection. You may not take more support units than Fire Warrior Teams. If your army includes more, than one Tau Commander then you may pick another Cadre but you can take only one support unit as Troops selection from this second Cadre type (and the overall number of support units still cannot exceed the number of Fire Warrior Teams).

Dynamic Disengagement: With its natural disability to fight effectively in hand-to-hand combat, the Tau developed a way to avoid close-combat, or at least quickly escape from it. A unit with this special rule may perform a special move once in its Assault phase to avoid an assault. When an enemy unit assaults the unit with this special rule, then it can move D6" straight away from the assaulting unit before any assault moves are made. This move may abort the assault, but if it does, then the assaulting unit may consolidate 3" immediately, subject to the normal rules of consolidation.

Units with this special rule also gains the Hit and Run universal special rule. In addition, when they use the Hit and Run special rule, the controlling player may remove D3 models from the unit (rolled separately each time this option is used) to automatically pass the Initiative test needed for a successful Hit and Run action.

A unit that used this special rule in any Assault phases may not move in its next Movement phase but counts as moved in its following Shooting phase.

Fire Teams: Fire Warrior teams usually fights as a cohesive force, but they can also split up into smaller teams for greater tactical flexibility. During deployment or at the start of its Movement phase, the unit with this special rule may split into any number of smaller units. These units must be exactly four models strong whenever possible – one unit may include the leftover models, but no units may contain less, than four models. To split up the bigger unit, simply move out the models of the smaller unit(s) from squad coherency. After splitting up, each fire team becomes a separate unit that can act independently from the other units. To re-unite the unit, simply move the models back into unit coherency – the units immediately merge together as soon as squad coherency is restored. For the purpose of reserves and deployment all smaller units count as a single big unit in all respects. Note that in Kill Points missions, the enemy must destroy the whole unit – the detached units worth no Kill Points on their own.

Evolutionary Adaptations: Roll a D6 for each unit with this special rule in your army before deployment, to determine each unit's adaptation:

Roll	Adaptation
1	*Chameleonic Skin* – all models in the unit gain the Stealth universal special rule.
2	*Primal Senses* – all models in the unit gain a 4+ invulnerable save in close-combat and against attacks that use the teardrop shaped or any of the blast templates.
3	*Ferocity* – all models in the unit gain the Furious Charge universal special rule.
4	*Hyperactive Nymune Organ* – all models in the unit gain the Fleet universal special rule.
5	*Toughened Metabolism* – all models in the unit gain +1 to their Toughness characteristic.
6	*Envenomed Attacks* – all models in the unit gain the Poisoned (4+) special rule to their close-combat attacks.

If the unit contains a Shaper then it may re-roll the result. If your army includes a Master Shaper then you don't need to roll on the table - you can pick and choose one adaptation for each unit freely.

Fieldcraft: Kroot gain +1 to their Cover Save in woods or jungles. Kroot in woods or jungles do not have to roll a Difficult Terrain test; they can always move up to 6". In addition, they can shoot into or through of woods or jungle terrain and their target will not get a Cover Save because of this.

Field Repairs: A model with this special rule in base contact with a damaged vehicle in the Shooting phase can attempt to repair it, unless he is falling back or has gone to ground. Roll a D6 and add 1 for each Technical Drone in the same unit as the model. If the result is a 5 or more, then a Weapon destroyed or an Immobilised result (owning player's choice) is repaired. If a Weapon Destroyed result is repaired, that weapon can be fired in the following Shooting phase.

Forward Scouts: Tetra teams operate ahead of the main Tau lines. In scenarios where some troops start on the table and others start in reserve, Tetras may always deploy on the table. Tetra Scout Speeder Teams also have the Scouts universal special rule.

Improve Defences: Each model with this special rule can improve one ruin before the game begins. When you deploy, nominate one ruin in your deployment area for your model to improve. The ruin's cover save is increased by one for the duration of the game. A ruin can only be improved once.

Integrity Field: The Demiurg Siege Cruiser is not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition it reduces the effects of all rolls on the Damage chart caused by Glancing and Penetrating hits by 1.

Limited Ammunition: A Sky Ray Missile Defence Gunship typically carries a rack of eight hunter-seeker missiles. Make a note each time a hunter-seeker missile is fired. Once the hunter-seeker missile array has fired eight times, it has run out of ammunition. It cannot be re-armed and hence cannot be fired again during the same game. Note that only a single hunter-seeker missile can be fired by a hunter-seeker missile array each turn.

Mobile Fortress: The Demiurg Siege Cruiser ignores Difficult and Dangerous terrain. In addition, each weapon on the vehicle may fire at separate enemy unit if desired, subject to the normal shooting rules.

Monstrous Strength: Close-combat attacks of the Krootox Rider ignore armour saves and roll an additional D6 for armour penetration.

Right Behind You: A model with this special rule always starts the game in reserve, even in missions that do not normally use this rule. When the model become available it is placed anywhere on the battlefield that is more than 1" away from any enemy model. The model may not move or assault in the turn it arrives, although it can shoot normally.

Skilled Flyers: Vespids are skilled at negotiating dangerous obstacles whilst fighting to full effect. They may re-roll failed Dangerous Terrain tests.

Wide-Area Early Warning Network: If an enemy unit arrives from reserve within 24" of the Sky Ray Missile Defence Gunship and within its line of sight, the Sky Ray Missile Defence Gunship can immediately make an out-of-sequence shooting attack against it. There is no limit on how many times the ability can be used in a turn.

PSYCHIC POWERS

KROOT MASTER SHAPER PSYCHIC POWERS:

Communion Shield: This power is used at the start of the Kroot Master Shaper's Movement phase. If successful, the Kroot Master Shaper and any unit he joined gain the Fearless universal special rule until the start of their next Movement phase.

Power of Nature: This power is used at the start of the Kroot Master Shaper's Movement phase. If successful, the controlling player may choose a terrain piece within 12" from the Kroot Master Shaper and the type of that piece of terrain becomes jungle until the end of the Player turn.

Wrath of the Ancestors: This is a psychic shooting attack with the following profile:

Range	Strength	AP	Type
Template	5	-	Assault 1

To fire the Wrath of the Ancestors place the template so that the narrow end is within 12" of the Kroot master Shaper and the large end is no closer to the model than the narrow end. The Wrath of the Ancestor is then treated like any other template weapon.

Spirit Link: This power is used at the start of the Kroot Master Shaper's Movement phase. If successful, the Kroot Master Shaper and any unit he joined gain the Feel No Pain universal special rule until the start of their next Movement phase.

NICASSAR HIGH ENCHANTER PSYCHIC POWERS:

Force Lightning: This is a psychic shooting attack with the following profile:

Range	Strength	AP	Type
48"	8	5	Assault 4

Psychic Ward: This power is used when an enemy psyker succeeds a psychic test within 24" from the Nicassar High Enchanter. If successful, the enemy psychic power is negated.

Mind Shroud: This power is used at the start of the enemy's Shooting phase. If successful, any enemy unit wishing to target the Nicassar High Enchanter must roll 2D6x2. This is their spotting distance in inches. If the models are not within spotting range, they may not fire that turn.

WARGEAR

WEAPONS

Airbursting Fragmentation Projector: This weapon scatters fragmentation bomblets over a wide area, at a hight calculated by a simple AI within each warhead to cause optimum damage.

Range	Strength	AP	Type
18"	4	5	Assault 1, Barrage, Large Blast

An airbursting fragmentation projector cannot fire directly, but it scatters only D6" instead of the normal 2D6". In addition, cover saves may not be taken against hits from an airbursting fragmentation projector.

Autogun: A basic slugthrower rifle, the autogun is the standard-issue rifle of the Gue'vesa auxiliary troopers.

Range	Strength	AP	Type
24"	3	-	Rapid Fire

Burst Cannons: The burst cannons find use across the Tau military, primarily mounted on battlesuits and vehicles. Utilising the plasma induction technology found in the pulse rifle and other systems, the burst cannons are multi-barrel weapons able to sustain high rates of fire.

	Range	Strength	AP	Type
Burst Cannon	18"	5	5	Assault 4
Heavy Burst Cannon	36"	6	4	Heavy 4

Crisis Weapon Systems: Maybe the most striking advancement of the XV-802 models compared to the ancient XV-8 is their highly flexible and extremely advanced weapon system clusters.

Each time the Crisis weapon systems fires, the controlling player can decide which firing mode is being used.

	Range	Strength	AP	Type
Heavy Fusion Gun	24"	8	1	Assault 1, Melta
Plasma Blaster	24"	6	2	Assault 1, Blast
Burst Charge Mortar	6"-36"	5	5	Assault 1, Barrage, Large Blast*
Advanced Missile Pods	48"	7	4	Assault 2**

* The burst charge mortar cannot fire directly. In addition, cover saves may not be taken against hits from a burst charge mortar.
** The advanced missile pods rolls 2D6 for armour penetration, picking the higher roll to determine the armour penetration score.

Demiurg Battle Axe: These massive axes are made from a special adamantium alloy and are supported by a special gravity field for maximum effect. The Demiurg battle axe is a two-handed close-combat weapon that gives +2 Strength to its bearer in close-combat.

Demiurg Bolter: This weapon fires small calibre self-propelled missiles that can tear any target apart with a destructive force.

Range	Strength	AP	Type
24"	4	5	Rapid Fire, Rending

Demiurg Power Axe: A specially modified version of the more common battle axe, the power axe has a small power field generator that emits a deadly energy field around the edges of the weapon making it deadly against heavily armoured foes. The Demiurg power axe is a two-handed power weapon that gives +2 Strength to its bearer in close-combat.

Demolition Charge: Small, compact, but extremely destructive, demolition charges are used by specialist Gue'vesa auxiliary forces to destroy fortifications and packs of enemy heavy infantry.

Range	Strength	AP	Type
6"	8	2	Assault 1, Large Blast, One Use Only

Drone Launcher Battery: An experimental heavy artillery, piece, the drone launcher battery may fire either a drone controlled high explosive round or a bunch of drones that quickly disperse into an attack drone formation once they get close to the impact point.

Range	Strength	AP	Type
24"-120"	9	3	Ordnance 1, Barrage, Large Blast

When the Swordfish fires its drone launcher battery, the controlling player may re-roll the scatter dice if he wishes.

