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## Forces of the Tau

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### Tau Special Rules

The units in the Tau army list use a number of special rules and abilities that are available to more than one Tau unit. Given here are the details of those rules.

#### Dynamic Entry

Deep Striking Jetpack units with this rule gain the Pinning special rule for all ranged attacks made in the turn they arrive.

#### Precision Timing

In the deployment phase, a Tau player may choose  $d3 + 1$  friendly units held in reserve to arrive from reserves in any round without having to make a reserve roll. These units may arrive as early as round one or as late as round five or six.

#### Regulated Thrust

This special rule is denoted in the wargear section's descriptions of certain Tau XV battlesuits. A tau battlesuit with this rule always has the option of moving 6" with their Thrust move. Before rolling dice for a Thrust move the controlling player may choose to move 6" instead of 2 d6 inches.

#### Tactical Shift

Tau Cadre Commanders and Cadre Heroes are capable of taking a special piece of wargear which allows the initiation of the Tactical Shift special rule once per game.

When initiated, a Tactical Shift allows all Combat Link equipped Tau Units to Run in the Shooting phase and carry out Snap Shots with Assault and Rapid Fire weapons upon completing the Run movement.

#### Tau Auxiliaries

A Tau Army of less than 2000 points may take one or more Allied Detachments as long as all Allied Detachments consist of either: Kroot, Vespids, or Demiurg forces.

Any Tau Auxiliary Allied Detachments taken as part of the Tau Force do not count as Tau Units; with the exception of units containing special wargear such as Communion Helms.

All Tau Auxiliary Allied Detachments are Battle Brothers with the Tau and each other.

#### Warp Absent

Every Tau unit required to make a Deny the Witch role succeeds on a roll of 5+.

Powers originating from friendly psykers have a chance of failing to influence the Tau. Tau units targeted by friendly psykers' powers must make a Deny the Witch role before they may be affected.

### Tau Army List

The following pages contain an army list that enables you to field a Tau army and fight battles using the scenarios included in the Warhammer 40,000 rulebook.

It also provides you with the basic information you'll need to field a Tau army in scenarios you've devised yourself, or that from part of a campaign.

The army list allows you to pick an army based on the troops that would fight in a typical tau hunter cadre. By including certain HQ choices in the army you also have the option of fielding an army with more elite troopers or battlesuits than normal.

The army list is split into five sections. All the squads, vehicles, and characters in the army are placed into one of these sections depending upon their role on the battlefield. Each model is also given a points value, which varies depending on how effective that model is in battle. Before you choose an army, you will need to agree with your opponent upon the total number of points each of you will spend. Then you can proceed to pick your army as described below.

#### Using a Force Organization Chart

The army lists are used in conjunction with the force organization chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes.

Each box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection. We've included the chart used for standard missions below.

#### Missions & Points

These army lists are primarily designed for use with the Standard Missions from the Warhammer 40,000 rulebook. They may also be used with any other missions that use the Force Organization charts, but please note that the balance of play may be affected if they are used for anything other than a Standard Mission.

If you decide to fight a Standard mission then this will dictate the number of points used to select the army. For Standard Missions each player selects an army of 500 points or more. The more points you use, the longer the game will be.

In addition the mission you decide to play will determine what (if any) restrictions apply to picking your army.

See the Standard Missions section of the Warhammer 40,000 rulebook for details of any restrictions that apply.

#### Using the army list

Before putting your army together for a game, agree with your opponent on the size of each force. Many players like to play games of 1,500 points per side, which provides around two hours of play. Look in the relevant section of the army list and decide what unit you want to have in your army, how many models there will be in it, and which upgrades you want (if any). Any upgrades that are taken must be shown on the model if possible. Then simply subtract the points of value of the unit from your total points, and then go back and make another choice. Continue doing this until you have spent all your points. Then you're ready to do battle!

## Forces of the Tau

### Cadre Commander

	WS	BS	S	T	W	I	A	Ld	Sv	Points	HQ
XV 8 Crisis Shas'O	4	5	5	4	4	3	4	10	3+	75	
XV 3 Shadow Shas'O	4	5	4	4	4	3	4	10	3+	85	

### Special Rules

Independent Character, Dynamic Entry

Command Doctrines: A Tau XV Cadre Commander may choose one of the following two Command Doctrines in place of the Warlord Trait.

Mont'ka: Once per turn one unit arriving from reserves may be deployed using a method it cannot normally be deployed with.

Kau'yon: All Tau units benefit from the Shrouded USR until the end of your second turn. Any unit that moves, assaults or is assaulted loses this benefit.

*Unit Type – Jetpack (Infantry, Independent Character)*

### Unit Composition:

- 1 - Shas'O, + Bodyguard

### Wargear:

- XV 8 armour or XV 3 armour
- Combat Link
- Multi-tracker
- Stealth Field Generator (XV 3 only)
- Bonding Knife (If accompanied by a Bodyguard)

**Body Guard:** A Cadre Commander may select up to two battlesuit equipped Shas'vere to join him. If he does so the body guard does not take up a slot in the FOC, and the Cadre Commander automatically receives a Bonding Knife.

### Options:

If the Cadre Commander elects to, he may take one of the following options, any retinue members that form a unit with him at the start of the game must also have selected the same options

Iridium Armour	+20 points
Bounce Jets	+15 points
Stimulant Injector	+10 points
Vectored Retro-Thrusters	+10 points

• A commander may take two of the following weapons (numbers following a slash represent Twin-linked versions of the weapon):

Air-bursting Fragmentation Cannon	+5 points
Burst Cannon	Free
Cyclic Ion Blaster	+10 points
Flamer	Free/+5 points
Fusion Blaster	+10/15 points
Missile Pod	+10/15 points
Multi-cycle Ion Gun	+15 points
Plasma Lance	+25 points
Plasma Rifle	+15/22 points
Repeating Pulse Gun	+20 points

• May take any of the following:

Advanced Drone Controller (+ up to 4 Drones)	Free
• Command-link Drone	+30 points
• Failsafe Drone	+10 points
• Gun Drone	+10 Points
• Marker Drone	+20 points
• Shield Drone	+15 points
Advanced Target Lock	+15 points
Battle-Net	+30 points
Blacksun Filter	+5 points
Command and Control Node	+20 points
Comms Downlink	+40 points
Ejection System	+5 points
Flechette Discharger	+10 points
Inertial Guidance Systems	+5 points
Photon Casters	+5 points
Positional Relay	+15 points
Repulsion Shield	+30 points
Shield Generator	+10 points
Smart Missile System	+25 points
Target Array	+10 points
Target Lock	+5 points

## Forces of the Tau

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### Cadre Hero

	WS	BS	S	T	W	I	A	Ld	Sv	Points	HQ
XV 8 Crisis Shas'EI	4	4	5	4	3	3	3	9	3+	50	
XV 3 Shadow Shas'EI	4	4	4	4	3	3	3	9	3+	60	

### Special Rules

Independent Character, Dynamic Entry

Hero of the Tau: Whenever a Cadre Hero participates in a Challenge he benefits from Moral Support as if he had five by-stander models cheering him on.

*Unit Type – Jetpack (Infantry, Independent Character)*

### Unit Composition:

- 1 - Shas'EI, + Bodyguard

### Wargear:

- XV 8 armour or XV 3 armour
- Combat Link
- Multi-tracker
- Stealth Field Generator (XV 3 only)
- Bonding Knife (If accompanied by a Bodyguard)

**Body Guard:** A Cadre Commander may select up to two battlesuit equipped Shas'vere to join him. If he does so the body guard does not take up a slot in the FOC, and the Cadre Hero automatically receives a Bonding Knife.

