

---

# Tau Auxiliaries

---

## Kroot Special Rules

### **Evolutionary Adaptations**

Some Kroot kindreds are directed by their leaders, known as Shapers, to feed only on a specific type of prey, in order to gain its strengths. Most Kroot units have enough genetic variation that they may select an Evolutionary Adaptation.

Any Kroot Carnivore Kindred which takes an evolutionary adaptation may not make sweeping advances and must consolidate after the resolution of any close combat they are part of and not Falling Back.

- **Enhanced Synapses:** By eating only those beasts with swift reflexes the Kroot gain preternatural speed. All models gain +1 to their initiative value.
- **Adrenal Surge:** By feasting on the flesh of enraged opponents, the Kroot enhance their physique to astounding levels. All models in the Kindred benefit from the Furious Charge special rule.
- **Precognition:** By eating only those beasts with the most refined senses the Kroot gain a small degree of precognition. Sadly, this gives the Kroot a clear vision of the exact moment of their death. The Kroot's vision of their doom gives them a small chance of avoiding the inevitable. All models in the unit gain a 6+ invulnerable save.
- **Dermal Hardening:** Feasting on the bodies of the most resilient enemies they can find, the Kroot slowly harden their skin until it resembles stone. All models in the kindred add 1 to their Toughness.
- **Toxic Quills:** Shapers direct some kindreds to eat the most dangerous prey they can find, infusing their naturally sharp quills and talons with all manner of deadly compounds. All models in the unit have Poisoned Weapons (4+) in close combat.
- **Head Hunters:** The shaper instructs the kindred to eat only those prey animals with the sharpest vision. All models in the Kindred gain the Acute Senses special rule and add the Master-Crafted special rule to their weapons.
- **Stalkers:** The Shaper directs his kin to eat the lurking predators of shrouded night worlds. The entire unit has the Stealth and Night Vision special rules.

### **Feral Leap**

Kroot Carnivores with a Kroot Shaper in their unit gain the Hammer of Wrath special rule in any assault in which their charge roll result is greater than the distance needed to engage the assaulted unit. A Kroot Carnivore must make it into base to base contact with an enemy model to benefit from this special rule.

### **Fieldcraft**

Kroot are especially adept in maneuvering through dense terrain such as forests and jungles they gain the following benefits:

- When Kroot with the Fieldcraft special rule move through Difficult Terrain they may roll one extra die for movement. Fieldcraft has no effect on charge range rolls or impact tests.
- The Fieldcraft special rule gives +1 bonus to the cover save of any model in Woods, Jungle or Forest Terrain; this bonus is cumulative with those received from the Stealth and Shrouded special rules.

### **Lumbering Beast**

Krootox are; large, slow, and not particularly quiet beasts. As such, any unit that includes at least 1 Krootox loses the Infiltrate ability.

### **Warband**

All models with this rule may be deployed as a single unit even if they are selected from different FOC slots. Every model deployed in a warband changes their Unit Type to Infantry.

## Tau Auxiliaries

---

### Kroot Master Shaper

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

**60 points**

**HQ**

### Special Rules

Evolutionary Adaptation, Fearless, Fieldcraft, Infiltrate, Warband

**Master of Adaptation:** A Kroot Master Shaper must select an Evolutionary Adaptation listed in the Kroot Special Rules Entry. In addition, all Kroot Carnivore Kindreds, Knarloc Rider Packs, and Great Knarloc Packs have this same Evolutionary Adaptation.

Any unit of Kroot with two Evolutionary Adaptations through the Master of Adaptation rule may not select the same Evolutionary Adaptation twice.

*Unit Type – Infantry (Independent Character)*

### Unit Composition

1 Kroot Master Shaper

### Wargear

Hyper Active Nymune Organ

Kroot Warstave

Options

### Options

A Kroot Master Shaper may exchange the Kroot Warstave for:

Kroot Rifle	+1 points
Kroot Hunting Rifle	+3 points

A Kroot Master Shaper may take the following:

Knife of Selection	+10 points
Talisman of Pech	+20 points

A Kroot Master Shaper must select an Evolutionary Adaptation:

Enhanced Synapses	+50 points
Adrenal Surge	+50 points
Precognition	+50 points
Dermal Hardening	+50 points
Toxic Quills	+70 points
Head Hunters	+60 points
Stalkers	+70 points