Alternatively to the fire mode presented above, the drone launcher battery may fire remote controlled attack drones. To use this fire mode, nominate a point anywhere on the battlefield within range and place an Attack Drone Squadron on that point using the Deep Strike special rule. The Attack Drone Squadron composes five Gun Drones and one Shield Drone. It may act normally after it was deployed.

Flamer: Used when fighting massed, lightly armoured opponents, the flamer is a lethal weapon when used by warriors fighting in amongst densely-packed terrain.

Range	Strength	AP	Type
Template	4	5	Assault 1

Fusion Weapons: Fusion weapons are short-ranged but very powerful anti-tank weapons. Many Fire Caste warriors consider the fusion weapons jinxed, as they need to get uncomfortably close to their enemies to use them effectively.

	Range	Strength	AP	Type
Fusion Blaster	12"	8	1	Assault 1, Melta
Fusion Cannon	24"	8	1	Heavy 1, Blast, Melta
Fusion Cascade	12"	6	1	Assault D3, Melta*

*Roll for the number of shots each time the weapon is fired.

Hunter-Seeker Missile Array: A specialized missile launcher battery, the hunter-seeker missile array fires powerful self-guided explosive missiles that could annihilate groups of enemy heavy infantry and light vehicles alike.

Range	Strength	AP	Type
12"-Unlimited	8	2	Heavy 1, Large Blast*

The hunter-seeker missile array does not need Line of Sight to the target. Cover saves from intervening terrain or models are ignored against hits from the hunter-seeker missile array. In addition, hunter-seeker missile arrays are not affected by the Night Fight special rule.

Ion Weapons: Ion weaponry generates a stream of high-energy particles that are accelerated by an electromagnetic field.

	Range	Strength	AP	Type
Cyclic Ion Blaster	18"	3	4	Assault 5, Rending
Ion Cannon	60"	7	3	Heavy 3, Rending
Phased Ion Gun	18"	4	4	Assault 4, Rending

Kroot Weapons: The firearms used by the Kroot auxiliary troops are simple slug-throwers somewhat improved with Tau pulse technology.

	Range	Strength	AP	Type
Kroot Bolt Thrower	36"	6	6	Assault 1, Blast
Kroot Gun	48"	7	4	Assault 2
Kroot Rifle	24"	4	6	Rapid Fire*

*A model armed with a Kroot rifle gains +1 Attack in close-combat.

Missile Pods: The basic missile pod is a simple shoulder or arm mounted multiple missile delivery system, the missile pod is used by battlesuit-equipped teams for engaging enemy light vehicles at medium range. Its vehicle mounted version is much larger and is capable to fire a whole torrent of missiles, saturating the target with swarms of high-explosive missiles.

	Range	Strength	AP	Type
Missile Pod	36"	7	4	Assault 2
Hammerhead Missile Pod	48"	7	4	Heavy 2, Blast

Photonic Missile Launcher: The photonic missile launcher is a massive medium-range artillery system designed to provide field support against enemy infantry. It fires a torrent of special self-guided missiles that are armed with an advanced photonic warhead that has many pre-set detonation modes, each providing a different effect.

Each time the photonic missile launcher fires, the controlling player can decide which firing mode is being used.

	Range	Strength	AP	Type
Destruction Mode	48"	6	5	Heavy 4, Blast, Pinning
Disruption Mode	48"	4	6	Heavy 4, Blast*
Discharge Mode	48"	5	-	Heavy 1, Large Blast**

* Any non-vehicle unit hit by the disruption mode will move as if in difficult terrain in its following Movement phase. If the unit is actually moving through difficult terrain, it rolls one less dice than normal to determine its maximum move.

** If the discharge mode hits a vehicle then roll a D6: on a 1, nothing happens. On a 2-5, the vehicle takes a glancing hit. On a 6, it takes a penetrating hit.

Plasma Weapons: Plasma technology is used by many races, despite its unstable nature. Tau favour a form of the technology that foregoes a degree of stopping power for increased safety of the operator.

	Range	Strength	AP	Type
Plasma Cannon	36"	6	2	Heavy 3, Blast
Plasma Rifle	24"	6	2	Assault 2

Pulse Weapons: Pulse weapons use an induction field to propel a particle, which reacts by breaking down to create a plasma pulse as it leaves the barrel.

	Range	Strength	AP	Type
Pulse Carbine	18"	5	5	Assault 2, Pinning
Pulse Pistol	12"	5	5	Pistol
Pulse Rifle	30"	5	5	Heavy 2 OR Rapid Fire*
Pulse Submunitions Rifle	24"	5	6	Assault 1, Large Blast**

*Each time the pulse rifle fires, the controlling player can decide to fire it either as a Heavy 2 or as a Rapid Fire weapon.

**Cover saves may not be taken against hits from a pulse submunitions rifle.

Rail Weapons: Rail weapons are linear accelerators which function using standing wave accelerator along a number of cylindrical superconductive electrodes that surround the barrel. Their strength and actual firing effectiveness can vary wildly depending on the size and design of the actual weapon system.

	Range	Strength	AP	Type
Hammerhead Railgun				*
Solid Round	72"	10	1	Heavy 1
Submunitions	72"	6	4	Heavy 1, Large Blast
Rail Accelerator Carbine	36"	5	2	Heavy 1**
Rail Rifle	36"	6	3	Heavy 1, Rending, Pinning
Railgun	72"	10	1	Heavy 1
Swordfish Heavy Railgun				*
Solid Round	120"	10	1	Ordnance 1, Twin-Linked
Submunitions	120"	6	4	Ordnance 1, Large Blast, Twin-Linked

All rail weapons add +1 to rolls on the vehicle damage table. This bonus modifier is cumulative with any other modifiers.

* Each time these weapons fire, the controlling player can decide which firing mode is being used.

** To fire the rail accelerator carbine, nominate a point anywhere on the table within 36" and Line of Sight. Draw a line between the firing model(s) and the nominated point: all enemy units under this line suffer as many hits from the weapon as many models they have under the line. If friendly units or units in close-combat happen under the line then the shot is wasted without any effect. The rail accelerator carbine only affects models that are on the same level as the firer.

Rending Claws: Close-combat attacks made by a model with rending claws have the Rending special rule.

Seeker Missile: Seeker missile arrays are provided to allow Tau infantry to immediately obtain fire support, for Fire caste doctrine does not allow for organic, integrated heavy weapons in Fire Warrior teams. Seeker missiles may be launched any time during the player's Shooting phase by expending one or more markerlight counters on an enemy unit. For each markerlight counter removed one vehicle may fire one seeker missile at the given enemy unit. The seeker missiles hit automatically, no roll to-hit or scatter is needed. The missiles do not need a line of sight from the vehicle they are mounted on and they always use the Barrage special rule. Ordinarily, the vehicle carrying the seeker missiles has no control over them and cannot launch them itself. The mechanism is remote and responds only to markerlight counters. The missiles may always be fired, each at different targets if relevant, regardless of the distance the vehicle has moved or whether it has fired any other weapons. They may also be fired if the vehicle has suffered a Crew Shaken or Crew Stunned vehicle damage result.

Each time a Seeker missile is launched, the controlling player can decide which firing mode is being used.

Compact mode

Range	Strength	AP	Type
Unlimited	9	1	Heavy 1, Barrage, One Use Only

A Seeker missile fired in compact mode rolls an additional D6 for armour penetration, picking the highest result to determine its armour penetration score.

Submunitions

Range	Strength	AP	Type
Unlimited	6	3	Heavy 1, Barrage, Large Blast, One Use Only

Smart Missile System: The smart missile system fires self-guiding missiles with the intelligence of a drone, which first search for then hunt down the target, passing around any blocking terrain.

Range	Strength	AP	Type
24"	5	5	Assault 4

The smart missile system does not need Line of Sight to the target. Cover saves may not be taken against hits from a smart missile system. In addition, smart missile systems are not affected by the Night Fight special rule.

Tarellian Multigun: The Tarellian multigun is a highly sophisticated assault rifle that can use a wide variety of munitions to be effective against any foe. The exact origin of the multigun is a mystery even for the Tau, but the technology resembles nothing that could be found in the Tau Empire.

Each time the Tarellian multigun fires, the controlling player can decide which round is being used.

	Range	Strength	AP	Type
Killmaker	24"	4	3	Rapid Fire
Scatterburst	Template	3	-	Assault 1
Deathbringer	24"	X	-	Rapid Fire, Poisoned (2+)
Flashshock	24"	1	4	Rapid Fire*

*If a flashshock round hits a vehicle then roll a D6: on a 1, nothing happens. On a 2-5, the vehicle takes a glancing hit. On a 6, it takes a penetrating hit.

Vespid Neutron Blaster: The weapon carried by the Stingwings is a hybrid of Vespid and Tau technology. The crystal mounted upon each blaster emits a powerful neutron blast that is able to bypass all but the most efficiently ray shielded armour.

Range	Strength	AP	Type
Template	5	3	Assault 1

Wave Force Cannon: Wave force cannons are experimental weapon systems, reverse-engineered from captured Imperial graviton weapons.

Range	Strength	AP	Type
24"-48"	8	2	Heavy 1

To fire the wave force cannon, nominate a point on the battlefield anywhere within the weapon's maximum range and out of its minimum range. Then nominate a second point within 4D6" of the first. Both points must be in Line of Sight. Draw a straight line between the two points. Every unit (friendly or enemy) underneath the line suffers a number of hits equal to the number of models in the unit underneath the line. If the vehicle's other weaponry is fired in the same shooting phase, it must be fired at one of the units hit by the wave force cannon.

GRENADES

EMP Grenades: EMP grenades emit a brief electro-magnetic pulse that overloads circuitry, causing fires, meltdowns and other critical malfunctions. They are used when assaulting enemy vehicles, hitting in the same was as grenades and meltabombs. When determining damage, roll a D6. On a 3, 4 or 5 they inflict a glancing hit, on a 6 they inflict a penetrating hit.

Frag Grenades: Frag grenades are explosive devices that are hurled at the enemy prior to an assault. The storm of shrapnel from the exploding frag grenades drives opponents further into cover for a few precious moments while the attackers close in. Frag grenades are assault grenades. See the Warhammer 40,000 Rulebook for rules.

Melta Bombs: Melta bombs use a similar technology as fusion blasters, only in the package of an anti-material bomb. Melta bombs are bulky devices, with a sophisticated detonation mechanism, and are therefore only carried by specialist troops. See the Warhammer 40,000 Rulebook for rules of using melta bombs.

