

TAU



ARMY CARDS

- @ Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- #Refer to table to compute to-hit:

- Army indication is between parenthesis for optional units.

- PD is point defence (15cm 1D 6+ (0), 360°, always on First Fire)

- Templates are:

* SB: Standard Barrage, 6cm diameter circle.

* LB: Large Barrage, 12cm diameter circle.

* ST: Small Teardrop, 5cm diameter circle ending a 10 cm long triangle.

*LT: Large Teardrop, 6cm diameter circle ending a 25 cm long triangle.

Special Rule: Ta'lissera Ritual

The points cost, Break Point and VPs for a bonded unit is listed in parentheses next to the normal stats for the card.

Tau List

Fire Warrior Cadre

Tau

Shas'el Battlesuit
2 Shas'vre Battlesuits

Fire Warrior Detachment

4 Fire Warrior Stands

Fire Warrior Detachment

4 Fire Warrior Stands

Fire Warrior Detachment

4 Fire Warrior Stands

Fire Warrior Detachment

4 Fire Warrior Stands

Gold

Cost: 500 (900)

Shas'el (Crisis Battlesuit)

Walker (2)

Move: 20 cm	Save: 4+f	CAF: +4
Weapon	Range	Shoot
Twin Plasma Rifles	50cm	2d 3+ (-2)
Missile Pod	50cm	1d 4+ (-1)

Command, Elite, HQ, Jump Pack, Special

Shas'vre (Crisis Battlesuit)

Walker (2)

Move: 20 cm	Save: 5+/6+f	CAF: +3
Weapon	Range	Shoot
Plasma Rifle	50cm	1d 3+ (-2)
Missile Pod	50cm	2d 4+ (-1)

Elite, Jump Pack, Special

Fire Warrior

Infantry (1)

Move: 10 cm	Save: -	CAF: -2
Weapon	Range	Shoot
Pulse Rifle	50cm	1d 4+ (0)

Break: 10 (15)

Morale: 3

Victory points: 5 (9)

Mechanized Cadre

Tau

Shas'el Battlesuit
2 Shas'vre Battlesuits

Mechanized Fire Warrior Detachment

4 Fire Warrior Stands
2 Devilfish

Mechanized Fire Warrior Detachment

4 Fire Warrior Stands
2 Devilfish

Mechanized Fire Warrior Detachment

4 Fire Warrior Stands
2 Devilfish

Mechanized Fire Warrior Detachment

4 Fire Warrior Stands
2 Devilfish

Gold

Cost: 650 (1000)

Shas'el (Crisis Battlesuit)

Walker (2)

Move: 20 cm	Save: 4+f	CAF: +4
Weapon	Range	Shoot
Twin Plasma Rifles	50cm	2d 3+ (-2)
Missile Pod	50cm	1d 4+ (-1)

Command, Elite, HQ, Jump Pack, Special

Shas'vre (Crisis Battlesuit)

Walker (2)

Move: 20 cm	Save: 5+/6+f	CAF: +3
Weapon	Range	Shoot
Plasma Rifle	50cm	1d 3+ (-2)
Missile Pod	50cm	2d 4+ (-1)

Elite, Jump Pack, Special

Fire Warrior

Infantry (1)

Move: 10 cm	Save: -	CAF: -2
Weapon	Range	Shoot
Pulse Rifle	50cm	1d 4+ (0)

Devilfish APC

Skimmer (3)

Move: 20 cm	Save: 4+	CAF: 0
Weapon	Range	Shoot
Burst Cannon	35cm	2d 4+ (0)

Skimmer, Transport 2

Break: 14 (20)

Morale: 3

Victory points: 7 (10)

Hunter Cadre

Tau

Shas'el Battlesuit
2 Shas'vre Battlesuits

Broadside Battlesuit Team

4 XV-8 Broadside Battlesuits

Fire Warrior Detachment

4 Fire Warrior Stands

Fire Warrior Detachment

4 Fire Warrior Stands

Fire Warrior Detachment

4 Fire Warrior Stands

Gold

Cost: 800 (1200)

Shas'el (Crisis Battlesuit)

Walker (2)