## Tau Auxiliaries

---

### Kroot Carnivore Kindred

	WS	BS	S	T	W	I	A	Ld	Sv	
Kroot Shaper	4	3	4	3	3	3	2	8	6+	
Kroot Carnivore	4	3	4	3	1	3	1	7	-	

**50 Points**

**Troops**

### Special Rules

Evolutionary Adaptation, Fieldcraft, Infiltrate, Warband

*Kroot Carnivore Unit Type – Infantry*

*Kroot Shaper Unit Type – Infantry, Character*

### Options

A Kroot Carnivore Kindred may include 10 more Kroot:

Kroot Carnivore +5 points each

Any Kroot Carnivore may exchange the Kroot Rifle for:

Kroot Hunting Rifle +3 points each

### Unit Composition

10 Kroot Carnivores

A Kroot Carnivore Kindred may have the Feral Leap special rule for +40 points.

One Kroot Carnivore may be upgraded to a Kroot Shaper for + 40 points and the unit gains the following two benefits:

If the Kroot Carnivore Kindred includes a Kroot Shaper the Armour Save of every Kroot Carnivore increases to 6+.

If the Kroot Carnivore Kindred includes a Kroot Shaper then the entire Kroot Carnivore Kindred gains a Hyper Active Nymune Organ.

A Kroot Carnivore Kindred which includes a Kroot Shaper may select an Evolutionary Adaptation:

Enhanced Synapses +20 points

Adrenal Surge +20 points

Precognition +20 points

Dermal Hardening +20 points

Toxic Quills +40 points

Head Hunters +30 points

Stalkers +40 points

### Wargear

Kroot Rifle

## Tau Auxiliaries

---

### Kroot Alpha Kindred

	WS	BS	S	T	W	I	A	Ld	Sv
Kroot Alpha Shaper	4	3	5	3	4	3	2	8	3+
Kroot Alpha	4	3	5	3	2	3	1	7	3+

**120 Points**

**Elites**

### Special Rules

Evolutionary Adaptation, Fear Leap, Fieldcraft, Infiltrate

*Kroot Alpha Unit Type – Jet Pack (Infantry)*

*Kroot Alpha Shaper Unit Type – Jet Pack (Infantry, Character)*

### Options

A Kroot Alpha Kindred may include 4 additional Kroot Alphas:

Kroot Alpha +30 points each

A Kroot Alpha Kindred may select an Evolutionary Adaptation:

Enhanced Synapses +20 points

Adrenal Surge +20 points

Precognition +20 points

Dermal Hardening +20 points

Toxic Quills +40 points

Head Hunters +20 points

Stalkers +40 points

### Unit Composition

1 Kroot Alpha Shaper

3 Kroot Alphas

### Wargear

Assault Casters

Hyper Active Nymune Organ

Kroot Warstave

XV 11 Alpha Battlesuit

## Tau Auxiliaries

---

### Knarloc Rider Herd

**120 Points**

**Fast Attack**

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

### Special Rules

### Options

Fieldcraft, Infiltrate

A Knarloc Rider Herd may include 4 more Knarloc Riders:

*Unit Type – Cavalry*

Knarloc Rider +30 points each

### Unit Composition

4 Knarloc Riders

### Wargear

Kroot Rifle

### Kroot Hound Pack

**42 Points**

**Fast Attack**

	WS	BS	S	T	W	I	A	Ld	Sv
Kroot Hound	4	0	4	3	1	5	2	7	-

### Special Rules

### Options

Fieldcraft, Infiltrate, Warband

A Kroot Hound Pack may include 6 more Kroot Hounds:

*Unit Type - Beast*

Kroot Hound +7 points each

### Unit Composition

6 Kroot Hounds

### Kroothawk Kindred

**80 Points**

**Fast Attack**

	WS	BS	S	T	W	I	A	Ld	Sv
Kroothawk	4	3	4	3	1	3	1	7	6+

### Special Rules

A Kroothawk Kindred may include 15 more Kroothawks:

Fieldcraft, Hit and Run

Kroothawk +16 points each

*Unit Type – Jump (Infantry)*

### Unit Composition

5 Kroothawk

### Wargear

Kroot Rifle

## Tau Auxiliaries

---

### Krootox Rider Pack

**75 Points**

**Heavy Support**

	WS	BS	S	T	W	I	A	Ld	Sv
Krootox Rider	4	3	6	3	3	3	3	7	-

### Special Rules

Fieldcraft, Lumbering Beast, Very Bulky, Warband

*Unit Type - Infantry*

### Options

A Krootox Rider Pack may include 3 additional Krootox Riders:

Krootox Rider +25 points each

### Unit Composition

3 Krootox Riders

### Wargear

Kroot Gun

### Great Knarloc Pack

**200 Points**

**Heavy Support**

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

### Special Rules

Fieldcraft, Extremely Bulky

*Unit Type - Infantry*

### Options

A Great Knarloc Pack may include 6 additional Great Knarlocs:

Great Knarloc +50 points each

### Unit Composition

4 Great Knarlocs

A Great Knarloc may be armed with a rider armed with the following:

Bolt Thrower +5 points

Kroot Gun +10 points

### Wargear

Hyper Active Nymune Organ

Sharp Beak

# Tau Auxiliaries

## Kroot Wargear

### Assault Casters

A model armed with Assault Casters counts as being armed with Assault Grenades, and may always choose to throw a grenade in the shooting phase in place of making any other ranged attacks.

### Bolt Thrower

	Range	Str	AP	Notes
Standard	24"	4	-	Assault 4
Explosive	24"	6	-	Assault 1, Large Blast

### Hyperactive Nymune Organ

All Kroot models with a Hyperactive Nymune Organ gain the Fleet special rule.

### Knife of Selection

On any round of close combat after a Shaper armed with a Knife of Selection has wounded an enemy he may guide the evolution of his Kroot Carnivore Knindred. The unit the shaper is in may make Sweeping Advances regardless of having an Evolutionary Adaptation.

### Kroot Gun

Lashed to the back of a Krootox or Greater Knarloc, the Kroot Gun allows Kroot to bring in squad level support firepower.

Range	Str	AP	Notes
48"	7	4	Rapid Fire

### Kroot Rifle

Any model armed with a Kroot Rifle counts as being armed with two close combat weapons.

Range	Str	AP	Notes
24"	4	6	Rapid Fire

In melee use the following profile:

Range	Str	AP	Notes
-	S	-	Melee, Two-handed

### Kroot Hunting Rifle

A simple but accurate bolt-action rifle with a zoom sight allows the firer much greater accuracy at range.

Range	Str	AP	Notes
24"	X	6	Rapid Fire, Sniper

Any model armed with a Kroot Hunting Rifle counts as being armed with two close combat weapons. In melee use the following profile:

Range	Str	AP	Notes
-	S	-	Melee, Two-handed

### Kroot War Stave

Any model armed with a Kroot War Stave counts as being armed with two close combat weapons.

Range	Str	AP	Notes
-	S	-	Melee, Two-handed

### Sharp Beak

The Great Knarloc's attacks are capable of sheering through metal as easily as bone.

Range	Str	AP	Notes
-	S	4	Melee, Rending

### Talisman of Pech

All Kroot units within 12" count as containing a psyker in their unit for Deny the Witch roles.

### XV 11 Alpha Battlesuit

This is a light-weight, powered armour suit. The wearer adds 1 to their Strength and Wounds characteristic (already included on their profile), gains a 3+ armour save, changes its unit type to Jet Pack Infantry, and is equipped with Assault Casters. The wearer benefits from the Acute Senses USR.

# Tau Auxiliaries

## Demiurge Special Rules

**Ferrous Carcerands** – A model with the Ferrous Carcerands special rule benefits from a number of advantages; Eternal Warrior, Feel No Pain (6), Slow and Purposeful, a 5+ Armour save, and a 6+ Invulnerable save (both included in the model's profile).

**Grudge** – Demiurge bear a grudge against those who have wounded their number. Whenever an enemy unit causes an unsaved wound on a Demiurge

unit, that unit of Demiurge benefit from the Hatred special rule against the enemy unit in the Demiurge controlling player's next turn.

## Demiurge Wargear

### **Chronometric Destabilizer**

This Grenade may be thrown in the Shooting phase or used passively in the Assault phase.

Shooting phase:

Range	Str	AP	Notes
8"	6	5	Assault 1, Blast, Strikedown

Assault phase:

On the first turn of a close combat Chronometric Destabilizers force the enemy unit to attack with a penalty to their initiative. Models from Enemy Units strike at Initiative 1 in the first round of close combat against Demiurge.

### **Energy Refracting Field**

This piece of wargear gives the unit to which the model equipped with it belongs a 3+ Armour save against ranged/shooting attacks, including ranged psychic attacks.

### **Ion Caster**

This weapon is the main weapon used by Demiurge forces.