Photon Grenades: A defensive grenade that blinds and disorients attackers with multi-spectral light and a sonid burst. Photon grenades are defensive grenades. See the Warhammer 40,000 Rulebook for rules.

ARMOURS

Combat Armour: Made from hard, ultra-dense nanocrystalline metal and high-performance, thermo-sat, molecular polyethene, the combat armour offers superior protection against small arms fire. A model with combat armour has an armour save of 4+.

Demiurg Heavy Power Amour: A model with power armour has an armour save of 2+.

Flak Armour: Lightweight and easy to produce and maintain, flak armour comprises several layers of ablative thermoplast materials and impact absorbent carbifibres. A model with flak armour has an armour save of 5+.

TX-8 'Benefactor' Technical Suit: A model with TX-8 'Benefactor' technical suit has an armour save of 2+ and an invulnerable save of 4+.

XV-25 Stealth Suit: A model with XV-25 stealth suit has an armour save of 3+ and also gains the Acute Senses universal special rule. The XV-25 stealth suit also has an integrated stealth field generator.

XV-53 'Pacifier' Battlesuit: The latest development of the Tau battlesuit technology, the 'Pacifier' combines mobility, defence and hitting power with its jetpacks, iridium armour and highly advanced targeting computers. It is a sophisticated, state-of-art piece of equipment, and as such, it is only available for the best of the Fire caste. A model with XV-53 'Pacifier' battlesuit has an armour save of 2+ and also gains the Acute Senses and Tank Hunters universal special rules. The 'Pacifier' battlesuit also has an inbuilt rapid-firing photon grenade launcher so the model with the battlesuit and any unit he is with count as having defensive grenades.

XV-66 'Longbolt' Battlesuit: The XV-66 'Longbolt' battlesuit is a by-product of the XV-53's design process. Its highly advanced construction makes the 'Longbolt' the only battlesuit that is capable to use the newest rail accelerator carbine, a sophisticated and powerful precision weapon. A model with XV-66 'Longbolt' battlesuit has an armour save of 3+ and also gains the Acute Senses and Stealth universal special rules.

XV-802 'Crisis' Battlesuit: The main battlesuit of the Fire Caste, the XV-802 is the improved version of the old XV-8 chassis. A model with XV-802 'Crisis' battlesuit has an armour save of 3+ and also gains the Acute Senses universal special rule.

XV-88-2 'Broadside' Battlesuit: A model with XV-88 'Broadside' battlesuit has an armour save of 2+ and also gains the Acute Senses universal special rule. A model with a 'Broadside' battlesuit may not embark into non-super heavy transports.

XV-9 'Hazard' Battlesuit: The XV-9 is a recent battlesuit development, designed for close encounters and skirmishing engagements. A model with XV-9 'Hazard' battlesuit has an armour save of 3+ and also gains the Acute Senses universal special rule. The 'Hazard' battlesuits also have inbuilt photon casters so they count as having defensive grenades.

XV-95 'Calamity' Battlesuit: The 'Calamity' is the fire support version of the 'Hazard' battlesuit. It sacrifices mobility for two powerful photonic missile launchers and their supporting systems. A model with XV-94 'Calamity' battlesuit has an armour save of 3+ and also gains the Acute Senses universal special rule. The 'Calamity' battlesuits also have inbuilt photon casters so they count as having defensive grenades.

TAU DRONES

Drones are independent artificial intelligences, programmed to assist the Tau. Unlike the Imperium of Man, the Tau makes extensive use of artificial intelligences. Normally drones will require regular orders from a Tau, but when several intelligences are networked together in a squadron they become capable of acting independently for a long period.

Drones are bought as wargears for models with drone controllers. They have their own profile and separate model though, but they don't count towards the size of the unit for any purposes. They must maintain coherency with the unit their controller is in. If he is and Independent Character then the drones and the character must form a unit but the character and drones may still join another unit. If the character with the drone controller is killed then all his drones are removed at the end of the phase in which he died.

All drones have the following profile:

	WS	BS	S	T	W	I	A	Ld	Sv
Drone	2	2	3	X	1	4	1	5	X

The drones always have the same Unit Type, Toughness and Armour Save values as the individual they accompany.

Gun Drone: Gun drones are dedicated fire support units. A gun drone is equipped with a twin-linked pulse carbine.

Marker Drone: Marker drones are dedicated markerlight carriers. A marker drone is equipped with a markerlight.

Medical Drone: Medical drones are equipped with highly advanced first aid tools. A unit with one or more medical drones gains the Feel No Pain universal special rule.

Shield Drone: Shield drones carry powerful shield generators to protect their Tau controllers. A shield drone has an invulnerable save of 3+ and confers a 5+ invulnerable save to the accompanied unit that could be used only against shooting attacks.

Spinner Drone: Spinner drones are specifically designed to assist in close-combat. In close-combat, a spinner drone inflicts D3 automatic hits on the enemy instead of its normal attacks – roll separately for the number of hits in each Assault phase. These hits have a Strength of 4 and ignore armour saves.

OTHER EQUIPMENT

Advanced Stabilization System: Tau weapons systems and battlesuits are all equipped with stabilising gyroscopes that enable them to bring weapons to bear at speed. An advanced stabilisation system allows the wearer a great degree of mobility whilst firing even the heaviest weapons. A model with advanced stabilization system gains the Relentless universal special rule.

Blacksun Filter: This advanced optical filter enables the user to double the distance rolled for determining how far they can see when fighting at night. See the Warhammer 40,000 rulebook for details of night fighting. Only models equipped with the blacksun filter gain any benefits. E.g. if a Broadside Shas'vre has the filter and his team doesn't then only the Shas'vre may fire at ranges above the normal 2D6x3" visibility distance at night. Hard-wired blacksun filters work exactly like normal blacksun filters, but they don't take up any support system slots on battlesuits.

Bonding Knife: This is a ceremonial knife, not intended for combat, carried by the leader of the Fire caste warrior teams who have performed the Ta'lissera ritual and bonded as a group. So long as the bearer is alive, the bonded team may regroup even if below half strength. Battlesuit wearers need not actually carry the knife but may have a knife design painted onto their armour. As long as a unit has a model with bonding kevenife, it may regroup even if it is below half strength.

Command and Control Node: A sophisticated AI-assisted transmission system. All friendly units with a model within 12" may use the bearer's Leadership for any Pinning, Morale or regroup tests.

Demiurg Tower Shield: A model with a Demiurg tower shield gains a 3+ invulnerable.

Drone Controller: A drone controller acts as a hub for communications between the operator and a number of drones. A model with drone controller may take various drones for combat or support assistance. Drones bought as wargear are separate models with their own profile (see the Tau Drones section for further details).

Markerlight: A markerlight is a compact device that projects a simple beam upon a target, and it is sued to guide other weapons to it. At the start of the owning player's Shooting phase, a model with a markerlight may try to place one markerlight counter on any one enemy unit within 36" and line of sight. To place the markerlight counter, first roll a D6: on a roll of 1, the model fumbled his chance, and the markerlight counter is lost; on a roll of 2 or more, the target was successfully marked, and you can place the markerlight counter next to it. Any number of Markerlight counters may be placed on an enemy unit. These counters remain until the end of the Tau shooting phase or until they are used. Markerlight counters may be expended by:

   - To allow a unit which fires at the target to do so at +1 to its Ballistic Skill. This effect may be stacked, allowing a Ballistic Skill up to a maximum of 5.

   - To allow the firing unit to ignore the effects of the Night Fighting and Stealth special rules when shooting at the marked unit.

   - To impose a -1 Leadership penalty on the marked unit for the purpose of any Pinning and Morale tests imposed by the firing unit's shooting. Multiple counters may be expended to impose a cumulative modifier up to a maximum of -5.

   - To impose a -1 penalty on any Cover Saves the marked unit may have from the effects of the firing unit's shooting. Multiple counters may be expended to impose a cumulative modifier up to a minimum Cover Save of 6+.

Alternatively, the player may expand a markerlight counter to launch a Seeker missile on the marked unit. See the entry of the seeker missile for details.

Only Tau units may benefit from markerlight counters. You may not expand markerlight counters for Kroot, Vespid, Nicassar, Demiurg or Gue'vesa units.

Multi-Tracker: The multi-tracker is a sophisticated fire control system mounted in a sensor node. It enables the model to fire one more weapon than normally be permitted. In addition, this weapon can be fired at a different target unit to any other weapons (including the weapons of other squad members!), subject to the normal rules for Shooting. Hard-wired multi-trackers work exactly like normal multi-trackers, but they don't take up any support system slots on battlesuits.

Positional Relay: This records detailed battlefield data and relays it in a tight-band, encrypted burst to a single unit operating as a strategic reserve. From the second turn onwards, as long as the bearer is on table at the beginning of the turn in which this device is used, a single unit that is being held in Reserve may be deployed on a D6 roll of 2+.

Shield Generator: The cohesive energy field projected by the shield generator confers a 3+ invulnerable save.

Stealth Field Generator: A stealth field is projected from small nodes situated at points upon the user's body, surrounding him in a distortion effect that makes him extremely difficult to target. Enemy models attempting to fire at a unit equipped with a cloak field generator must roll to check their spotting distance by rolling 2D6x3 as firing at night. If the unit is not within spotting range, the firer may not choose to fire at a different target. Any drones controlled by a model with a stealth field generator will also be shielded at no further costs.

Stimulant Injector: The character's battlesuit is fitted with an advanced life support system that is able to flood his system with stimulants should he become wounded. The model with stimulant injector gains the Feel No Pain universal special rule.

Targeting Array: A relatively new application of the technology used in vehicle mounted targeting systems, a targeting array grants the user +1 Ballistic Skill.

Target Lock: This specialised target acquisition system enables the user to pick enemy warrior and bring them down with focused attacks. One wound caused by a model with target lock per Shooting phase is allocated by his controlling player, rather than the opposing player. Hard-wired target locks work exactly like normal target locks, but they don't take up any support system slots on battlesuits.

Vectored Retro-Thrusters: The battlesuit with this piece of equipment is equipped with additional thruster nozzles, allowing a degree of additional manoeuvrability that may be useful in escaping an enemy that has engaged him in close-combat or to avoid immediate threats. A model with vectored retro-thrusters doubles its Initiative character tic for the purpose of Initiative tests and may move normally in its Movement phase even if it used the Dynamic Disengagement special rule in the preceding Assault phase.