Move: 20 cm	Save: 4+f	CAF: +4
Weapon	Range	Shoot
Twin Plasma Rifles	50cm	2d 3+ (-2)
Missile Pod	50cm	1d 4+ (-1)

Command, Elite, HQ, Jump Pack, Special

Shas'vre (Crisis Battlesuit)

Walker (2)

Move: 20 cm	Save: 5+/6+f	CAF: +3
Weapon	Range	Shoot
Plasma Rifle	50cm	1d 3+ (-2)
Missile Pod	50cm	2d 4+ (-1)

Elite, Jump Pack, Special

XV-8 Broadside Battlesuit

Walker (2)

Move: 15 cm	Save: 4+/6+f	CAF: +1
Weapon	Range	Shoot
Twin Rail Gun *	75cm	2d 4+ (-3)
Smart Missiles	50cm	1d 4+ (0)

Elite, Special, *Penetrating +1

Fire Warrior

Infantry (1)

Move: 10 cm	Save: -	CAF: -2
Weapon	Range	Shoot
Pulse Rifle	50cm	1d 4+ (0)

Break: 10 (15)

Morale: 3

Victory points: 8 (12)

Battlesuite Cadre

Tau

Shas'el Battlesuit
2 Shas'vre Battlesuits

Crisis Battlesuit Team

4 XV-8 Crisis Battlesuits (Any Mark)

Crisis Battlesuit Team

4 XV-8 Crisis Battlesuits (Any Mark)

Broadside Battlesuit Team

4 XV-8 Broadside Battlesuits

Gold

Cost: 900 (1250)

Shas'el (Crisis Battlesuit)

Walker (2)

Move: 20 cm	Save: 4+f	CAF: +4
Twin Plasma Rifles	50cm	2d 3+ (-2)
Missile Pod	50cm	1d 4+ (-1)

Command, Elite, HQ, Jump Pack, Special

Shas'vre (Crisis Battlesuit)

Walker (2)

Move: 20 cm	Save: 5+/6+f	CAF: +3
Plasma Rifle	50cm	1d 3+ (-2)
Missile Pod	50cm	2d 4+ (-1)

Elite, Jump Pack, Special

XV-8 Crisis Battlesuit I

Walker (2)

Move: 20 cm	Save: 5+/6+f	CAF: +2
Burst Cannon	35cm	3d 4+ (0)
Missile Pod	50cm	2d 4+ (-1)

Elite, Jump Pack, Special

XV-8 Crisis Battlesuit I

Walker (2)

Move: 20 cm	Save: 5+/6+f	CAF: +2
Plasma Rifle	50cm	1d 3+ (-2)
Flamer *	20cm	2d 3+ (0)

*Ignores Cover, Elite, Jump Pack, Special

XV-8 Broadside Battlesuit

Walker (2)

Move: 15 cm	Save: 4+/6+f	CAF: +1
Twin Rail Gun *	75cm	2d 4+ (-3)
Smart Missiles	50cm	1d 4+ (0)

Elite, Special, *Penetrating +1

Break: 8 (12)

Morale: 3

Victory points: 9 (13)