Range	Str	AP	Notes
24"	3	4	Rapid Fire, Melta

### **Ion Cannon**

Range	Str	AP	Notes
60"	7	3	Heavy 3

### **Ion Wand**

This is the most common side arm fielded by Demiurge forces.

Range	Str	AP	Notes
12"	3	4	Pistol, Melta

### **Runic War Axe**

Range	Str	AP	Notes
-	+2	4	Melee, Two-handed

### **Runic Warhammer**

Range	Str	AP	Notes
-	User	4	Melee, Concussion

### **Ramming Plow**

A War Locomotive counts its front armour as 2 higher whenever it initiates a ram on another vehicle. Also the Ramming Plow provides the War Locomotive with the Skilled Driver USR

## Tau Auxiliaries

---

### Demiurge Sect Elder

80 points

HQ

	WS	BS	S	T	W	I	A	Ld	Sv
Demiurge Sect Elder	5	3	5	5	4	2	3	9	5+/6+

#### Special Rules

Ferrous Carcerands, Grudge, Independent Character, Stubborn

*Unit Type – Infantry (Independent Character)*

#### Unit Composition

1 (Unique)

#### Wargear

Energy Refracting Field

Ion Wand

Runic Warhammer

### Demiurge Sect Warriors

200 points

Troops

	WS	BS	S	T	W	I	A	Ld	Sv
Demiurge Warrior	3	3	4	4	2	2	1	8	5+/6+
Ion Battery	-	-	-	7	2	-	-	-	3+

#### Special Rules

Ferrous Carcerands, Grudge, Stubborn

*Demiurge Warrior Unit Type – Infantry*

*Ion Battery Unit Type - Artillery*

#### Unit Composition

5 Demiurge Warriors

#### Wargear

Ion Caster

Runic War Axe

Twin-Linked Ion Cannon (Ion Battery)

#### Options

A unit of Demiurge Sect Warriors may include 5 additional Demiurge Warriors and 2 Ion Batteries:

Demiurge Warrior	+40 points each
Ion Battery	+30 points each

The entire unit of Demiurge Sect Warriors may have:

Chronometric Destabilizers	+30 points
----------------------------	------------

### Demirug War Locomotive

140 points

Heavy Support

	Armour					
	HP	BS	F	S	R	Special
War Locomotive	3	3	12	14	10	Tank

#### Special Rules

Transport: A War Locomotive has a transport capacity of 10 models, and can only transport Demiurge models but not models with the unit type of Artillery.

Fire Points: A War Locomotive has 4 fire points per side.

Access Points: A War Locomotive has one access point at the rear.

*Unit Type - Vehicle*

#### Unit Composition

1 War Locomotive

#### Wargear

4 Ion Cannons (2 side sponsons per side)

Ramming Plow

# Tau Auxiliaries

---

## Vespid Special Rules

### **Skilled Flyers**

Vespid may re-roll dangerous terrain tests.

## Vespid Wargear

### **Communion Helm**

A unit that contains a model with a Communion Helm is counted as a Tau unit for the purposes of using markerlight counters.

### **Neutron Blaster**

This weapon fires through a focusing crystal vibrated by the Vespid's constant thrumming. It uses the following profile:

Range	Str	AP	Notes
12"	5	3	Assault 1

### **Neutron Heavy Blaster**

This weapon is an advanced version of the Vespid weapon which fires through a focusing crystal vibrated by the Vespid's constant thrumming. It uses the following profile:

Range	Str	AP	Notes
24"	5	3	Heavy 3

### **Neutron Spreader**

An Artillery weapon requiring a Vespid model within 2" to act as its gunman to fire using the following profile:

Range	Str	AP	Notes
Template	5	3	Heavy 1, Torrent

### **Rocket Booster**

A vehicle equipped with a Rocket Booster gains the Scout special rule.

r

## Tau Auxiliaries

---

### Vespid Queen

130 points

HQ

	WS	BS	S	T	W	I	A	Ld	Sv
Queen	3	3	5	6	5	5	3	9	5+

### Special Rules

Fleet, Independent Character, Skilled Flyer

*Unit Type - Flying Monstrous Creature, Independent Character*

### Wargear

Communion Helm

Neutron Heavy Blaster

### Unit Composition

1 Vespid Queen (Unique)

### Options

A Vespid Queen may have one of the following additional weapons:

Neutron Heavy Blaster	+20 points
Neutron Spreader	+25 points

### Vespid Spinewings

104 points

Elites

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

### Special Rules

Fleet, Interceptor (Spinewing), Skilled Flyer

*Spinewing Unit Type - Jump Infantry*

*Strain Leader Unit Type - Jump Infantry, Character*

### Wargear

Communion Helm (Strain Leader)

Neutron Blaster

### Options

A Vespid Spinewings unit may include up to 4 additional Spinewings:

Vespid Dorewing	+22 points each
-----------------	-----------------

### Unit Composition

1 Strain Leader

3 Vespid Spinewings

## Tau Auxiliaries

---

### Vespid Stingwing

102 points

### Troops

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

### Special Rules

Fleet, Skilled Flyer

*Stingwing Unit Type – Jump Infantry*

*Strain Leader Unit Type – Jump Infantry, Character*

### Wargear

Communion Helm (Strain Leader)

Neutron Blaster

### Options

A Vespid Stingwing may include up to 5 additional Stingwings:

Vespid Stingwing +16 points each

### Unit Composition

1 Strain Leader

4 Vespid Stingwings

### Vespid Heavy Stingers

116 points

### Heavy Support

	WS	BS	S	T	W	I	A	Ld	Sv
Strain Leader	3	3	3	4	1	5	1	9	5+
Stingwing	3	3	3	4	1	5	1	6	5+
Stinger Artillery	-	-	-	7	2	-	-	-	3+

### Special Rules

Fleet, Skilled Flyers

Nimble Anti-Grav Platform – The Stinger Artillery may be moved with the unit as if it had the same movement rules as a Jump Unit. This allows the unit to move 12 inches in the movement phase ignoring intervening terrain and models just as normal for Jump units. Outside of the movement of the unit, Stinger Artillery models still limits the charging and Fall Back Moves of the entire unit just as any other unit with the Artillery type would.

*Stingwing Unit Type – Jump Infantry*

*Strain Leader Unit Type – Jump Infantry, Character*

*Stinger Artillery - Artillery*

### Wargear

Communion Helm (Strain Leader)

Neutron Blaster

Neutron Spreader (Stinger Artillery)

### Options

A unit of Vespid Heavy Stingers may include up to 5 additional Stingwings and 2 additional Stinger Artillery:

Vespid Stingwing +16 points each

Stinger Artillery +30 points each

### Unit Composition

1 Strain Leader

1 Stinger Artillery

4 Stingwings

The Stinger Artillery may Twin-link its Neutron Spreader for +15 points.

## Tau Auxiliaries

---

### Vespid Sky Barge

80 points

Fast Attack

	Armour					
	HP	BS	F	S	R	Special
Sky Barge	3	-	12	12	12	Flyer, Open-topped

### Special Rules

**Transport:** A Sky Barge has a transport capacity of 20 models, can transport two units at once, and can only transport Vespid models of the Jump unit type.

**Drift:** The Vespid Sky Barge uses the flyer base and is effectively Zooming at all times, a Sky Barge cannot Hover. The Drift rule represents a special form of movement only available to the Sky Barge.

**Random Movement:** During the movement phase the Sky Barge must move. To resolve it's movement roll the scatter dice. The result is the distance the sky barge moves, if the Hit die comes up move the Sky Barge in the Direction of the small arrow.

Enemy models cannot come within 1" of the Sky Barge base. If a the random movement of a Sky Barge would bring the base within 1" of an enemy model stop the Sky Barge's movement short at 1" of the enemy model. Unlike other flyers this will not cause the Sky Barge to be wrecked.

Unlike other Zooming Flyers a Sky Barge cannot Evade or benefit from the Jink special rule in any way.

A Sky Barge must start the game with at least one unit embarked (and may start with two); unlike other flyers a Sky Barge does not have to start the game in reserves.

Vespid units with the Jump Unit type are able to embark and disembark a Sky Barge even though it is Zooming. Only Vespid units consisting entirely of the Jump Unit type may be embarked upon a Sky Barge. To embark a Vespid unit must come within 6" of the Sky Barge's Base, when disembarking a Vespid unit moves up to 12" from the base of the Sky Barge. More than one unit may embark and disembark in a single turn.

Embarked units may shoot from the Sky Barge. When doing so, the ranged attacks of embarked units have the Skyfire special rule.

**Inert:** A Sky Barge is immune to the Crew Shaken, Crew Stunned and Immobilized results of the Vehicle Damage table.

### Unit Composition

1 Sky Barge

### Wargear

Rocket Booster