VEHICLE EQUIPMENT

Blacksun Filter: This is simply a vehicle-mounted version of the hard-wired blacksun filter system. The vehicle doubles the distance rolled for determining how far it can see when using the Night Fighting 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 vulnerable thruster arrays. Whenever an Immobilised result is rolled on the Vehicle Damage table, the Tau player may force his opponent to re-roll the dice, though the second stands, even if it is worse.

Disruption Pod: A disruption pod throws out distorting images in both visual and magnetic spectra, making it hard to target at range. The vehicle with disruption pod gains a 4+ cover save against attacks coming from 12" or more.

Flechette Discharger: Powerful clusters of reactive charges are attached to the hulls of many Tau vehicles. If the enemy approaches, they fire off vicious clouds of high velocity flechettes. Any model attacking the vehicle in close-combat will be wounded on a D6 roll of 4+, with Saves allowed, before resolving its attacks.

Gun Drones: Tau vehicles often carry gun drones into battle, safely contained in specially designed recesses. These gun drones are part of the vehicle, but during any Tau movement phase, the drones may disengage from their vehicle in the same way as passengers dismount from a transport and form an independent unit. From then on, the drones function as a two model strong Gun Drone Squadron (see the unit entry for details). The drones may not rejoin the vehicle during the game and will never count as a Scoring Unit or give away Kill Points or Victory Points. The drones will automatically disengage from the vehicle when it suffers a Wrecked or Exploded damage result.

While attached, the gun drones may fire as part of the vehicle, using their own BS, in addition to any other weapons that would normally permitted to fire, and they can fire even if the vehicle suffered a Crew Shaken or Crew Stunned damage result.

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 keep it fixed on a target with increased accuracy. The high intensity markerlight works exactly like a normal markerlight (see above) except that it places D3 markerlight counters on any one enemy unit within 36" and line of sight. Roll for the number of markerlight counters each time you use the high intensity markerlight.

Marker Beacon: Marker beacons are highly advanced arrays of enhanced optical processors and long-range communicators. These can be used to guide the deployment of other Tau units. Tau units deploying using the Deep Strike rule to a point visible to a vehicle equipped with a marker beacon may re-roll the Scatter dice. Note that the vehicle must be on the table at the start of the turn for the marker beacon to be used. Note that the marker beacon only affects Tau units – non-Tau units (including Vespid Stingwings) cannot benefit from the marker beacon.

Multi-Tracker: The vehicle mounted multi-tracker is combined with advanced stabilisers enabling a vehicle to fire as if it were a Fast vehicle.

Sensor Spines: Sensor spines are used to feed data to an advanced ground following flight control system. A vehicle with sensor spines may re-roll its failed Dangerous Terrain tests.

Stingray Shield Generator: This wide-array power field projector device covers not only the Stingray, but a small area around it too, allowing a greater degree of protection to the freshly deployed troops. The Stingrays has a 4+ Invulnerable save. Friendly models within 2" from the Stingray gain a 4+ Invulnerable save against shooting attacks.

Targeting Array: Targeting arrays assist the vehicle gunner's aim by adjusting for the target's range and speed. A vehicle with targeting array increases its BS characteristic by 1.

Target Lock: The target lock identifies potential targets and plots fire plans to counter them, granting the vehicle gunner far more choice about the targets to be engaged. Each weapon on the vehicle may fire at separate enemy unit if desired, subject to the normal shooting rules.

TAU EMPIRE ARMY LIST

HQ

Tau Commander

Kroot Master Shaper

Nicassar High Enchanter

Earth Caste Field Engineering Team

Gue'vesa Commando

Elites:

Veteran Fire Warrior Team

'Crisis' Battlesuit Team

'Longbolt' Battlesuit Team

Stealth Suit Team

Demiurg Defenders

Tarellian Dog Soldiers

Troops

Fire Warrior Team

Kroot Carnivore Squad

Gue'vesa Squad

Dedicated Transports

Devilfish Troop Carrier

Stingray Dropship

Tarellian Shepherd

Fast Attack

Attack Drone Squadron

Pathfinder Team

'Hazard' Battlesuit Team

Piranha Light Skimmer Team

Tetra Scout Speeder Team

Vespid Stingwings

Heavy Support

Sniper Drone Team

'Broadside' Battlesuit Team

'Calamity' Battlesuit Team

Hammerhead Gunship

Sky Ray Missile Defence Gunship

Swordfish Fire Support Gunship

Kroot Great Knarloc Herd

Demiurg Land Cruiser

HQ

TAU COMMANDER .... 75 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Shas'O	4	5	4	4	4	3	4	10	2+

Composition:
- 1 Shas'O

Unit Type:
- Jump Infantry (Jet Packs)

Wargear:
- XV-53 'Pacifier' battlesuit

Special Rules:
- Independent Character
- Dynamic Disengagement
- Cadre Configuration

OPTIONS:
- The Shas'O may take up to three weapons from the following (twin-linked weapons take up two slots):
  - Flamer or burst cannon .... *5 points each*
  - Twin-linked flamer or twin-linked burst cannon .... *10 points*
  - Fusion blaster or missile pod .... *10 points each*
  - Twin-linked fusion blaster or twin-linked missile pod .... *15 points*
  - Plasma rifle or smart missile system .... *15 points each*
  - Twin-linked plasma rifle or twin-liked smart missile system .... *20 points*
  - Cyclic ion blaster (may take only one) .... *15 points*
  - Airbursting fragmentation projector (may take only one) .... *20 points*
- The Shas'O may take up to two support systems from the following:
  - Blacksun filter .... *2 points*
  - Multi-tracker .... *5 points*
  - Target lock .... *5 points*
  - Command & control node .... *10 points*
  - Stimulant injector .... *10 points*
  - Targeting array .... *10 points*
  - Vectored retro-thrusters .... *10 points*
  - Stealth field generator .... *15 points*
  - Positional relay .... *15 points*
  - Shield generator .... *25 points*
- The Shas'O may take a drone controller with up to four drones from the following:
  - Gun drone .... *10 points each*
  - Shield drone .... *20 points each*
  - Marker drone .... *30 points each*
  - Spinner drone .... *30 points each*
- The Shas'O may take any of the following:
  - Hard-wired blacksun filter .... *5 points*
  - Bonding knife .... *5 points*
  - Hard-wired multi-tracker .... *10 points*
  - Hard-wired target lock .... *10 points*
  - Markerlight .... *10 points*

KROOT MASTER SHAPER .... **50 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Kroot Master Shaper	5	4	4	3	4	4	4	10	6+

Composition:
- 1 Kroot Master Shaper

Unit Type:
- Infantry

Wargear:
- Kroot rifle

Special Rules:
- Fieldcraft
- Infiltrate
- Move Through Cover
- Evolutionary Adaptations
- Independent Character

OPTIONS:
- May exchange his kroot rifle for:
  - Pulse rifle or pulse carbine ....*5 points*
- May be upgraded to a psyker with one of the following psychic powers:
  - Communion Shield ....*10 points*
  - Power of Nature ....*20 points*
  - Wrath of the Ancestors ....*20 points*
  - Spirit Link ....*25 points*

NICASSAR HIGH ENCHANTER .... **100 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Nicassar High Enchanter	2	2	5	5	4	4	2	10	-

Composition:
- 1 Nicassar High Enchanter

Unit Type:
- Jump Infantry (Jet Packs)

Wargear:
- Shield generator
- Drone controller with two shield drones and four gun drones
- Photon grenades

Special Rules:
- Psyker
- Vulnerable to Blasts/Templates

Psychic Powers:
- Force Lightning
- Psychic Ward
- Mind Shroud

The Kroot Master Shaper and the Nicassar High Enchanter cannot be your compulsory HQ selection though they take up a HQ selection as normal.

The Kroot Master Shaper can be the compulsory HQ selection, but if you take him as the leader of your army then the Tau Commander, Fire Warrior Teams and Gue'vessa Squads become Elites selection, and all non-Kroot units become a 0-1 selection.

EARTH CASTE FIELD ENGINEERING TEAM .... 130 POINTS

A Tau Empire army may include 0-2 Earth Caste Field Engineering Teams. Earth Caste Field Engineering Teams do not use up ay Force Organization chart selections, but are otherwise treated as separate HQ units.

	WS	BS	S	T	W	I	A	Ld	Sv
Fio'El	-	-	5	4(5)	3	2	-	6	2+
Technical Drone	-	-	3	5	1	3	-	6	2+

Composition:
- 1 Fio'El
- 5 Technical Drones

Unit Type:
- Jump Infantry (Jet Packs)

Wargear (Fio'El only):
- TX-8 'Benefactor' technical suit

Special Rules (Fio'El only):
- Field Repairs
- Improve Defences

GUE'VESA COMMANDO .... 50 POINTS

A Tau Empire army may include 0-3 Gue'vesa Commandos. Gue'vesa Commandos do not use up ay Force Organization chart selections, but are otherwise treated as separate HQ units.