Manta Cadre Tau Shas'el Battlesuit 3 Shas'vre Battlesuits Fire Warrior Detachment 4 Fire Warrior Stands Fire Warrior Detachment 4 Fire Warrior Stands Fire Warrior Detachment 4 Fire Warrior Stands Fire Warrior Detachment 4 Fire Warrior Stands Manta Missile Destroyer Gold Cost: 1250 (1700)	Shas'el (Crisis Battlesuit) Walker (2) Move: 20 cm Save: 4+f CAF: +4 Twin Plasma Rifles 50cm 2d 3+ (-2) Missile Pod 50cm 1d 4+ (-1) Command, Elite, HQ, Jump Pack, Special Shas'vre (Crisis Battlesuit) Walker (2) Move: 20 cm Save: 5+/6+f CAF: +3 Plasma Rifle 50cm 1d 3+ (-2) Missile Pod 50cm 2d 4+ (-1) Elite, Jump Pack, Special Fire Warrior Infantry (1) Move: 10 cm Save: - CAF: -2 Pulse Rifle 50cm 1d 4+ (0) Manta Missile Destroyer Praetorian (5) Move: 20 cm Save: card CAF: +6 Weapon Range Shoot Railcannons 100cm 2d* 4+ (-4) 100cm 2x6BP** 4+ (0) Ion Phalanx 75cm 6d 4+ (-2) Fore Burst Can.*** 35cm 6d 5+ (0) Aft Burst Can.*** 35cm 6d 5+ (0) Tracer Missiles**** 100cm 2d 3+ (-3) 4 Deflector Shields, Support Craft, Markerlight, Transport 24, *Penetrating +3, **Not Artillery, ***Turret, ****Guided Missiles, ****Penetrating +1 Break: 10 (15) + Model Morale: 3 Victory points: 5 (9) + 8	Hammerhead Cadre Tau Command Hammerhead Hammerhead Detachment 2 Hammerhead Gunships (any Mark) Hammerhead Detachment 2 Hammerhead Gunships (any Mark) Hammerhead Detachment 2 Hammerhead Gunships (any Mark) Gold Cost: 500	Hammerhead (all Marks) Skimmer (3) Move: 20 cm Save: 3+ CAF: +2 Hammerhead Mark I Skimmer (3) Ion Cannon * 75cm 2d 4+ (-2) Burst Cannon 35cm 2d 4+ (0) *Turret, Skimmer Hammerhead Mark II Skimmer (3) Rail Gun * 75cm 1d 4+ (-3) Smart Missiles 50cm 1d 4+ (0) *Turret & Penetrating +1, Skimmer, Special Hammerhead Mark III Skimmer (3) Fusion Blaster * 35cm 4d 3+ (-2) Burst Cannon 35cm 2d 4+ (0) *Turret, Skimmer Hammerhead Mark IV Skimmer (3) Missile Racks * 50cm 3BP @ # (-1) Burst Cannon 35cm 2d 4+ (0) *Turret & Damages Buildings, Skimmer Hammerhead Mark V Skimmer (3) Plasma Cannons* 50cm 4d 4+ (-2) Smart Missiles 50cm 1d 4+ (0) *Turret, Skimmer Hammerhead Mark VI Skimmer (3) Heavy Burst Can.* 50cm 6d 4+ (0) Smart Missiles 50cm 1d 4+ (0) *Turret, Skimmer Break: 4 Morale: 3 Victory points: 5
Recon Cadre Tau Piranha Squadron 5 Piranha Light Attack Crafts Tetra Squadron 3 Tetra Recon Crafts Tetra Squadron 3 Tetra Recon Crafts Gold Cost: 600	Piranha Light Attack Craft Skimmer (2) Move: 25 cm Save: 6+ CAF: +1 Weapon Range Shoot Burst Cannon 35cm 3d 4+ (0) Skimmer Tetra Recon Craft Skimmer (2) Move: 30 cm Save: - CAF: +2 Weapon Range Shoot Plasma Carbine 35cm 1d 4+ (-1) Skimmer, Markerlights Break: 6 Morale: 3 Victory points: 6	Swordfish Cadre Tau Command Swordfish (either type) Swordfish Detachment 2 Swordfish (any Mark) Swordfish Detachment 2 Swordfish (any Mark) Gold Cost: 800	Swordfish Mark I Superheavy (4) Move: 15 cm Save: 1+ CAF: +4 Weapon Range Shoot Heavy Ion Cannon * 100cm 2d 4+ (-2) Burst Cannon 35cm 3d 4+ (0) *Turret, Skimmer Swordfish Mark II Superheavy (4) Move: 15 cm Save: 1+ CAF: +4 Weapon Range Shoot Rail cannon * 100cm 1d 4+ (-4) Burst Cannon 35cm 3d 4+ (0) *Turret & Penetrating +3, Skimmer Break: 3 Morale: 3 Victory points: 8

Ethereal

Tau

Ethereal Stand
Command Devilfish



Gold

Cost: 100

Ethereal

Infantry (1)