### Options:

If the Cadre Hero elects to he may take one of the following options, any retinue members that form a unit with him at the start of the game must also have selected the same options

Iridium Armour	+20 points
Bounce Jets	+15 points
Stimulant Injector	+10 points
Vectored Retro-Thrusters	+10 points

- A hero may take two of the following weapons (numbers following a slash represent Twin-linked versions of the weapon):

Air-bursting Fragmentation Cannon	+5 points
Burst Cannon	Free
Cyclic Ion Blaster	+10 Points
Flamer	Free/+5 points
Fusion Blaster	+10/15 points
Missile Pod	+10/15 points
Multi-cycle Ion Gun	+15 points
Plasma Lance	+25 points
Plasma Rifle	+15/22 points
Repeating Pulse Gun	+20 points

- May take any of the following:

Advanced Drone Controller (+ up to 4 Drones)	Free
<ul style="list-style-type: none"> <li>• Command-link Drone</li> <li>• Failsafe Drone</li> <li>• Gun Drone</li> <li>• Marker Drone</li> <li>• Shield Drone</li> </ul>	<ul style="list-style-type: none"> <li>+30 points</li> <li>+10 points</li> <li>+10 points</li> <li>+20 points</li> <li>+15 points</li> </ul>
Advanced Target Lock	+15 points
Battle-net	+30 points
Blacksun Filter	+5 points
Command and Control Node	+20 points
Comms Downlink	+40 points
Ejection System	+5 points
Flechette Discharger	+10 points
Inertial Guidance Systems	+5 points
Photon Casters	+5 points
Positional Relay	+15 points
Repulsion Shield	+30 points
Shield Generator	+10 points
Smart Missile System	+25 points
Target Array	+10 points
Target Lock	+5 points

## Forces of the Tau

### XV Guard

	WS	BS	S	T	W	I	A	Ld	Sv	Points	HQ
XV 8 Crisis Shas'Vre	3	3	5	4	3	3	2	8	3+	<b>35</b>	
XV 3 Shadow Shas'Vre	3	3	4	4	3	3	2	8	3+	<b>45</b>	

### Special Rules

Dynamic Entry

NB: An XV Guard must be equipped with the same XV battlesuit technology as the XV Cadre Commander they form a unit with.

*Unit Type – Jetpack (Infantry, Character)*

### Unit Composition:

- 1 Shas'Vre

### Wargear:

- XV 8 armour or XV 3 armour
- Multi-tracker
- Stealth Field Generator (XV 3 only)

### Options:

The Bodyguard may include 4 additional Shas'Vre for:

XV 8 Crisis Shas'Vre	+35 points
XV 3 Shadow Shas'Vre	+45 points

If the Cadre Commander or Cadre Hero elects to take any of the following options, any retinue members that form a unit with him at the start of the game must also have selected the same options

Iridium Armour	+20 points
Bounce Jets	+15 points
Stimulant Injector	+10 points
Vectored Retro-Thrusters	+10 points

- Bodyguard members may take two of the following weapons (numbers following a slash represent Twin-linked versions of the weapon):

Air-bursting Fragmentation Cannon	+5 points
Burst Cannon	Free
Cyclic Ion Blaster	+10 points
Flamer	Free/+5 points
Fusion Blaster	+10/15 points
Missile Pod	+10/15 points
Plasma Rifle	+15/22 points

- May take any of the following:

Advanced Target Lock	+15 points
Blacksun Filter	+5 points
Drone Controller (+ up to 2 Drones)	Free
• Command-link Drone	+30 points
• Failsafe Drone	+10 points
• Gun Drone	+10 points
• Marker Drone	+20 points
• Shield Drone	+15 points
Ejection System	+5 points
Flechette Discharger	+10 points
Photon Casters	+5 points
Shield Generator	+10 points
Target Array	+10 points
Target Lock	+5 points

## Forces of the Tau

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### Ethereal

30 points

HQ

	WS	BS	S	T	W	I	A	Ld	Sv
Aun'O	4	3	3	3	3	3	3	10	-

### Special Rules

Adamantium Will, Fearless, Independent Character

Inspiring Presence: All Tau units with Line of Sight to the Ethereal may reroll any Leadership or Morale test they are required to make.

Price of Failure: It is a great horror for the Tau to see even a single Ethereal slain. As such, if the Ethereal is slain, then all Tau units not in close combat or falling back must immediately pass a morale test or start falling back. All Tau units that take this test and pass, gain the Preferred Enemy special rule until the end of the game.

*Unit Type – Infantry, Independent Character*

### Unit Composition:

- 1 Ethereal Aun'O

### Ethereal Influences

At the start of the Tau turn the Ethereal may call upon his influence. He may use the power listed below that he has purchased, even if he is in close combat.

Air – Celestial Wrath: Once per game the Ethereal may call in an Air caste orbital bombardment on a single enemy within Line of Sight. The attack has the following profile:

Range	Str	AP	Notes
N/A	10	1	Ordnance 2, Large Blast

Do not reduce the scatter of this attack by the Ethereal's Ballistic Skill.

Earth – Target Geolocation Support: The Ethereal's controlling player places a Markerlight counter on D3 +1 enemy units at the start of the Tau player's turn.

Water – Double Dealings: All enemy units in reserve Arrive on a roll of 5+ after turn 2, as opposed to normal.

Fire – Death Oath: The Ethereal declares the Tau enemies as Anathema to the Greater Good. All Tau units with line-of-sight to the Ethereal using this Influence become Fearless as long as the Ethereal is on the table top (An Ethereal in a transport does not provide this benefit until he has disembarked).

**Body Guard:** An Ethereal may be joined by a unit of Ethereal Guard Firewarriors. If so, they form a unit with the Ethereal and do not take up a space in the Force Organization Chart.

### Options:

The Ethereal must select one of the following Ethereal Influences:

Celestial Wrath	+30 points
Target Geolocation Support	+40 points
Double Dealings	+50 points
Death Oath	+60 points

Must be equipped with one of the following:

Honour Blade	+5 points
Symbols of Office	Free

- May take any of the following:

Advanced Drone Controller (+ up to 4 Drones)	Free
• Command-link Drone	+30 points
• Failsafe Drone	+10 points
• Gun Drone	+10 points
• Marker Drone	+20 points
• Shield Drone	+15 points
Shield Generator	+10 points

## Forces of the Tau

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### Ethereal Guardians

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

77 points

HQ

### Special Rules

Overwatch: As long as the Shas'Ui is alive the Ethereal Guardians may gain the following benefit with a successful Leadership test.

When making Snapshots as part of the Overwatch reaction to an assault, the Ethereal Guardians use their full Ballistic Skill value in their characteristic chart including the bonus from their Targeting Arrays.