	WS	BS	S	T	W	I	A	Ld	Sv
Gue'vesa Commando	4	4	3	3	2	4	4	7	5+

Composition:
- 1 Gue'vesa Commando

Unit Type:
- Infantry

Wargear:
- Flak armour
- Pulse pistol
- Close-combat weapon
- Demolition charge
- Hard-wired target lock
- Frag and photon grenades
- Melta bombs

Special Rules:
- Right Behind You!
- Stealth
- Hit and Run
- Fleet
- Fearless
- Move Through Cover

ELITES

VETERAN FIRE WARRIOR TEAM .... **12 POINTS PER MODEL**

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

Composition:
- 4-24 Veteran Shas'la

Unit Type:
- Infantry

Wargear:
- Combat armour
- Pulse rifle
- Markerlight (Veteran Shas'ui only)

Special Rules:
- Dynamic Disengagement
- Fire Teams

Transport:
- The Veteran Fire Warrior Team may take a Devilfish or a Stingray as a dedicated transport

OPTIONS:
- One Veteran Shas'la in the team may be upgraded to:
  - Veteran Shas'ui .... *10 points*
- The Veteran Shas'ui may take any of the following:
  - Hard-wired blacksun filter .... *2 points*
  - Bonding knife .... *5 points*
  - Hard-wired multi-tracker .... *5 points*
  - Hard-wired target lock .... *5 points*
- The Veteran Shas'ui may take a drone controller with up to two drones from the following:
  - Gun drone .... *10 points each*
  - Shield drone .... *20 points each*
  - Medical drone .... *30 points each*
  - Marker drone .... *30 points each*
- Any model in the team may replace his pulse rifle with:
  - Pulse carbine .... *free*
- The whole team may take:
  - Blacksun filters .... *1 point per model*
  - Photon grenades .... *1 point per model*
  - EMP grenades .... *2 points per model*

'CRISIS' BATTLESUIT TEAM .... **70 POINTS PER MODEL**

	WS	BS	S	T	W	I	A	Ld	Sv
Crisis Shas'vre	3	3	5	4(5)	2	3	2	8	3+
Crisis Shas'ui	2	3	5	4(5)	2	2	2	8	3+

Composition:
- 1-8 Crisis Shas'ui

Unit Type:
- Jump Infantry (Jet Packs)

Wargear:
- XV-802 'Crisis' battlesuit
- Crisis weapon systems

Special Rules:
- Dynamic Disengagement

Transport:
- One 'Crisis' Battlesuit Team in your army that counts four models or less may take a Stingray as a dedicated transport

OPTIONS:
- One Shas'ui in the team may be upgraded to:
  - Shas'vre ....*10 points*
- Any model in the team may take one support system from the following:
  - Blacksun filter ....*2 points per model*
  - Multi-tracker ....*5 points per model*
  - Target lock ....*5 points per model*
  - Targeting array ....*10 points per model*
  - Shield generator ....*25 points per model*
- Any model in the team may take a drone controller with up to two drones from the following:
  - Gun drone ....*10 points each*
  - Shield drone ....*20 points each*
  - Marker drone ....*30 points each*
  - Spinner drone ....*30 points each*
- The Shas'vre may take any of the following:
  - Hard-wired blacksun filter ....*5 points*
  - Bonding knife ....*5 points*
  - Hard-wired multi-tracker ....*10 points*
  - Hard-wired target lock ....*10 points*
  - Markerlight ....*10 points*

'LONGBOLT' BATTLESUIT TEAM .... 50 POINTS PER MODEL

	WS	BS	S	T	W	I	A	Ld	Sv
Longbolt Shas'vre	3	3	4	4	2	3	2	8	3+

Composition:
- 1-6 Longbolt Shas'vre

Unit Type:
- Infantry

Wargear:
- XV-66 'Longbolt' battlesuit
- Rail accelerator carbine

Special Rules:
- Dynamic Disengagement

OPTIONS:
- Any Longbolt Shas'vre in the team may take one support system from the following:
  - Blacksun filter ....*2 points per model*
  - Multi-tracker ....*5 points per model*
  - Target lock ....*5 points per model*
  - Targeting array ....*10 points per model*
  - Shield generator ....*25 points per model*
- Any Longbolt Shas'vre in the team may take a drone controller with up to two drones from the following:
  - Gun drone ....*10 points each*
  - Shield drone ....*20 points each*
  - Marker drone ....*30 points each*
  - Spinner drone ....*30 points each*
- One Longbolt Shas'vre in the unit may take any of the following:
  - Bonding knife ....*5 points*
  - Markerlight ....*10 points*

STEALTH SUIT TEAM .... **25 POINTS PER MODEL**

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

Composition:
- 3-12 Shas'ui

Unit Type:
- Jump Infantry (Jet Packs)

Wargear:
- XV-25 stealth suit
- Burst cannon

Special Rules:
- Dynamic Disengagement
- Infiltrate
- Scouts
- Stealth

Transport:
- A Stealth Suit Team that numbers eight models or less may take a Stingray as a dedicated transport

OPTIONS:
- One Shas'ui in the team may be upgraded to:
  - Shas'vre ....*10 points*
- Any model in the team may exchange his burst cannon for:
  - Fusion blaster ....*5 points per model*
- Any model in the team may take one support system from the following:
  - Blacksun filter ....*2 points per model*
  - Multi-tracker ....*5 points per model*
  - Target lock ....*5 points per model*
  - Targeting array ....*10 points per model*
  - Shield generator ....*25 points per model*
- Any model in the team may take a drone controller with up to two drones from the following:
  - Gun drone ....*10 points each*
  - Shield drone ....*20 points each*
  - Marker drone ....*30 points each*
  - Spinner drone ....*30 points each*
- The Shas'vre may take any of the following:
  - Hard-wired blacksun filter ....*5 points*
  - Bonding knife ....*5 points*
  - Hard-wired multi-tracker ....*10 points*
  - Hard-wired target lock ....*10 points*
  - Markerlight ....*10 points*

DEMIURG DEFENDERS .... **200 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Demiurg Guardian	4	4	4	4	2	2	2	10	2+
Demiurg Defender	4	4	4	4	2	2	1	9	2+

Composition:
- 1 Demiurg Guardian
- 4 Demiurg Defenders

Unit Type:
- Infantry

Wargear:
- Demiurg heavy power armour
- Demiurg battle axe
- Demiurg tower shield
- Frag grenades

Special Rules:
- Counter-Attack
- Stubborn
- Slow and Purposeful

OPTIONS:
- The unit may be accompanied by up to four additional Demiurg Defenders .... *40 points per model*
- Any model may replace his Demiurg battle axe with:
  - Demiurg bolter .... *free*
  - Demiurg power axe .... *10 points per model*

TARELLIAN DOG SOLDIERS .... **15 POINTS PER MODEL**

	WS	BS	S	T	W	I	A	Ld	Sv
Tarellian Pack Leader	4	4	3	3	1	4	3	8	5+
Tarellian Dog Soldier	4	4	3	3	1	4	2	7	5+

Composition:
- 4-12 Tarellian Dog Soldiers

Unit Type:
- Infantry

Wargear:
- Flak armour
- Tarellian multigun
- Frag grenades

Special Rules:
- Preferred Enemy (Humans)

Transport:
- The Tarellian Dog Soldiers may take a Tarellian Shepherd as a dedicated transport

OPTIONS:
- One Tarallian Dog Soldier in the unit may be upgraded to:
  - Tarallian Pack Leader .... *10 points*
- The Pack Leader may take any of the following:
  - Hard-wired blacksun filter .... *2 points*
  - Hard-wired multi-tracker .... *5 points*
  - Hard-wired target lock .... *5 points*
  - Markerlight .... *10 points*
- The Pack Leader may take a drone controller with up to two drones from the following:
  - Gun drone .... *10 points each*
  - Shield drone .... *20 points each*
  - Medical drone .... *30 points each*

TROOPS

FIRE WARRIOR TEAM .... **10 POINTS PER MODEL**

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

Composition:
- 4-24 Shas'la

Unit Type:
- Infantry

Wargear:
- Combat armour
- Pulse rifle
- Markerlight (Shas'ui only)

Special Rules:
- Dynamic Disengagement
- Fire Teams

Transport:
- The Fire Warrior Team may take a Devilfish or a Stingray as a dedicated transport

OPTIONS:
- One Shas'la in the team may be upgraded to:
  - Shas'ui ....*10 points*
- The Shas'ui may take any of the following:
  - Hard-wired blacksun filter ....*2 points*
  - Bonding knife ....*5 points*
  - Hard-wired multi-tracker ....*5 points*
  - Hard-wired target lock ....*5 points*
- The Shas'ui may take a drone controller with up to two drones from the following:
  - Gun drone ....*10 points each*
  - Shield drone ....*20 points each*
  - Medical drone ....*30 points each*
  - Marker drone ....*30 points each*
- Any model in the team may replace his pulse rifle with:
  - Pulse carbine ....*free*
- The whole team may take:
  - Blacksun filters ....*1 point per model*
  - Photon grenades ....*1 point per model*
  - EMP grenades ....*2 points per model*

KROOT CARNIVORE SQUAD .... **7 POINTS PER MODEL**

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

Composition:
- 10-20 Kroots

Unit Type:
- Infantry

Wargear (Kroot and Kroot Shaper):
- Kroot rifle

Wargear (Kroot Hound):
- Ferocious fangs (close-combat weapon)

Wargear (Krootox Rider):
- Kroot gun

Special Rules:
- Fieldcraft
- Infiltrate
- Move Through Cover
- Monstrous Strength (Krootox Rider only)
- Evolutionary Adaptations

OPTIONS:
- The squad may be accompanied by any of the following:
  - One Kroot Shaper ....*20 points*
  - Up to twelve Kroot Hounds ....*6 points per model*
  - Up to three Krootox Riders ....*35 points per model*
- The Kroot Shaper may exchange his kroot rifle for:
  - Pulse rifle or pulse carbine ....*5 points*

GUE'VESA SQUAD .... **70 POINTS**

	WS	**BS**	**S**	**T**	**W**	**I**	**A**	**Ld**	**Sv**
Gue'vesa'ui	3	4	3	3	1	3	2	7	5+
Gue'vesa'la	3	4	3	3	1	3	1	6	5+

Composition:
- 9 Gue'vesa'la
- 1 Gue'vesa'ui

Unit Type:
- Infantry

Wargear:
- Flak armour
- Autogun
- Frag grenades

OPTIONS:
- The Gue'vesa'ui may take any of the following:
  - Hard-wired blacksun filter .... *2 points*
  - Melta bombs .... *5 points*
  - Markerlight .... *10 points*
- Any model in the squad may exchange his autogun for:
  - Pulse rifle or pulse carbine .... *5 points per model*
- Up to three Gue'vesa'la may exchange his autogun for:
  - Flamer .... *5 points per model*
  - Fusion blaster .... *15 points per model*
  - Plasma rifle .... *20 points per model*
- The squad may choose one combat specialization from the following:
  - *Mechanized Troops*: The squad may take a Devilfish as a dedicated transport ......*free*
  - *Advanced Deployment:* The squad gains the Infiltrate, Scouts and Deep Strike special
    rules .... *30 points*
  - *Demolition Experts:* The entire squad has melta bombs. One Gue'vesa'la carries a
    demolition charge in addition to his other equipment .... *30 points*
  - *Heavy Infantry:* The squad replaces flak armour with combat armour .... *30 points*
- The whole squad may take:
  - Photon grenades .... *20 points*
  - EMP grenades .... *30 points*

DEDICATED TRANSPORTS

DEVILFISH TROOP CARRIER ....60 POINTS

		Armour		
	BS	**F**	**S**	**R**
Devilfish	3	12	11	10

Composition:
- 1 Devilfish

Unit Type:
- Vehicle (Skimmer, Tank)

Wargear:
- Nose mounted burst cannon
- Two sponson mounted gun drones

Transport Capacity:	**Fire Points:**	**Access Hatches:**
- 14 models	- None	- 1 Rear Ramp
		- 2 Side Hatches

OPTIONS:
- Replace both gun drones with:
  - Two smart missile systems ....*20 points*
- May take any of the following:
  - Blacksun filter ....*5 points*
  - Decoy launchers ....*5 points*
  - Sensor spines ....*5 points*
  - Targeting array ....*5 points*
  - Target lock ....*5 points*
  - Multi-tracker ....*10 points*
  - Flechette discharger ....*10 points*
  - Disruption pod ....*15 points*
  - Up to two seeker missiles ....*30 points each*
- If the Devilfish was taken as a dedicated transport of a Pathfinder Team then it may take:
  - Marker beacon ....*10 points*

STINGRAY DROPSHIP ....40 POINTS

		Armour		
	BS	**F**	**S**	**R**
Stingray	3	11	10	10

Composition:
- 1 Stingray

Unit Type:
- Vehicle (Skimmer, Fast, Open-Topped)

Wargear:
- Two sponson mounted gun drones
- Stingray shield generator
- Sensor spines

Transport Capacity:
- 8 models – the Stingray may also carry up to four XV-802s or up to eight XV-25s.