Move: 10 cm	Save: 5+f	CAF: +3
Weapon	Range	Shoot
CC Weapons	-	-

Commander, HQ, Special

Devilfish APC

Skimmer (3)

Move: 20 cm	Save: 4+	CAF: 0
Weapon	Range	Shoot
Burst Cannon	35cm	2d 4+ (0)

Skimmer, Transport 2

Break: Stand

Morale: -

Victory points: 1

Moray Assault Ship

Tau

Moray Assault Ship



Gold

Cost: 500

Moray Assault Ship

Praetorian (5)

Move: 20 cm	Save: card	CAF: +6
Weapon	Range	Shoot
Railcannons	100cm	2d* 4+ (-4)
	100cm	2x6BP** 4+ (0)
OR Ion Phalanx	75cm	6d 4+ (-2)
Fore Burst Can.***	35cm	6d 5+ (0)
Aft Burst Can.***	35cm	6d 5+ (0)
Tracer Missiles****	100cm	2d 3+ (-3)

2 Deflector Shields, Support Craft, Markerlight,

*Penetrating +3, ** Not Artillery, ***Turret, ****Guided Missiles, ****Penetrating +1

Break: Model

Morale: -

Victory points: 5

Shas'o Commander

Tau

Shas'o Battlesuit
3 Shas'vre Battlesuits



Gold

Cost: 450

Shas'o (Crisis Battlesuit)

Walker (2)

Move: 20 cm	Save: 4+f	CAF: +5
Twin Plasma Rifles	50cm	2d 3+ (-2)
Fusion Blaster	35cm	4d 4+ (-2)

Command, Elite, HQ, Jump Pack, Special

Shas'vre (Crisis Battlesuit)

Walker (2)

Move: 20 cm	Save: 5+/6+f	CAF: +3
Plasma Rifle	50cm	1d 3+ (-2)
Missile Pod	50cm	2d 4+ (-1)

Elite, Jump Pack, Special

Break: Shas'o

Morale: 2

Victory points: 5

Manta Missile Destroyer

Tau

Manta Missile Destroyer



Gold

Cost: 800

Manta Missile Destroyer

Praetorian (5)

Move: 20 cm	Save: card	CAF: +6
Weapon	Range	Shoot
Railcannons	100cm	2d* 4+ (-4)
	100cm	2x6BP** 4+ (0)
Ion Phalanx	75cm	6d 4+ (-2)
Fore Burst Can.***	35cm	6d 5+ (0)
Aft Burst Can.***	35cm	6d 5+ (0)
Tracer Missiles****	100cm	2d 3+ (-3)

4 Deflector Shields, Support Craft, Markerlight, Transport

24, *Penetrating +3, **Not Artillery, ***Turret, ****Guided Missiles, ****Penetrating +1