*Shas' La Unit Type – Infantry*

*Shas' Ui Unit Type – Infantry, Character*

### Unit Composition:

1 - Shas'Ui

5 - Shas'La

### Wargear

Pulse Rifle

Photon Grenades

Target Array

### Options

The Ethereal Guardians may include up to 6 additional Fire Warriors:

Shas'La +12 points each

Up to four members of the Ethereal Guardians may:

Exchange their Pulse Rifle for:

- Pulse Carbine
Free

All Ethereal Guardians may be equipped with:

EMP Grenades +3 points per model

The Shas'Ui may take any of the following:

Bonding Knife: +10 points

Blacksun Filter +5 points

Combat-Link +10 points

Drone Controller (+ up to 2 Drones) Free

- Command-link Drone
+30 points
- Failsafe Drone
+10 points
- Gun Drone
+10 points
- Marker Drone
+20 points
- Shield Drone
+15 points

Markerlight +5 points

Target Lock +5 points

## Forces of the Tau

### Crisis Suit Team

35 Points

Elite

	WS	BS	S	T	W	I	A	Ld	Sv
XV 8 Crisis Shas'Vre	3	3	5	4	3	3	2	8	3+
XV 8 Crisis Shas'ui	2	3	5	4	3	2	1	8	3+

### Special Rules

Dynamic Entry

*Shas'Ui Unit Type –Jet Pack (Infantry)*

*Shas'Vre Unit Type –Jet Pack (Infantry, Character)*

### Unit Composition

1 - XV 8 Crisis Shas'Vre

### Wargear

XV 8 Crisis Battlesuit

### Options

A Crisis Suit Team may include 4 additional Shas'Ui for:

If the XV 8 Crisis Shas'Vre elects to take any of the following options, all members of the unit must also have selected the same options

• Crisis Suit Team members may take two of the following weapons (numbers following a slash represent Twin-linked versions of the weapon):

• The Shas'Vre may take any of the following:

• May take any of the following:

XV 8 Crisis Shas'Ui	25 points each
	+15 points
Bounce Jets	
Vectored Retro-Thrusters	+10 points
Stimulant Injectors	+10 points
Air-bursting Fragmentation Cannon	+5 points
Burst Cannon	Free
Cyclic Ion Blaster	+10 Points
Flamer	Free/+5 points
Fusion Blaster	+10/15 points
Missile Pod	+10/15 points
Plasma Rifle	+15/22 points
Bonding Knife	+10 points
Combat-link	+10 points
Inertial Guidance Systems	+5 points
Smart Missile System	+25 points
Blacksun Filter	+5 points
Drone Controller (+ up to 2 Drones)	Free
• Command-link Drone	+30 points
• Failsafe Drone	+10 points
• Gun Drone	+10 points
• Marker Drone	+20 points
• Shield Drone	+15 points
Ejection System	+5 points
Flechette Discharger	+10 points
Multi-tracker	+5 points
Photon Casters	+5 points
Shield Generator	+10 points
Target Array	+10 points
Target Lock	+5 points

## Forces of the Tau

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### Hazard Close Support Team

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

**60 Points**

**Elite**

### Special Rules

Survivors to the Last: A unit of XV 9 Hazard Close Support may always attempt to regroup regardless of casualties.

*Shas'Vre Unit Type –Jet Pack (Infantry, Character)*

### Options

The Hazard Close Support Team may include 2 additional Shas'Vre for:

XV 9 Hazard Shas'Vre +60 points each

If the XV 9 Hazard Shas'Vre elects to take any of the following options, all members of the unit must also have selected the same options

Bounce Jets +15 points

Stimulant Injectors +10 points

### Unit Composition

1 - XV 9 Hazard Shas'Vre

### Wargear

XV 9 Hazard Battlesuit

2 Twin-linked Burst Cannons

Photon Caster

Multi-Tracker

Vectored Retro-Thrusters

Hazard Close Support Team members may exchange each Twin-linked Burst Cannon for one of the following:

Phased Ion Gun +10points

Fusion Cascade +15points

Multiple Weapons Pod +25 points

Pulse Sub-munitions Rifle +15 Points

• May take any of the following:

Advanced Target Lock +15 points

Blacksun Filter +5 points

Drone Controller (+ up to 2 Drones) +5 points

• Command-link Drone +30 points

• Failsafe Drone +10 points

• Gun Drone +10 points

• Marker Drone +20 points

• Shield Drone +15 points

Flechette Discharger +10 points

Inertial Guidance Systems +5 points

Shield Generator +10 points

Target Array +10 points

Target Lock +5 points

## Forces of the Tau

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### Stealth Suit Team

	WS	BS	S	T	W	I	A	Ld	Sv
XV 25 Stealth Shas'Vre	3	3	4	3	3	3	2	8	3+
XV 25 Stealth Shas'ui	2	3	4	3	3	2	1	8	3+

**85 Points**

**Elite**

### Special Rules

Infiltrate

*Shas'Ui Unit Type –Jet Pack (Infantry)*

*Shas'Vre Unit Type –Jet Pack (Infantry, Character)*

### Unit Composition

1 - XV 25 Stealth Shas'Vre

2 - XV 25 Stealth Shas'ui

### Wargear

XV 25 Stealth Battlesuit

Blacksun Filter

Burst Cannon

Stealth Field Generator

### Options

The Stealth Suit Team may include 3 additional Shas'Vre for:

XV 25 Stealth Shas'ui +25 points each

One for every three members of the Stealth Suit Team may:

Exchange their Burst Cannon for:

- Combined Photon Pulse Cannon +5 points
- Fusion Blaster +10 points

If the XV 25 Stealth Shas'Vre elects to take any of the following options, all members of the unit must also have selected the same options

Bounce Jets +15 points per model

The entire Stealth Suit Team may be equipped with:

EMP Grenades +3 points per model

• The Shas'Vre may take any of the following:

Bonding Knife +10 points

Combat-link +10 points

Inertial Guidance Systems +5 points

Markerlight +5 points

• Each team member may take one of the following (the Shas'Vre may take two):

Drone Controller (+ up to 2 Drones) Free

• Command-link Drone +30 points

• Failsafe Drone +10 points

• Gun Drone +10 points

• Marker Drone +20 points

• Shield Drone +15 points

Photon Casters +5 points

Shield Generator +10 points

Target Array +10 points

Target Lock +5 points

## Forces of the Tau

### Fire Warrior Team

**65 points**

### Troops

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

### Special Rules

Overwatch: As long as the Shas'Ui is alive the Fire Warrior Team may gain the following benefit with a successful Leadership test.

When making Snapshots as part of the Overwatch reaction to an assault, a Tau Fire Warrior Team uses the full Ballistic Skill value in its characteristic chart.

*Shas' La Unit Type – Infantry*

*Shas' Ui Unit Type – Infantry, Character*

### Unit Composition

1 – Fire Warrior Shas'Ui

5 – Fire Warrior Shas'la

### Wargear

Pulse Rifle

Photon Grenades

**Dedicated Transport:** If the Fire Warrior Team numbers 12 models or less (including drones) it may select a Devil Fish as a Dedicated Transport without using a FOC slot.

### Options

The Fire Warrior Team may include 6 additional Fire Warriors for:

Shas'La +10 points each

Up to 4 members of the Fire Warrior Team may:

Exchange their Pulse Rifle for:

- Pulse Carbine Free

The entire Fire Warrior Team may be equipped with EMP Grenades for +3 points per model.

The Shas'Ui may take any of the following:

Bonding Knife:	+10 points
Blacksun Filter	+5 points
Combat-Link	+10 points
Drone Controller (+ up to 2 Drones)	Free
• Command-link Drone	+30 points
• Failsafe Drone	+10 points
• Gun Drone	+10 points
• Marker Drone	+20 points
• Shield Drone	+15 points
• Tech Drone	+20 points
Markerlight	+5 points
Target Lock	+5 points

### Sniper Drone Team

**80 points for each team**

### Troops

	WS	BS	S	T	W	I	A	Ld	Sv
Spotter	2	4	3	3	2	2	2	8	4+
Sniper Drone	2	3	2	3	1	4	-	7	4+

### Special Rules

Relentless (Sniper Drones)

Team: A single Troops choice consists of three Sniper Drone Teams each deployed separately as an individual unit. A single Sniper Drone Team may still hold objectives.