OPTIONS:
- May take any of the following:
  - Blacksun filter ....*5 points*
  - Decoy launchers ....*5 points*
  - Flechette discharger ....*10 points*

TARELLIAN SHEPHERD ....**55 POINTS**

	Armour		
	BS	**F**	**S**	**R**
Tarellian Shepherd	4	11	11	11

Composition:
- 1 Tarellian Shepherd

Unit Type:
- Vehicle (Skimmer, Fast, Open-Topped)

Wargear:
- Turret mounted twin-linked burst cannon

Special Rules:
- Deep Strike

Transport Capacity:
- 12 models (may transport only Tarellian Dog Soldiers)

OPTIONS:
- Replace the twin-linked burst cannon with:
  - Twin-linked missile pod ....*5 points*
  - Twin-linked smart missile system ....*10 points*
- May take any of the following:
  - Blacksun filter ....*5 points*
  - Decoy launchers ....*5 points*
  - Sensor spines ....*5 points*
  - Targeting array ....*5 points*
  - Flechette discharger ....*10 points*
  - Disruption pod ....*15 points*

FAST ATTACK

ATTACK DRONE SQUADRON .... **10 POINTS PER MODEL**

Attack Drone Squadrons do not use up any Force Organization chart selections, but are otherwise treated as separate Fast Attack units.

	WS	BS	S	T	W	I	A	Ld	Sv
Gun Drone	2	2	3	3	1	4	1	5	4+
Heavy Gun Drone	2	2	3	4	1	4	1	5	4+
Marker Drone	2	2	3	3	1	4	1	5	4+
Shield Drone	2	2	3	3	1	4	1	5	4+

Composition:
- 5-20 Gun Drones

Unit Type:
- Jump Infantry (Jet Packs)

Wargear:
- Twin-linked pulse carbine (Gun Drone only)
- Markerlight (Marker Drone only)
- Shield generator (Shield Drone only)

Special Rules:
- Fearless

OPTIONS:
- The squadron may be accompanied by any of the following:
  - Up to two shield drones ....*20 points each*
  - Up to two marker drones ....*30 points each*
- The squadron may be accompanied by up to four heavy gun drones with either:
  - Twin-linked flamer or twin-linked burst cannon ....*15 points each*
  - Twin-linked fusion blaster or twin-linked missile pod ....*20 points each*
  - Twin-linked plasma rifle ....*25 points each*

PATHFINDER TEAM .... **17 POINTS PER MODEL**

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

Composition:
- 4-12 Shas'la

Unit Type:
- Infantry

Wargear:
- Combat armour
- Pulse carbine
- Markerlight

Special Rules:
- Dynamic Disengagement
- Fire Teams
- Scouts

Transport:
- The Pathfinder team may take a Devilfish or a Stingray as a dedicated transport

OPTIONS:
- One Shas'la in the team may be upgraded to:
  - Shas'ui ....*10 points*
- The Shas'ui may take any of the following:
  - Hard-wired blacksun filter ....*2 points*
  - Bonding knife ....*5 points*
  - Hard-wired multi-tracker ....*5 points*
  - Hard-wired target lock ....*5 points*
- The Shas'ui may replace his markerlight with:
  - Marker beacon ....*10 points*
- The Shas'ui may take a drone controller with up to two drones from the following:
  - Gun drone ....*10 points each*
  - Shield drone ....*20 points each*
  - Medical drone ....*30 points each*
  - Marker drone ....*30 points each*
- For every four models in the unit, one Shas'la may exchange his pulse carbine and markerlight for:
  - Rail rifle and target lock ....*10 points per model*
- The whole team may take:
  - Blacksun filters ....*1 point per model*
  - Photon grenades ....*1 points per model*
  - EMP grenades ....*2 points per model*

'HAZARD' BATTLESUIT TEAM .... **75 POINTS PER MODEL**

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

Composition:
- 1-4 Hazard Shas'vre

Unit Type:
- Jump Infantry (Jet Packs)

Wargear:
- XV-9 'Hazard' battlesuit
- Two twin-linked burst cannons
- Vectored retro-thrusters
- Multi-tracker

Special Rules:
- Dynamic Disengagement

OPTIONS:
- Any Hazard Shas'vre in the team may exchange any of his twin-linked burst cannons for:
  - Phased ion gun ....*10 points each per model*
  - Fusion cascade ....*15 points each per model*
  - Pulse submunitions rifle ....*20 points each per model*
- Any Hazard Shas'vre in the team may take one support system from the following:
  - Blacksun filter ....*2 points per model*
  - Target lock ....*5 points per model*
  - Targeting array ....*10 points per model*
  - Shield generator ....*25 points per model*
- Any Hazard Shas'vre in the team may take a drone controller with up to two drones from the following:
  - Gun drone ....*10 points each*
  - Shield drone ....*20 points each*
  - Marker drone ....*30 points each*
  - Spinner drone ....*30 points each*
- One Hazard Shas'vre in the unit may take any of the following:
  - Bonding knife ....*5 points*
  - Markerlight ....*10 points*

PIRANHA LIGHT SKIMMER TEAM ....**50 POINTS PER MODEL**

		Armour	
	BS	F	S	R
Piranha	3	11	10	10

Composition:
- 1-5 Piranhas forming a vehicle squadron

Unit Type:
- Vehicle (Skimmer, Fast, Open-Topped)

Wargear:
- Two sponson mounted gun drones
- Nose mounted burst cannon

OPTIONS:
- Any Piranha in the squadron may replace the burst cannon with:
  - Fusion blaster ....*5 points per model*
- Any Piranha in the squadron may replace its burst cannon and both gun drones with:
  - Twin-linked fusion blaster or twin-linked missile pod ....*10 points per model*
  - Twin-linked rail rifle or twin-linked plasma rifle ....*15 points per model*
- Any Piranha in the squadron may take any of the following:
  - Blacksun filter ....*5 points per model*
  - Decoy launchers ....*5 points per model*
  - Targeting array ....*5 points per model*
  - Target lock ....*5 points per model*
  - Flechette discharger ....*10 points per model*
  - Up to two seeker missiles ....*30 points each per model*

TETRA SCOUT SPEEDER TEAM ....**40 POINTS PER MODEL**

		Armour	
	BS	F	S	R
Tetra	3	10	10	10

Composition:
- 1-3 Tetras forming a vehicle squadron

Unit Type:
- Vehicle (Skimmer, Fast, Open-Topped)

Wargear:
- Nose mounted twin-linked pulse rifle
- High intensity markerlight
- Disruption pod

Special Rules:
- Forward Scouts

OPTIONS:
- Any Tetra in the squadron may take any of the following:
  - Blacksun filter ....*5 points per model*
  - Decoy launchers ....*5 points per model*
  - Sensor spines ....*5 points per model*
  - Targeting array ....*5 points per model*
  - Marker beacon ....*10 points per model*

VESPID STINGWINGS .... **80 POINTS**

	WS	BS	S	T	W	I	A	Ld	Sv
Strain Leader	3	3	3	4	1	5	2	9	5+
Stingwing	3	3	3	4	1	5	1	6	5+

Composition:
- 3 Stingwings
- 1 Strain Leader

Unit Type:
- Jump Infantry

Wargear:
- Flak armour
- Vespid neutron blaster
- Rending claws

Special Rules:
- Fleet
- Skilled Flyers

OPTIONS:
- The unit may be accompanied by up to seven additional Stingwings........................ *20 points per model*
- The Strain Leader may take any of the following:
  - Hard-wired blacksun filter .... *2 points*
  - Hard-wired multi-tracker .... *5 points*
  - Hard-wired target lock .... *5 points*
- The Strain Leader may take a drone controller with up to two drones from the following:
  - Gun drone .... *10 points each*
  - Shield drone .... *20 points each*
  - Marker drone .... *30 points each*
  - Shredder drone .... *30 points each*
- The whole squad may take:
  - Blacksun filters .... *1 point per model*
  - Photon grenades .... *1 point per model*
  - EMP grenades .... *2 points per model*

HEAVY SUPPORT

SEEKER MISSILES .... **30 POINTS PER MISSILE**

You can take any number of seeker missiles in your army. Seeker missiles taken as a Heavy Support selection don't take up any Force Organization Chart slot, and are not represented physically on the table. These missiles can be called down with spending markerlight counters as normal, and works exactly like normal seeker missiles in all respects. If it is important to determine their actual firing point, then treat these seeker missiles as fired from the closest point on the Tau table edge from the target.

SNIPER DRONE TEAM .... **80 POINTS**

Up to three Sniper Drone Teams may be taken as a single Heavy Support choice but only one such choice may be taken per army.