Break: Model

Morale: -

Victory points: 8

Fire Warrior Detachment Tau 4 Fire Warrior Stands GoldCost: 100 (200)	Fire WarriorInfantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Pulse Rifle</td><td>50cm</td><td>1d 4+ (0)</td></tr></table> Break: 2 (3)Morale: 3 Victory points: 1 (2)	Move: 10 cm	Save: -	CAF: -2	Weapon	Range	Shoot	Pulse Rifle	50cm	1d 4+ (0)									
Move: 10 cm	Save: -	CAF: -2																	
Weapon	Range	Shoot																	
Pulse Rifle	50cm	1d 4+ (0)																	
Mechanized Fire Warrior Detachment Tau 4 Fire Warrior Stands 2 Devilfish GoldCost: 150 (250)	Fire WarriorInfantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Pulse Rifle</td><td>50cm</td><td>1d 4+ (0)</td></tr></table> Devilfish APCSkimmer (3) <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: 0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Burst Cannon</td><td>35cm</td><td>2d 4+ (0)</td></tr></table> Skimmer, Transport 2 Break: 3 (5)Morale: 3 Victory points: 2 (3)	Move: 10 cm	Save: -	CAF: -2	Weapon	Range	Shoot	Pulse Rifle	50cm	1d 4+ (0)	Move: 20 cm	Save: 4+	CAF: 0	Weapon	Range	Shoot	Burst Cannon	35cm	2d 4+ (0)
Move: 10 cm	Save: -	CAF: -2																	
Weapon	Range	Shoot																	
Pulse Rifle	50cm	1d 4+ (0)																	
Move: 20 cm	Save: 4+	CAF: 0																	
Weapon	Range	Shoot																	
Burst Cannon	35cm	2d 4+ (0)																	
Pathfinder Detachment Tau 4 Pathfinder Stands 2 Devilfish GoldCost: 150 (250)	PathfinderInfantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Pulse Carbine</td><td>35cm</td><td>1d 4+ (0)</td></tr></table> Infiltrate, Markerlight Devilfish APCSkimmer (3) <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: 0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Burst Cannon</td><td>35cm</td><td>2d 4+ (0)</td></tr></table> Skimmer, Transport 2 Break: 3 (5)Morale: 3 Victory points: 2 (3)	Move: 10 cm	Save: -	CAF: -1	Weapon	Range	Shoot	Pulse Carbine	35cm	1d 4+ (0)	Move: 20 cm	Save: 4+	CAF: 0	Weapon	Range	Shoot	Burst Cannon	35cm	2d 4+ (0)
Move: 10 cm	Save: -	CAF: -1																	
Weapon	Range	Shoot																	
Pulse Carbine	35cm	1d 4+ (0)																	
Move: 20 cm	Save: 4+	CAF: 0																	
Weapon	Range	Shoot																	
Burst Cannon	35cm	2d 4+ (0)																	
Pathfinder Sniper Detachment Tau 2 Pathfinder Sniper Stands Devilfish GoldCost: 150 (250)	Pathfinder SniperInfantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Rail Rifle</td><td>75cm</td><td>1d 5+ (-1)</td></tr></table> Infiltrate, Sniper, Stealth Devilfish APCSkimmer (3) <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: 0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Burst Cannon</td><td>35cm</td><td>2d 4+ (0)</td></tr></table> Skimmer, Transport 2 Break: 3 (5)Morale: 3 Victory points: 2 (3)	Move: 10 cm	Save: -	CAF: -1	Weapon	Range	Shoot	Rail Rifle	75cm	1d 5+ (-1)	Move: 20 cm	Save: 4+	CAF: 0	Weapon	Range	Shoot	Burst Cannon	35cm	2d 4+ (0)
Move: 10 cm	Save: -	CAF: -1																	
Weapon	Range	Shoot																	
Rail Rifle	75cm	1d 5+ (-1)																	
Move: 20 cm	Save: 4+	CAF: 0																	
Weapon	Range	Shoot																	
Burst Cannon	35cm	2d 4+ (0)																	
XV15/25 Stealthsuit Detachment Tau 4 Stealthsuit Stands GoldCost: 250 (350)	XV15/25 StealthsuitInfantry (1) <table><tr><td>Move: 20 cm</td><td>Save: 6+f</td><td>CAF: 0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Burst Cannon</td><td>35cm</td><td>3d 4+ (0)</td></tr></table> Infiltrate, Jump Pack, Stealth, Markerlight, Special Break: 2 (3)Morale: 2 Victory points: 3 (4)	Move: 20 cm	Save: 6+f	CAF: 0	Weapon	Range	Shoot	Burst Cannon	35cm	3d 4+ (0)									
Move: 20 cm	Save: 6+f	CAF: 0																	
Weapon	Range	Shoot																	
Burst Cannon	35cm	3d 4+ (0)																	
Gue'vesa Detachment Tau 5 Gue'vesa Stands GoldCost: 100	Gue'vesaInfantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: 0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Lasgun</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> Break: 3Morale: 4 Victory points: 1	Move: 10 cm	Save: -	CAF: 0	Weapon	Range	Shoot	Lasgun	50cm	1d 5+ (0)									
Move: 10 cm	Save: -	CAF: 0																	
Weapon	Range	Shoot																	
Lasgun	50cm	1d 5+ (0)																	
Gun Drone Detachment Tau 4 Gun Drone Stands GoldCost: 150	Gun DroneInfantry (1) <table><tr><td>Move: 15 cm</td><td>Save: 6+</td><td>CAF: -1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Pulse Carbine</td><td>35cm</td><td>2d 4+ (0)</td></tr></table> Drones, Jump Pack, Special Break: 4Morale: - Victory points: 2	Move: 15 cm	Save: 6+	CAF: -1	Weapon	Range	Shoot	Pulse Carbine	35cm	2d 4+ (0)									
Move: 15 cm	Save: 6+	CAF: -1																	
Weapon	Range	Shoot																	
Pulse Carbine	35cm	2d 4+ (0)																	
Sniper Drone Detachment Tau 1 Drone Controller Stand 2 Sniper Drone Stands GoldCost: 100	Drone ControllerInfantry (1) <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -4</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Pulse Pistol</td><td>-</td><td>-</td></tr></table> Stealth, Markerlight, PD (1), Special Sniper DroneInfantry (1) <table><tr><td>Move: 10 cm</td><td>Save: 6+</td><td>CAF: -2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Rail Rifle</td><td>75cm</td><td>1d 5+ (-1)</td></tr></table> Drones, Stealth, Special Break: Controller StandMorale: 3 Victory points: 1	Move: 10 cm	Save: -	CAF: -4	Weapon	Range	Shoot	Pulse Pistol	-	-	Move: 10 cm	Save: 6+	CAF: -2	Weapon	Range	Shoot	Rail Rifle	75cm	1d 5+ (-1)
Move: 10 cm	Save: -	CAF: -4																	
Weapon	Range	Shoot																	
Pulse Pistol	-	-																	
Move: 10 cm	Save: 6+	CAF: -2																	
Weapon	Range	Shoot																	
Rail Rifle	75cm	1d 5+ (-1)																	