*Unit Type – Infantry*

### Wargear

Sniper Drones:

- Rail Rifle
- Stealth Field Generator
- Target Lock
- Target Array

Spotter:

- Combat Link
- Drone Controller (controls the Sniper Drones)
- Networked Markerlight
- Pulse Pistol
- Stealth Field Generator
- Targeting Array

### Unit Composition

1 – Spotter

3 – Sniper Drones

## Forces of the Tau

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### Devilfish Troop Carrier

60 points

### Dedicated Transport

	Armour					
	HP	BS	F	S	R	Special
Devilfish	3	3	13	12	10	Skimmer, Tank

#### Special Rules

**Transport:** A Devilfish has a transport capacity of 12 models. Devilfish cannot transport any models in XV Battlesuits, Kroot, Vespids, or Demiurg.

**Fire Points:** A Devilfish has no fire points as the transport cabin is a pressurized sealed environment.

**Access Points:** A Devilfish has three access points, one hatch on either side of the hull and a rear ramp.

*Unit Type – Vehicle*

#### Wargear

2 Gun Drones

Burst Cannon

Landing Gear

Marker Beacon

#### Options

- The Devilfish Troop Carrier may exchange its two Gun Drones for:

Smart Missile System	+10 points
Tech Drones	+20 points for Two

- The Devilfish Troop Carrier may be armed with up to four:

Seeker Missile	+10 points each
Sunburst Missile	+10 points each

- The Devilfish Troop Carrier may take any of the following:

Advanced Target Lock	+15 points
Blacksun Filter	+5 points
Decoy Launchers	+25 points
Disruption Pod	+5 points
Flechette Discharger	+10 points
Multi-tracker	+10 points
Sensor Spines	+5 points
Target Array	+10 points
Target Lock	+5 points

### Shovelnose Scout Carrier

70 points

### Dedicated Transport

	Armour					
	HP	BS	F	S	R	Special
Shovelnose	3	3	11	10	10	Skimmer, Fast, Open Topped

#### Special Rules

**Transport:** A Shovelnose has a transport capacity of 8 models. Shovelnose cannot transport any models in XV Battlesuits, Kroot, Vespids, or Demiurg.

*Unit Type – Vehicle*

#### Wargear

4 Gun Drones

Markerlight

Marker Beacon

Sensor Spines

#### Options

- The Shovelnose Scout Carrier may be armed with up to two:

Seeker Missile	+10 points each
Sunburst Missile	+10 points each

- The Shovelnose Scout Carrier may take any of the following:

Advanced Target Lock	+15 points
Armored Canopy	+10 points
Blacksun Filter	+5 points
Decoy Launchers	+25 points
Disruption Pod	+5 points
Flechette Discharger	+10 points
Multi-tracker	+10 points
Target Array	+10 points
Target Lock	+5 points

## Forces of the Tau

### Pathfinder Team

53 points

### Fast Attack

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

### Special Rules

Scout

\*Scout: A Pathfinder Team which begins the game embarked upon a dedicated transport imparts the Scout special rule to their dedicated transport.

Overwatch: As long as the Shas'Ui is alive the Pathfinder Team may gain the following benefit with a successful Leadership test.

When making Snapshots as part of the Overwatch reaction to an assault, a Pathfinder Team uses the full Ballistic Skill value in its characteristic chart.

*Shas'La Unit Type – Infantry*

*Shas'Ui Unit Type – Infantry, Character*

### Unit Composition

1 – Pathfinder Shas'Ui

3 – Pathfinder Shas'La

### Wargear

Pulse Carbine

Photon Grenades

Markerlight

**Dedicated Transport:** If the Pathfinder Team numbers 8 models or less (including drones) it may select a Shovelnose Scout Carrier as a Dedicated Transport without using a FOC slot.

If the Pathfinder team numbers 12 models or less (including drones) it may select a Devilfish Troop Carrier as a Dedicated Transport without using a FOC slot.

### Options

The Pathfinder Team may include 4 additional Pathfinders for:

Shas'La +12 points each

Up to three members of the Pathfinder Team may:

Exchange their Pulse Carbine and Markerlight for:

- Rail Rifle and Target Lock +10 points per model

The entire Pathfinder Team may be equipped with be equipped with EMP Grenades for +3 points per model.

The Shas'Ui may take any of the following:

Bonding Knife:	+10 points
Blacksun Filter	+5 points
Combat-Link	+10 points
Drone Controller (+ up to 2 Drones)	Free
• Command-link Drone	+30 points
• Failsafe Drone	+10 points
• Gun Drone	+10 points
• Marker Drone	+20 points
• Shield Drone	+15 points
Target Lock	+5 points

### Remora Drone Fighter

80 points

### Fast Attack

	HP	BS	F	S	R	Special
Remora	2	3	10	10	10	Flyer(Hover)

### Special Rules

*Unit Type – Vehicle (Squadron)*

### Unit Composition

1 Remora Drone Fighter

### Wargear

Twin-linked Burst Cannons

Networked Markerlight

2 Seeker Missiles

Stealth Field Generator

Target Array

### Options

The Remora Drone Fighter may be part of Vehicle Squadron adding up to four Remoras:

Remora +80 points

• Each Remora Drone Fighter may take any of the following:

Advanced Target Lock	+15 points
Blacksun Filter	+5 points
Decoy Launchers	+25 points
Target Lock	+5 points

## Forces of the Tau

### Sword Jet Speeder Team

**105 Points**

**Fast Attack**

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

#### Special Rules

Scout

*Shas'La Unit Type – Jetbike*

*Shas'Ui Unit Type – Jetbike, Character*

#### Wargear

Stealth Field Generator

Sword Jetbike

Twin-linked Fusion Blaster

#### Options

The Sword Jet Speeder Team may include 3 additional Shas'La:

Shas'La +35 points each

Each member of the Sword Jet Speeder Team may:

Exchange their Twin-linked Fusion Blaster for

- Rail Rifle and Target Lock +5 points

The Shas'Ui may take any of the following:

Bonding Knife +10 points

Blacksun Filter +5 points

Combat-link +10 points

Markerlight +5 points

Target lock +5 points

#### Unit Composition

1 – Shas'Ui

2 – Shas'La

### Piranha Light Skimmer Team

**40 points**

**Fast Attack**

	Armour					Special
	HP	BS	F	S	R	
Piranha	3	3	11	10	10	Skimmer, Fast, Open Topped

*Unit Type – Vehicle (Squadron)*

#### Unit Composition

1 – Piranha Light Skimmer

#### Wargear

Burst Cannon

2 Gun Drones

#### Options

The Piranha Light Skimmer Team may include up to four more Piranha Light Skimmers:

Piranha +40 points each

Each Piranha Light Skimmer may replace its Burst Cannon:

Fusion Blaster +10 points

Each Piranha may exchange its Burst Cannon and 2 Gun Drones for:

Targeting Array and Twin-linked Fusion Blaster +20 points

Targeting Array and Twin-linked Rail Rifle +20 points

Targeting Array and Twin-linked Plasma Rifle +30 points

Each Piranha Light Skimmer may take any of the following wargear:

Advanced Target Lock +15 points

Armored Canopy +10 Points

Blacksun Filter +5 points

Decoy Launchers +25 points

Disruption Pod +5 points

Flechette Discharger +10 points

Multi-tracker +10 points

Sensor Spines +5 points

Target Array +10 points

Target Lock +5 points

## Forces of the Tau

### Drone Squadron

**40 Points**

### Troops

	WS	BS	S	T	W	I	A	Ld	Sv
Gun Drone	2	2	2	3	1	4	1	7	4+
Marker Drone	2	3	2	3	1	4	1	7	4+
Shield Drone	2	2	2	X	1	4	1	7	X
Failsafe Drone	2	2	2	3	1	4	1	7	4+
Command-link Drone	2	2	2	3	1	4	1	8	4+
Tech Drone	2	2	2	3	1	4	1	7	4+

### Special Rules

**Relentless:** Regardless of unit type, all drones have the Relentless special rule.

**Drone Network:** If a unit of drones consists of at least 4 members then it has the Fearless special rule.

*Unit Type – Jet Pack (Infantry)*

#### Specific rules for Drones

#### Shield Drone

**Close Protection:** A Shield Drone has the same Toughness and Armour Save as the model with the Drone Controller.

When part of a Drone Squadron a Shield Drone is treated as having a Toughness of 3 and an Armour Save of 4+.