	WS	BS	S	T	W	I	A	Ld	Sv
Spotter	2	3	3	3	1	2	1	8	4+
Sniper Drone	2	3	3	3	1	4	1	6	4+

Composition:
- 1 Spotter
- 3 Sniper Drones

Unit Type:
- Infantry

Wargear (All):
- Stealth field generator

Wargear (Spotter):
- Combat armour
- Pulse pistol
- Markerlight
- Drone controller (for the three Sniper Drones)

Wargear (Sniper Drones):
- Rail rifle
- Targeting array (bonus already included in profile)
- Target lock

Special Rules:
- Dynamic Disengagement

'BROADSIDE' BATTLESUIT TEAM .... **75 POINTS PER MODEL**

	WS	BS	S	T	W	I	A	Ld	Sv
Broadside Shas'vre	3	3	5	4(5)	2	3	2	8	2+
Broadside Shas'ui	2	3	5	4(5)	2	2	2	8	2+

Composition:
- 1-4 Broadside Shas'ui

Unit Type:
- Infantry

Wargear:
- XV-88-2 'Broadside' battlesuit
- Twin-linked smart missile system
- Twin-linked railgun

Special Rules:
- Dynamic Disengagement

OPTIONS:
- One Shas'ui in the team may be upgraded to:
  - Shas'vre ....*10 points*
- Any model in the team may exchange his twin-linked smart missile system for:
  - Twin-linked missile pod ....*10 points per model*
  - Twin-linked plasma rifle ....*20 points per model*
- Any model in the team may take one support system from the following:
  - Blacksun filter ....*2 points per model*
  - Multi-tracker ....*5 points per model*
  - Target lock ....*5 points per model*
  - Targeting array ....*10 points per model*
  - Advanced stabilization system ....*20 points per model*
  - Shield generator ....*25 points per model*
- Any model in the team may take a drone controller with up to two drones from the following:
  - Gun drone ....*10 points each*
  - Shield drone ....*20 points each*
  - Marker drone ....*30 points each*
  - Spinner drone ....*30 points each*
- The Shas'vre may take any of the following:
  - Hard-wired blacksun filter ....*15 points*
  - Bonding knife ....*5 points*
  - Hard-wired multi-tracker ....*10 points*
  - Hard-wired target lock ....*10 points*
  - Markerlight ....*10 points*

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

Composition:
- 1-4 Calamity Shas'vre

Unit Type:
- Infantry

Wargear:
- XV-95 'Calamity' battlesuit
- Twin-linked photonic missile launcher
- Multi-tracker

Special Rules:
- Dynamic Disengagement

OPTIONS:
- Any Calamity Shas'vre in the team may take one support system from the following:
  - Blacksun filter ....*2 points per model*
  - Target lock ....*5 points per model*
  - Targeting array ....*10 points per model*
  - Shield generator ....*25 points per model*
- Any Calamity Shas'vre in the team may take a drone controller with up to two drones from the following:
  - Gun drone ....*10 points each*
  - Shield drone ....*20 points each*
  - Marker drone ....*30 points each*
  - Spinner drone ....*30 points each*
- One Calamity Shas'vre in the unit may take any of the following:
  - Bonding knife ....*5 points*
  - Markerlight ....*10 points*

HAMMERHEAD GUNSHIP .... 80 POINTS

	Armour		
	BS	**F**	**S**	**R**
Hammerhead	4	13	12	10

Composition:
• 1 Hammerhead

Unit Type:
• Vehicle (Skimmer, Tank)

Wargear:
• Targeting array (bonus already in profile)

OPTIONS:
• Must take one turret mounted weapon from the following list:
  - Twin-linked heavy burst cannon or twin-linked Hammerhead missile pods ....*20 points*
  - Ion cannon ....*25 points*
  - Twin-linked fusion cannon ....*30 points*
  - Hammerhead railgun or twin-linked plasma cannon ....*50 points*
• Must take one sponson mounted weapon configuration from the following list:
  - Two burst cannons or two gun drones ....*10 points*
  - Two smart missile systems ....*20 points*
• May take any of the following:
  - Blacksun filter ....*5 points*
  - Decoy launchers ....*5 points*
  - Sensor spines ....*5 points*
  - Target lock ....*5 points*
  - Multi-tracker ....*10 points*
  - Flechette discharger ....*10 points*
  - Disruption pod ....*15 points*
  - Up to two seeker missiles ....*30 points each*

SKYRAY MISSILE DEFENCE GUNSHIP .... **200 POINTS**

	BS	**Armour**		
	BS	F	S	R
Skyray	3	13	12	10

Composition:
- 1 Skyray

Unit Type:
- Vehicle (Skimmer, Tank)

Wargear:
- Hunter-seeker missile array
- Two sponson mounted smart missile systems
- Two markerlights
- Target lock

Special Rules:
- Limited Ammunition
- Wide-Area Early Warning Network

OPTIONS:
- Replace both smart missile systems with:
  - Two missile pods ....*free*
- May take any of the following:
  - Blacksun filter ....*5 points*
  - Decoy launchers ....*5 points*
  - Sensor spines ....*5 points*
  - Targeting array ....*5 points*
  - Flechette discharger ....*10 points*
  - Multi-tracker ....*10 points*
  - Disruption pod ....*15 points*

SWORDFISH FIRE SUPPORT GUNSHIP ....**175 POINTS**

A Swordfish is a Heavy Support selection for a Tau army that contains a Tau Commander with Armoured Interdiction Force Cadre Configuration. You cannot take the Swordfish if no such Tau Commander is present in your army.

		Armour		
	BS	F	S	R
Swordfish	4	13	12	10

Composition:
- 1 Swordfish

Unit Type:
- Vehicle (Skimmer, Tank)

Wargear:
- Targeting array (bonus already in profile)
- Turret mounted Swordfish heavy railguns
- Nose mounted burst cannon

Special Rules:
- Bumper Field Projectors

OPTIONS:
- May replace the Swordfish heavy railguns with:
  - Drone launcher battery ....*50 points*
  - Wave force cannon ....*75 points*
- May take any of the following:
  - Blacksun filter ....*5 points*
  - Decoy launchers ....*5 points*
  - Sensor spines ....*5 points*
  - Target lock ....*5 points*
  - Multi-tracker ....*10 points*
  - Flechette discharger ....*10 points*
  - Disruption pod ....*15 points*
  - Up to two seeker missiles ....*30 points each*

KROOT GREAT KNARLOC HERD .... **60 POINTS PER MODEL**

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

Composition:
- 1-10 Great Knarlocs

Unit Type:
- Monstrous Creature

Special Rules:
- Fleet
- Fieldcraft

OPTIONS:
- Any Great Knarloc may be equipped with:
  - Kroot bolt thrower ....*25 points per model*
  - Twin-linked kroot gun ....*30 points per model*

DEMIURG SIEGE CRUISER ....**320 POINTS**

| | **Armour** | | |
	BS	**F**	**S**	**R**
Demiurg Siege Cruiser	4	14	14	14

Composition:
- 1 Demiurg Land Cruiser

Unit Type:
- Vehicle (Tank)

Wargear:
- Turret mounted twin-linked ion cannon
- Four pintle mounted twin-linked phased ion guns

Special Rules:
- Integrity Field
- Assault Vehicle
- Mobile Fortress

Transport Capacity:
- 12 models

Fire Points:
- 2 left side ports
- 2 right side ports

Access Hatches:
- 1 Front Ramp
- 2 Side Hatches
- 1 Rear Ramp

OPTIONS:
- May take any of the following:
  - Blacksun filter ....*5 points*
  - Targeting array ....*5 points*
  - Flechette discharger ....*10 points*
  - Disruption pod ....*15 points*

SPECIAL CHARACTERS

COMMANDER FARSIGHT ....175 POINTS

Commander Farsight is a single HQ selection for a Tau Empire army.

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

Composition:
- 1 Commander Farsight

Unit Type:
- Jump Infantry (Jet Packs, Unique)

Wargear:
- XV-802 'Crisis' battlesuit
- Plasma rifle
- Dawn Blade
- Shield generator
- Hard-wired target lock
- Drone controller with two gun drones
- Bonding knife

Special Rules:
- Independent Character
- Dynamic Disengagement
- Cadre Configuration (Rapid Insertion Force)
- Ork Fighter
- Blood Brothers
- Farsight Enclaves Strike Force

Dawn Blade: The Dawn Blade is an alien artefact that Farsight gained on the dead world of Arthas Moloch. Its sculpted surface flickers with unknown energies that pain glittering arcs of destruction as it is swung. The Dawn Blade counts as a power weapon whose hits are resolved at Strength 8 and roll 8+2D6 for armour penetration.

Ork Fighter: Farsight's fame was won battling against Orks and he has denounced the normal Tau philosophy of using ranged combat almost to the exclusion of all else. Warriors of the Farsight Enclaves train heavily in hand-to-hand combat against the greenskins, and thus all models in an army that includes Commander Farsight gain the Preferred Enemy (Orks) universal special rule.

Blood Brothers: Every model in Farsight's army that could take a bonding knife must take one at no additional points cost.

Farsight Enclaves Strike Force: Farsight and his followers have chosen to separate themselves from the Tau Empire and they have altered the composition of their fighting forces to better represent this. An army that includes Commander Farsight may not take the following units:

- Tau Commander
- Kroot Master Shaper
- Nicassar High Enchanter
- 'Longbolt' Battlesuit Team
- Tarellian Dog Soldiers
- Stingray Dropship
- 'Hazard' Battlesuit Team
- Vespid Stingwings
- 'Calamity' Battlesuit Team
- Swordfish Fire Support Gunship
- Kroot Great Knarloc Herd

In return, Veteran Fire Warrior Teams replace normal Fire Warrior Teams in all respects and 'Crisis' Battlesuit Teams may include up to 12 Crisis Shas'ui-s and any Crisis Shas'ui may be upgraded to Crisis Shas'vre not only one per team.

COMMANDER SHADOWSUN ....**160 POINTS**

Commander Shadowsun is a single HQ selection for a Tau Empire army.

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

Composition:
- 1 Commander Shadowsun

Unit Type:
- Jump Infantry (Jet Packs, Unique)

Wargear:
- XV-22 battlesuit
- Two fusion blasters
- Multi-tracker
- Advanced target lock
- Drone controller with a command-link drone and two shield drones

Special Rules:
- Independent Character
- Dynamic Disengagement
- Cadre Configuration (Optimised Stealth Group)
- Kauyon Mastery

XV-22 Battlesuit: The predecessor of the XV-53 battlesuit, the XV-22 was a real technological marvel on its own. It is now an obsolete design next to the XV-53, a revered relic that belongs to the past of the Tau Empire. The XV-22 battlesuit confers a 3+ armour save to Commander Shadowsun and also includes an integrated shield generator and stealth field generator.

Advanced Target Lock: Wounds caused by Shadowsun are allocated by her controlling player, rather than the opposing player.

Command-Link Drone: Networked to the leaders of the warriors under her command, the command-link drone allows Commander Shadowsun to better direct the battle. As long as the command-link accompanies her, all Tau units within line-of-sight of Commander Shadowsun may use her unmodified Leadership characteristic for any Leadership tests.

Kauyon Mastery:

If your arm includes Commander Shadowsun then any unit in your army may Outflank. In addition - as long as Commander Shadowsun is alive - if any of your units arrive using the Outflank special rule, you can re-roll the dice used to determine which board edge these units arrives from.

COMMANDER FROSTSPITE ....**200 POINTS**

Commander Frostspite is a single HQ selection for a Tau Empire army.

	WS	BS	S	T	W	I	A	Ld	Sv
Commander Frostspite	4	5	4	4	4	3	3	10	2+

Composition:
- 1 Commander Frostspite

Unit Type:
- Jump Infantry (Jet Packs, Unique)

Wargear:
- XV-53 'Pacifier' battlesuit
- Burst cannon
- Twin-linked missile pod
- Marker beacon
- Drone controller with two shield drones and two marker drones

Special Rules:
- Independent Character
- Dynamic Disengagement
- Cadre Configuration (Standard Hunter Cadre)
- Perfect Unit Management
- Unwavering Assault

Perfect Unit Management:
At the start of each of your turns in which Commander Frostspite is on the battlefield, choose up to three friendly units, then choose one universal special rule from the following list for each unit: Counter-Attack, Furious Charge, Stealth and Tank Hunters. The chosen units have the chosen universal special rules until the start of your next turn.

Unwavering Assault:
An army that includes Commander Frostspite can re-roll the dice when attempting to seize the initative. In addition, the enemy may not seize the initiative if your army includes Commander Frostspite.

COMMANDER STARFURY ....**220 POINTS**

Commander Starfury is a single HQ selection for a Tau Empire army.

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

Composition:
• 1 Commander Starfury

Unit Type:
• Jump Infantry (Jet Packs, Unique)

Wargear:
• XV-9 'Hazard' battlesuit
• Submunitions launcher
• Shield generator
• Target lock
• Stimulant injector
• Drone controller with two spinner-EVO drones

Special Rules:
• Independent Character
• Dynamic Disengagement
• Cadre Configuration (Swift Protector Wing)
• Counter-Attack
• Fearless
• Furious Charge
• Bladefighters Bodyguard

Spinner-EVO Drones: Spinner-EVO drones work exactly like normal spinner drones but their hits have a Strength of 5.

Submunitions Launcher:

Each time the submunitions launcher fires, the controlling player can decide which round is being used.

	Range	Strength	AP	Type
Pulse Round	24"	5	5	Assault 6, Pinning
Plasma Round	24"	7	2	Assault 2
EMP Round	24"	4	-	Assault 4

If an EMP round hits a vehicle then roll a D6: on a 1, nothing happens. On a 2-5, the vehicle takes a glancing hit. On a 6, it takes a penetrating hit.

Bladefighters Bodyguard:

If your arm includes Commander Starfury, then you may take a 'Hazard' Battlesuit Team as her retinue. This squad doesn't take up any FOC selection and must include at least two Hazard Shas'vres. All Hazard Shash'vre in this squad has +1 WS, +1 I and the following universal special rules: Fearless, Counter-Attack and Furious Charge.

UNIT SUMMARY

	WS	BS	S	T	W	I	A	Ld	Sv
Broadside Shas'ui	2	3	5	4(5)	2	2	2	8	2+
Broadside Shas'vre	3	3	5	4(5)	2	3	2	8	2+
Calamity Shas'vre	3	3	5	5	2	3	2	8	2+
Crisis Shas'ui	2	3	5	4(5)	2	2	2	8	3+
Crisis Shas'vre	3	3	5	4(5)	2	3	2	8	3+
Demiurg Defender	4	4	4	4	2	2	1	9	3+
Demiurg Guardian	4	4	4	4	2	2	2	10	3+
Fio'El	-	-	5	4(5)	3	2	-	6	2+
Great Knarloc	4	3	6	5	5	3	3	7	6+
Gue'vesa Commando	4	4	3	3	2	4	4	7	5+
Gue'vesa'la	3	4	3	3	1	3	1	6	5+
Gue'vesa'ui	3	4	3	3	1	3	2	7	5+
Gun Drone	2	2	3	3	1	4	1	5	4+
Hazard Shas'vre	3	3	5	5	2	3	2	8	3+
Heavy Gun Drone	2	2	3	4	1	4	1	5	4+
Kroot	4	3	4	3	1	3	1	7	6+
Kroot Hound	4	0	4	3	1	5	2	7	6+
Kroot Master Shaper	5	4	4	3	4	4	4	10	6+
Kroot Shaper	4	3	4	3	3	3	3	8	6+
Krootox Rider	4	3	6	3	3	3	3	7	6+
Longbolt Shas'vre	3	3	4	4	2	3	2	8	3+
Marker Drone	2	2	3	3	1	4	1	5	4+
Nicassar High Enchanter	2	2	5	5	4	4	2	10	-
Shas'la	2	3	3	3	1	2	1	7	4+
Shas'ui	2	3	3	3	1	2	2	8	4+
Shield Drone	2	2	3	3	1	4	1	5	4+
Sniper Drone	2	3	3	3	1	4	1	6	4+
Spotter	2	3	3	3	1	2	1	8	4+
Stealth Shas'ui	2	3	4	3	1	2	2	8	3+
Stealth Shas'vre	3	3	4	3	1	3	2	8	3+
Stingwing	3	3	3	4	1	5	1	6	5+
Strain Leader	3	3	3	4	1	5	2	9	5+
Tarellian Dog Soldier	4	4	3	3	1	4	2	7	5+
Tarellian Pack Leader	4	4	3	3	1	4	3	8	5+
Tau Commander	4	5	4	4	4	3	4	10	2+
Technical Drone	-	-	3	5	1	3	-	6	2+
Veteran Shas'la	2	4	3	3	1	2	1	7	4+
Veteran Shas'ui	2	4	3	3	1	2	2	8	4+

	BS	Armour		
		F	S	R
Demiurg Siege Cruiser	4	14	14	14
Devilfish	3	12	11	10
Hammerhead	4	13	12	10
Piranha	3	11	10	10
Skyray	3	13	12	10
Stingray	3	11	10	10
Swordfish	4	13	12	10
Tarellian Shepherd	4	11	11	11
Tetra	3	10	10	10

TAU EMPIRE ARSENAL

Weapon	Range	Strength	AP	Type
Airbursting Fragmentation Projector	18"	4	5	Assault 1, Barrage, Large Blast*
Autogun	24"	3	-	Rapid Fire
Burst Cannon	18"	5	5	Assault 4
Crisis Weapon Systems				
Heavy Fusion Gun	24"	8	1	Assault 1, Melta
Plasma Blaster	24"	6	2	Assault 1, Blast
Burst Charge Mortar	6"-36"	5	5	Assault 1, Barrage, Large Blast*
Advanced Missile Pods	48"	7	4	Assault 2*
Cyclic Ion Blaster	18"	3	4	Assault 5, Rending
Demiurg Bolter	24"	4	5	Rapid Fire, Rending
Demolition Charge	6"	8	2	Assault 1, Large Blast, One Use Only
Drone Launcher Battery	24"-120"	9	3	Ordnance 1, Barrage, Large Blast*
Flamer	Template	4	5	Assault 1
Fusion Blaster	12"	8	1	Assault 1, Melta
Fusion Cannon	24"	8	1	Heavy 1, Blast, Melta
Fusion Cascade	12"	6	1	Assault D3, Melta
Hammerhead Missile Pods	48"	7	4	Heavy 2, Blast
Hammerhead Railgun				
Solid Round	72"	10	1	Heavy 1
Submunitions	72"	6	4	Heavy 1, Large Blast
Heavy Burst Cannon	36"	6	4	Heavy 6
Hunter-Seeker Missile Array	12"-Unlimited	8	2	Heavy 1, Large Blast*
Ion Cannon	60"	7	3	Heavy 3, Rending
Kroot Bolt Thrower	36"	6	6	Assault 1, Blast
Kroot Gun	48"	7	4	Assault 2
Kroot Rifle	24"	4	6	Rapid Fire
Missile Pod	36"	7	4	Assault 2
Phased Ion Gun	18"	4	4	Assault 4, Rending
Photonic Missile Launcher				
Destruction Mode	48"	6	5	Heavy 4, Blast, Pinning
Disruption Mode	48"	4	6	Heavy 4, Blast*
Discharge Mode	48"	5	-	Heavy 1, Large Blast*
Plasma Cannon	36"	6	2	Heavy 3, Blast
Plasma Rifle	24"	6	2	Assault 2
Pulse Carbine	18"	5	5	Assault 2, Pinning
Pulse Pistol	12"	5	5	Pistol
Pulse Rifle	30"	5	5	Heavy 2 OR Rapid Fire
Pulse Submunitions Rifle	24"	5	6	Assault 1, Large Blast*
Rail Accelerator Carbine	36"	5	2	Heavy 1*
Rail Rifle	36"	6	3	Heavy 1, Rending, Pinning
Railgun	72"	10	1	Heavy 1
Seeker Missile				*
Compact Mode	Unlimited	9	1	Heavy 1, Barrage, One Use Only
Submunitions Mode	Unlimited	6	3	Heavy 1, Barrage, Large Blast, One Use Only
Smart Missile System	24"	5	5	Heavy 4*
Swordfish Heavy Railguns				
Solid Round	120"	10	1	Ordnance 1, Twin-Linked
Submunitions	120"	6	4	Ordnance 1, Large Blast, Twin-Linked
Tarellian Multigun				
Killmaker	24"	4	3	Rapid Fire
Scatterburst	Template	3	-	Assault 1
Deathbringer	24"	X	-	Rapid Fire, Poisoned (2+)
Flashshock	24"	1	4	Rapid Fire*
Vespid Neutron Blaster	Template	5	3	Assault 1
Wave Force Cannon	24"-48"	8	2	Heavy 1*

* These weapons have additional special rules. See the Wargear section for details.