#### Tech Drone

If a Tech Drone starts the turn in base contact with a friendly Tau vehicle it may attempt a Repair. To perform a repair, roll a D6 at the start of the turn, adding 1 for each additional Tech Drone within 2" of the vehicle. A total of 4 or more means the vehicle may repair a single Weapon Destroyed or Immobilized result. This may allow the vehicle to immediately move, and/or fire a previously destroyed weapon in this shooting phase.

A total of 6 or more restores one Hull Point back to the vehicle in addition to repairing a single Weapon Destroyed or Immobilized result.

#### Command-link Drone

A unit that contains a Command-link Drone counts as having a Combat Link. Any Tau unit accompanied by a Command-link Drone gains the Stubborn special rule. A Command-link Drone is considered a Character whenever it is part of a Drone Squadron.

No more than one Command-link Drone may be in a unit during deployment.

#### Failsafe Drone

If a Failsafe Drone is part of a unit forced to make a Fall Back move having lost a close combat the rest of the unit may move as normal and automatically passes the Initiative test to disengage from close combat. The enemy unit(s) may not make a Sweeping Advance, may not Consolidate, and may not make any Pile In moves.

Once the Failsafe Drone's unit has moved leaving the Failsafe Drone in place, position a large blast marker centered on the Failsafe Drone. Every model touched by the large blast marker receives a single Str 8 AP – hit and the Failsafe Drone is removed as a casualty.

No more than one Failsafe Drone may be in a unit during deployment.

#### Gun Drone

While on a vehicle a Gun Drone may fire (using its own Ballistic Skill) in addition to any other weapons the vehicle would normally be allowed to fire.

### Unit Composition

4 Gun Drones

#### Wargear

Command-link Drone

Combat Link

Gun Drone

Twin-linked Pulse Carbine

Marker Drone

Networked Markerlight

Target Array

Shield Drone

Shield Generator

#### Options

A Drone Squadron may include up to 16 of different types, only a certain number of some drones may be included in the Drone Squadron; when this is the case the number of drones available is listed in () after the points entry:

Command-link Drone	+30 points (1)
Failsafe Drone	+10 points (1)
Gun Drone	+10 points (16)
Marker Drone	+20 points (4)
Shield Drone	+15 points (4)
Tech Drone	+20 points (2)

## Forces of the Tau

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### Broadside Battlesuit Team

75 points

Heavy Support

	WS	BS	S	T	W	I	A	Ld	Sv
XV 88 Broadside Shas'Vre	3	3	5	5	3	3	2	8	2+
XV 88 Broadside Shas'Ui	2	3	5	5	3	2	2	8	2+

### Special Rules

*Shas'Ui Unit Type – Infantry*

*Shas'Vre Unit Type – Infantry (Character)*

Options:

A Broadside Battlesuit Team may include 2 additional Shas'Ui for:

XV 88 Broadside Shas'Ui +70 points each

### Unit Composition

1 - XV 88 Broadside Shas'Vre

If the XV 88 Broadside Shas'Vre elects to take any of the following options, all members of the unit must also have selected the same options

### Wargear

XV 88 Broadside Battlesuit

Twin-linked Railgun

Smart Missile System

Advanced Stabilizers +10 points

Stimulant Injector +10 points

• Broadside Battlesuit Team members may exchange their Smart Missile System for:

Twin-linked Plasma Rifle Free

• The Shas'Vre may take any of the following:

Bonding Knife +10 points

Combat Link +10 points

• Broadside Battlesuit Team members may take any of the following:

Blacksun Filter +5 points

Drone Controller (+ up to 2 Drones) Free

• Command-link Drone +30 points

• Failsafe Drone +10 points

• Gun Drone +10 points

• Marker Drone +20 points

• Shield Drone +15 points

Flechette Discharger +10 points

Multi-tracker +5 points

Photon Casters +5 points

Shield Generator +10 points

Target Array +10 points

Target Lock +5 points

## Forces of the Tau

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### Hammerhead Gunship

**80 points**

**Heavy Support**

	Armour					
	HP	BS	F	S	R	Special
Hammerhead	4	4	13	12	10	Skimmer, Tank

### Special Rules

**Command Tank:** If one or more Hammerhead Gunship is included in a Tau Forces Detachment one Hammerhead Gunship may then be designated a Command Tank.

All friendly Tau vehicles (not Zooming Flyers) within 12" of the Command Tank ignore Crew Shaken results from the Vehicle Damage Table.

*Unit Type - Vehicle*

### Unit Composition

1 Hammerhead Gunship

### Wargear

2 Burst Cannons

Landing Gear

Target Array

### Options

A Hammerhead Gunship must select a main turret weapon from the following:

Ion Cannon	+15 points
Rail Cannon	+40 points

A Hammerhead Gunship may replace the secondary weapon system of 2 Burst Cannons with the following:

Gun Drones	+10 points for two
Smart Missile System	+15 points
Tech Drones	+30 points for two

• The Hammerhead Gunship may be armed with up to four:

Seeker Missile	+10 points each
Sunburst Missile	+10 points each

• The Hammerhead Gunship may take any of the following:

Advanced Target Lock	+15 points
Blacksun Filter	+5 points
Decoy Launchers	+25 points
Disruption Pod	+5 points
Flechette Discharger	+10 points
Marker Beacon	+5 points
Multi-tracker	+10 points
Sensor Spines	+5 points
Target Lock	+5 points

## Forces of the Tau

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### Sky Ray Missile Defense Gunship

125 points

Heavy Support

	Armour					
	HP	BS	F	S	R	Special
Sky Ray	3	3	13	12	10	Skimmer, Tank

#### Special Rules

Advanced Tracking Systems: All the weapons of a Sky Ray have the Interceptor and Skyfire special rules.

*Unit Type - Vehicle*

#### Unit Composition

1 Sky Ray Missile Defense Gunship

#### Wargear

Landing Gear

2 Networked Markerlights

Seeker Missile Rack

Smart Missile System

Target Lock

#### Options

A Sky Ray Missile Defense Gunship may replace the Smart Missile System with the following:

Tech Drones +15 points for two

• The Sky Ray Missile Defense Gunship may take any of the following:

Advanced Target Lock +15 points

Blacksun Filter +5 points

Decoy Launchers +25 points

Disruption Pod +5 points

Flechette Discharger +10 points

Marker Beacon +5 points

Multi-tracker +10 points

Sensor Spines +5 points

Target Array +10 points

### Copperhead Strike Fighter

140 points

Heavy Support

	Armour					
	HP	BS	F	S	R	Special
Copperhead	3	3	12	12	10	Flyer (Hover)

#### Special Rules

Reinsertion: XV battlesuit equipped units with the Jet Pack Unit Type may deploy from a Copperhead using the Deep Strike rules at any point during the Copperhead's movement.

Transport: The Copperhead Strike Fighter has a transport capacity of 12 models. A Copperhead can only transport Tau units. The Copperhead may transport models in XV battlesuits with the Jet Pack Unit Type.

Fire Points: A Copperhead has no fire points as the transport cabin is a pressurized sealed environment.

Access Points: A Copperhead has one access point, a rear access hatch.

*Unit Type - Vehicle*

#### Unit Composition

1 - Copperhead Strike Fighter

#### Wargear

2 Burst Cannons

4 Seeker Missiles

Target Lock

Strike Missile Launcher

#### Options

• The Copperhead Strike Fighter may take any of the following:

Blacksun Filter +5 points

Decoy Launchers +25 points

Disruption Pod +5 points

Target Array +10 points

• The Copperhead Strike Fighter may exchange Seeker Missiles for Sunburst Missiles for free, taking any combination of both with a maximum complement of four missiles.

• The Copperhead Strike Fighter may exchange its 2 Burst Cannons for:

Smart Missile System +15 points

## Forces of the Tau

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### Rapid Response Terrain Elements

50 points

### Fortifications

#### Special Rules

**Deep Strike:** The Rapid Response Terrain Elements are deployed via deep strike automatically at the start of the Tau players first turn.

**Drone Controlled:** The Rapid Response Terrain Elements are not eligible to be fired by another model as per normal Gun Emplacements, only the onboard drone computers can fire the weapons of a Rapid Response Terrain Element as Automated Fire with a BS of 3 after including the increase for Target Array.

#### Composition

5 Gun Emplacements

#### Terrain Type

Battlefield Debris (Gun Emplacement)

#### Wargear

Smart Missile System

Multi-Tracker

Networked Markerlight

Target Array

#### Options

Each Rapid Response Terrain Element may have the following:

Blacksun Filter +5 points

Shield Generator +10 points

### Nautilus Defense Platform

100 points

### Fortifications

**Drone Controlled:** The Nautilus Defense Platform's Rail Cannon can only be fired by onboard drone computer as Automated Fire with a BS of 3 after including the increase for Target Array.

**Advanced Tracking Systems:** All the weapons of a Nautilus Defense Platform have the Interceptor and Skyfire special rules.

#### Composition

2 Nautilus Defense Platforms

#### Terrain Type

Small Building (AV 13)

#### Fire points and Access

As model

#### Wargear

Rail Cannon

Target Array

#### Options

Blacksun Filter +5 points

Comms Relay +20 points

# Forces of the Tau

## Tau Wargear

This section of Codex: Tau Empire lists the deadly weapons and equipment used by Tau armies, along with all the details you'll need for using them in your games of Warhammer 40,000. Note that weapons and equipment that may be used by more than one type of model or unit are listed here, while equipment that is unique to a single model or unit is detailed in the appropriate entry in the Forces section. We have included page numbers for quick reference.

### Advanced Drone Controller

Confers all the abilities of a normal drone controller but the model equipped with the Advanced Drone Controller may purchase up to 4 drones.

### Advanced Stabilizers

A model with Advanced Stabilizers gains the Slow & Purposeful special rule.

### Advanced Target Lock

A model with this piece of wargear is able to use the Splitfire rule to fire its weapons at two different units in the shooting phase. The Advanced Target Lock does not confer the same benefits as the Target Lock. A model must be able to fire more than one weapon in the shooting phase or be equipped with a Multi-tracker to benefit from an Advanced Target Lock.

### Air-bursting Fragmentation Projector

Range	Str	AP	Notes
18"	4	5	Assault 1, Barrage, Large Blast, Ignores Cover

### Battle-Net

This gives non-vehicle Tau units within 18" of the model equipped with this piece of wargear the Interceptor special rule.

### Blacksun Filter

A model with a Blacksun Filter gains the Nightvision special rule.

### Bonding Knife

This is a ceremonial blade that signifies the importance of the Ta'lissera ritual. Battlesuit pilots commonly have the symbol painted on to their suit, rather than carrying an actual knife.

A unit that contains a model with a Bonding Knife may always attempt to regroup even if it is below one quarter strength. When a model carrying a Bonding Knife declines a challenge the unit it is part of still benefits from its leadership score.

### Bounce Jets

Models equipped with Bounce Jets are more agile and maneuverable in their XV battlesuits. Bounce Jets let models they are equipped to choose one of two movement options:

Make a normal move with the Jet Pack in the Movement phase followed by a 12" Thrust move in the Assault phase.

OR: Make a 12" move using the Jet Pack in the Movement Phase followed by a 2 d6" Thrust move in the Assault phase.

If one model in the unit is equipped with Bounce Jets the whole unit must also be equipped with Bounce Jets. When the unit moves every model in the unit must move in the same way. Units with Bounce Jets may not include Drones. Models equipped with Bounce Jets lose the Regulated Thrust rule provided by their battlesuits.

### Burst Cannon

Range	Str	AP	Notes
18"	5	5	Assault 3

**Combat Link** – A special piece of wargear developed by the Tau to allow concert actions be taken by multiple units all acting as one.

Units equipped with a combat link count as scoring units for taking and holding objectives.

For the purposes of controlling or denying control of an objective and unit with a Combat-link may do so if within 6" as opposed to 3." Units may still only control one objective at a time.

### Combined Photon Pulse Cannon

Range	Str	AP	Notes
18"	5	5	Assault 2, Blinding, Pinning

### Command and Control Node

Tau units within 18" of a model equipped with this piece of wargear may use the models Leadership value for any Leadership or Morale tests.

### Comms Downlink

Any Cadre Commanders and Cadre Heroes equipped with a Comms Downlink may initiate a Tactical Shift once per game.

### Comms Relay

A fortification feature, for more see the Warhammer main rule book.

### Cyclic Ion Blaster

Range	Str	AP	Notes
18"	3	2	Assault 5

### Drone Controller

This device allows a friendly Tau model to control a total of 2 drones on the battlefield. The drones fire at the same target that the controller fired at. In addition, drones count as part of the unit for all purposes including determining kill points and leadership tests

based on casualties. All drones have the same unit type as the model controlling them.

NB: Independent Characters and Drones

A Tau Independent Character forms a unit with any drones taken as wargear, together with his drones the Independent Character may still join and leave units as would a normal Independent Character.

In close combat the Independent Character and his drones function like an Independent Character that has joined a unit.

NB: Hit and Run moves and Drones

When a Vectored Retro-thruster equipped unit of battlesuits, such as a XV 9 Hazard, are accompanied by drones and make use of the Hit and Run movement, that unit must leave behind the drones. Drones left behind become casualties and are removed from the table. In a turn that drones are lost in this way the Initiative roll to disengage from close combat and make the Hit and Run move automatically succeeds.

NB: Vehicles and Drones

A vehicle may transport drones rather than having a secondary weapon system. Drones are treated as passengers when the vehicle suffers damage. If any Drones on a vehicle disembark for any reason, then all Drones (on all vehicles if the vehicle is part of squadron) must disembark. The tau vehicle counts as open topped for the purpose of transporting drones in special recesses. Once a drone has left a vehicles' special recess, neither that drone nor any other, may embark into that recess again.

Disembarked drones automatically form a new unit on the battlefield.

### Ejection System

If the battlesuit loses its last wound immediately place a pilot model 2D6" away from the battlesuit in a random direction as indicated on the scatter die. If the pilot's scatter would take him into impassable terrain or enemy models, he immediately becomes a casualty.

The pilot has the profile below, regardless of any previous enhancements or wargear, and counts as an Independent Character. The pilot is equipped with a Pulse Pistol.

	W	B	S	T	W	I	A	L	S
Battlesuit	3	5	3	3	1	3	2	9	-
Pilot									

If the pilot survives until the end of the game, or manages to exit via any board edge, by moving or running, then your opponent scores no Kill Points for destroying the suit. If the pilot is killed by a mishap, or through any other means, or falls back off the board, then your opponent scores the Kill Point as normal.

### EMP Grenades

For each model armed with EMP grenades that hits a target vehicle, roll a D6. On a 4-5 the target vehicle suffers a glancing hit. On a 6 the target suffers a penetrating hit. Whenever a glancing or penetrating hit is caused by EMP

## Forces of the Tau

grenades they automatically cause a Crew Shaken result in addition to any other effects.

When thrown in the Shooting phase EMP grenades use the following profile:

Range	Str	AP	Notes
8"	-	-	Assault 1, Blast, Special

When used in the Assault phase EMP grenades use the following profile:

Range	Str	AP	Notes
-	-	-	Melee, Special

### Flamer

Range	Str	AP	Notes
Template	4	5	Assault 1

### Flechette Discharger

Models in base to base contact with a Battlesuit armed with a Flechette Discharger are wounded on a roll of 4+ at Initiative 10 on the first turn of an assault.

### Fusion Blaster

Range	Str	AP	Notes
12"	8	1	Assault 1, Armour Bane

### Fusion Cascade

Range	Str	AP	Notes
12"	6	1	Assault 3, Armour Bane

### Honour Blade

Range	Str	AP	Notes
-	S+2	5	Melee

### Inertial Guidance Systems

Deep Striking units with at least one model with Inertial Guidance Systems rolls only one die for Deep Strike scatter instead of two.

### Ion Cannon

Range	Str	AP	Notes
60"	7	3	Heavy 3

### Iridium Armour

A model with Iridium Armour has an Armour Save value of 2+

### Markerlight

A markerlight counts as a weapon with the following profile:

Range	Str	AP	Notes
36"	-	-	Heavy 1, Special

No saves of any kind may be taken against hits caused by a Markerlight. For each hit with a Markerlight place a single counter next to the enemy unit, and declare what the counter is for as they are used. Each counter placed may allow any and all friendly Tau units that subsequently fire upon the marked unit to gain the following benefits according to the number of Markerlight counters on the "marked" enemy unit at the time of the Tau units' shooting:

1. The BS of any Tau unit shooting at the marked unit counts its BS as 1 higher than normal.
2. Any Tau unit wishing to shoot at an enemy unit with a markerlight counter on it draws LOS to the enemy unit ignoring the effects of Nightfighting.
3. Grant a Tau unit's weapons the Ignores Cover special ability during the shooting phase.
4. Reduce the target unit's Leadership for pinning tests by the number of hits the Tau unit scored with weapons benefiting from the Pinning special rule. This penalty is in addition to any penalties to leadership the unit may already be suffering, lowering Leadership to a minimum score of 2.
5. Tau unit's with Combat-links count their weapons as Twin-linked during the Shooting phase. AND. Tau models with Target Locks gain the Sniper special rule during the Shooting phase. These bonuses may stack.

Remove a marker from the marked unit to launch Seeker and Sunburst missiles via markerlight guidance.

- Launch an available Seeker Missile. Roll separately for each counter. Remove the marker after firing the missile.
- Launch an available Sunburst Missile. Roll separately for each counter. Remove the marker after firing the missile.

The tokens on a unit being marked last until the end of the current Tau player shooting phase.

Markerlights cannot benefit from markerlight counters.

### Missile Pod

Can fire in two modes chose one during the firer's shooting phase before rolling to hit.

Missile	Range	Str	AP	Notes
GG	36"	7	4	Assault 2
GA	36"	7	4	Assault 1, Skyfire

### Multi-Cycle Ion Gun

Can fire in two modes chose one during the firer's shooting phase before rolling to hit.

Range	Str	AP	Notes
18"	7	3	Assault 1
36"	3	5	Assault 3, Rending

### Multi-tracker

Models with a multi-tracker may fire more than one weapon in their shooting phase.

### Multiple Weapons Pod

Can fire in three modes chose one during the firer's shooting phase before rolling to hit.

Range	Str	AP	Notes
Template	4	5	Assault 1
18"	5	5	Assault 3
12"	8	1	Assault 1, Armour Bane

### Networked Markerlight

A Networked Markerlight follows all the same rules as a normal Markerlight with the following exception. The model or unit possessing a Networked Markerlight may benefit from the Markerlight counters produced with a successful To Hit roll. Always resolve the shooting attacks of a Networked Markerlight before proceeding to resolve the rest of the model's or unit's shooting.

### Phased Ion Gun

Range	Str	AP	Notes
18"	4	4	Assault 4, Rending

### Plasma Lance

Can fire in two modes chose one during the firer's shooting phase before rolling to hit.

Range	Str	AP	Notes
24"	6	2	Rapid Fire
24"	4	4	Assault 1, Blast

### Plasma Rifle

Range	Str	AP	Notes
24"	6	2	Rapid Fire

### Photon Casters

A model armed with Photon Casters counts as being armed with Photon Grenades.

### Photon Grenades

A model armed with Photon Grenades counts as being armed with defensive grenades.

### Positional Relay

Every round after the first, one unit in reserves selected by the Tau player may arrive from reserves on a roll of 2+ as long as the model with this piece of wargear is on the table.

### Pulse Carbine

Range	Str	AP	Notes
18"	5	5	Assault 1, Blinding, Pinning

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### Pulse Pistol

Range	Str	AP	Notes
12"	5	5	Pistol

### Pulse Rifle

Range	Str	AP	Notes
30"	5	5	Rapid Fire

### Pulsed Sub-munitions Rifle

Range	Str	AP	Notes
24"	5	6	Assault 1, Barrage, Large Blast, Ignores Cover

### Rail Cannon

Can fire in two modes chose one during the firer's shooting phase before rolling to hit.

Range	Str	AP	Notes
72"	10	1	Heavy 1, Strikedown
72"	6	4	Heavy 1, Strikedown, Large Blast

Drone Guidance Systems: The Rail Cannon Sub-munition shot rolls only one d6 for the scatter dice rather than two.

### Railgun

Range	Str	AP	Notes
72"	10	1	Heavy 1, Strikedown

### Rail Rifle

Range	Str	AP	Notes
36"	6	3	Heavy 1, Pinning, Strikedown

### Rapid Pulse Gun

Range	Str	AP	Notes
Template	X	5	Assault 1, Sniper, Torrent

### Repulsion Shield

This shield grants a 3+ invulnerable save to the model and the Hammer of Wrath special rule.

### Seeker Missile

Range	Str	AP	Notes
Unlimited	8	3	Heavy 1, One Use

Seeker Missiles hit on a 2+ counting as Precision Shots on a roll of 6, and always hit vehicles on their side armour.

Seeker Missiles may be fired in addition to any weapons a vehicle could normally fire regardless of moving distance.

Seeker Missiles may be fired via Markerlight guidance even if the vehicle they are mounted on is shaken or stunned.

Models hit by a Seeker Missile only count the benefits of cover they are in; a Seeker Missile does not need line of sight to hit a target.

### Shield Generator

A model with a Shield Generator gains a 4+ invulnerable save.

### Smart Missile System

Range	Str	AP	Notes
24"	5	5	Heavy 4, Interceptor, Skyfire

Models hit by a Smart Missile System only count the benefits of cover they are in; a Smart Missile System does not need line of sight to hit a target.

### Stealth Field Generator

Models with a Stealth field Generator gain the Stealth and Shrouded USR.

Any Drones controlled by a model with a Stealth Field Generator are assumed to be under its effects at no extra cost.

### Stimulant Injector

A model equipped with a Stimulant Injector gains the Feel No Pain special rule.

### Strike Missile Launcher

Can fire in two modes chose one during the firer's shooting phase before rolling to hit.

Missile	Range	Str	AP	Notes
AG	48"	7	4	Assault 2, Blast, Missile-lock
AA	48"	7	4	Assault 2, Skyfire

### Sunburst Missile

Range	Str	AP	Notes
Unlimited	5	4	Heavy 1, One Use, Blind

Sunburst Missiles hit on a 2+ and always hit vehicles on their side armour.

Sunburst Missiles may be fired in addition to any weapons a vehicle could normally fire regardless of moving distance.

Sunburst Missiles may be fired via Markerlight guidance even if the vehicle they are mounted on is shaken or stunned.

Models hit by a Sunburst Missile only count the benefits of cover they are in; a Sunburst Missile does not need line of sight to hit a target.

### Sword Jetbike

Models riding a Sword Jetbike have their Toughness characteristics improved by 1 (already included in their profile). Models riding Sword Jetbikes have a Unit Type of Jetbike.

### Symbols of Office

A model with Symbols of Office gains an extra close-combat attack.

### Target Array

This piece of wargear allows the user to compensate for the speed of the target and own shifting position. A model with a Targeting Array adds 1 to their Ballistic Skill, even when making Snap Shots.

### Target Lock

Any model equipped with a Target Lock gains the Splitfire special rule. When using Splitfire a Target Lock equipped model uses the special rule without the need to pass a Leadership test.

Units containing multiple models armed with Target Locks ignore the restriction that Splitfire allows only one model from a unit to fire at a target different from the rest of their units. All models in a unit equipped with a Target Lock may fire at a different enemy unit from their own unit's target. All models with a target lock may fire at a different target from each other.

### Vectored Retro Thrusters

A Battle Suit equipped with Vectored Retro Thrusters gains the Hit & Run universal special rule.

### Battlesuits

#### XV 3 Shadow Battlesuit

XV 3 Shadow Battlesuits are the production version of the XV 22 field tested by Tau Third Sphere Expansion leader O'Shaserra also known as Commander Shadowsun. Lighter than an XV 8 but more heavily armored than an XV 25 the wearer of an XV 3 Shadow Battlesuit adds 1 to their Strength, Toughness, and Wounds characteristics (already included on their profile), and gains a 3+ armour save. The wearer changes its unit type to Jet Pack Infantry, benefits from the Acute Senses and Regulated Thrust special rules. These battlesuits are considered specialty tools without the broader applications of the other battlesuits. For this reason the XV 3 is most commonly fielded by Cadre Commanders and their cohorts looking to ascertain the forward situation of a battle while not opening themselves up to enemy long ranged fire.

#### XV 25 Stealthsuit

This is a light-weight, powered armour suit. The wearer adds 1 to their Strength and Wounds characteristics (already included on their profile), gains a 3+ armour save, changes its unit type to Jet Pack Infantry, The wearer changes its unit type to Jet Pack Infantry, benefits from the Acute Senses and Regulated Thrust special rules.

#### XV 8 Crisis Battlesuit

This is a heavy, powered armour suit. The wearer adds 2 to their Strength, 1 to their Toughness, and adds 1 to their Wounds characteristic (all increases are already included on the wearer's profile). XV 8 Crisis Battlesuits grant their wearer a 3+ armour save. The wearer changes its unit type to Jet Pack Infantry, benefits from the Acute Senses and Regulated Thrust special rules.

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### XV 88 Broadside Battlesuit

This is a super heavy, powered armour suit. The wearer adds 2 to their Strength, 2 to their Toughness, and adds 1 to their Wounds characteristic (all increases are already included on the wearer's profile). XV 88 Broadside Battlesuits grant their wearer a 2+ armour save. The wearer benefits from the Acute Senses and Extremely Bulky USR.

### XV 9 Hazard Battlesuit

This is a heavy, powered armour suit. The wearer adds 2 to their Strength, 2 to their Toughness, and adds 1 to their Wounds characteristic (all increases are already included on the wearer's profile). XV 9 Hazard Battlesuits grant their wearer a 3+ armour save. The wearer changes its unit type to Jet Pack Infantry, benefits from the Acute Senses, Extremely Bulky and Regulated Thrust special rules.

### Tau Vehicle Upgrades

Tau vehicles may have the option to take various upgrades as listed in their unit entry in the Tau army list

#### Advanced Target Lock

A vehicle equipped with a Vehicle Advanced Target Lock may fire through intervening models at its target(s) as if no other models were in the vehicle's line of sight.

#### Armored Canopy

Open-topped vehicles with an Armored Canopy increase their side armor value by +1.

#### Blacksun Filter

A model with a Blacksun Filter gains the Nightvision special rule.

#### Decoy Launchers

Opponents rolling for armor penetration against a vehicle armed with Decoy Launchers roll an extra die and use the lowest. If the opponent would already roll two dice they instead roll three and use the lowest two die rolls.

#### Disruption Pod

A vehicle with a Disruption Pod counts as an Obscured Target when being fired at from any weapon more than 12" distant. If fired at by a barrage weapon then the Disruption Pod will force the weapon to re-roll the scatter dice (but not the distance dice) if a 'Hit' is scored on the first roll. A Disruption Pod does not grant a cover save against barrage weapons.

#### Flechette Discharger

Whenever a Tau vehicle is assaulted, every model in the assaulting unit that makes it into contact with the Tau vehicle is automatically wounded on a roll of 4+ at initiative 10 in the first turn of the assault.

#### Landing Gear

Any Skimmer equipped with Landing Gear may attempt a Crash Landing if it would otherwise be Wrecked from an Immobilized result on the vehicle damage table. To succeed on the Crash Landing roll a d6, on a 5+ the Crash Landing is successful and the vehicle is only immobilized. With a roll of 4 or less the Crash Landing is a failure and the vehicle is Wrecked as normal.

### Marker Beacon

Any friendly Tau unit that arrives by Deep Strike at point visible to a Marker Beacon equipped vehicle may re-roll the scatter dice.

### Multi-tracker

A vehicle with a Vehicle Multi-tracker fires as if it were a Fast vehicle.

### Seeker Missile Rack

Range	Str	AP	Notes
72"	8	3	Heavy 3, Special

A Seeker Missile Rack fires Seeker Missiles which hit on a 2+ counting as Precision Shots on a roll of 6, and always hit vehicles on their side armour.

Seeker Missiles from the Seeker Missile Rack are fired by Markerlight guidance only. When removing a Markerlight counter to fire the Seeker Missile Rack at a "marked" enemy unit, all three Heavy shots from the Seeker Missile Rack target the enemy unit with the removal of a single Markerlight counter

The Seeker Missile Rack may be fired in addition to any weapons a vehicle could normally fire regardless of moving distance.

Seeker Missile Racks may be fired via Markerlight guidance even if the vehicle they are mounted on is shaken or stunned.

Models hit by a Seeker Missile Rack only count the benefits of cover they are in; a Seeker Missile Rack does not need line of sight to hit a target.

### Sensor Spines

These allow Tau vehicles to move around and through even the densest terrain without difficulty thanks to AI failsafe systems and terrain adaptive programming. A vehicle with Sensor Spines can ignore the effects of all Difficult Terrain and Dangerous Terrain.

### Targeting Array

This piece of wargear allows the user to compensate for the speed of the target and own shifting position. A model with a Targeting Array adds 1 to their Ballistic Skill, even when firing Snap Shots.

### Target Lock

A vehicle with a Vehicle Target Lock may fire each of its weapon systems at a different enemy unit.