Drone Sentry Detachment I Tau 4 Drone Sentry Turrets Mark I Gold Cost: 200	Drone Sentry Turret Mark I Infantry (1) <table><tr><td>Move: -</td><td>Save: 5+</td><td>CAF: -4</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Burst Cannon</td><td>35cm</td><td>3d 4+ (0)</td></tr></table> Drones, Special Break: 4 Morale: - Victory points: 2	Move: -	Save: 5+	CAF: -4	Weapon	Range	Shoot	Burst Cannon	35cm	3d 4+ (0)	Piranha Squadron Tau 5 Piranha Light Attack Craft Gold Cost: 250	Piranha Light Attack Craft Skimmer (2) <table><tr><td>Move: 25 cm</td><td>Save: 6+</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Burst Cannon</td><td>35cm</td><td>3d 4+ (0)</td></tr></table> Skimmer Break: 3 Morale: 3 Victory points: 3	Move: 25 cm	Save: 6+	CAF: +1	Weapon	Range	Shoot	Burst Cannon	35cm	3d 4+ (0)												
Move: -	Save: 5+	CAF: -4																															
Weapon	Range	Shoot																															
Burst Cannon	35cm	3d 4+ (0)																															
Move: 25 cm	Save: 6+	CAF: +1																															
Weapon	Range	Shoot																															
Burst Cannon	35cm	3d 4+ (0)																															
Drone Sentry Detachment II Tau 4 Drone Sentry Turrets Mark II Gold Cost: 200	Drone Sentry Turret Mark II Infantry (1) <table><tr><td>Move: -</td><td>Save: 5+</td><td>CAF: -4</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Plasma Rifle</td><td>50cm</td><td>1d 4+ (-2)</td></tr></table> Drones, Special Break: 4 Morale: - Victory points: 2	Move: -	Save: 5+	CAF: -4	Weapon	Range	Shoot	Plasma Rifle	50cm	1d 4+ (-2)	Tetra Squadron Tau 3 Tetra Recon Craft Gold Cost: 200	Tetra Recon Craft Skimmer (2) <table><tr><td>Move: 30 cm</td><td>Save: -</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Plasma Carbine</td><td>35cm</td><td>1d 4+ (-1)</td></tr></table> Skimmer, Marklights Break: 2 Morale: 3 Victory points: 2	Move: 30 cm	Save: -	CAF: +2	Weapon	Range	Shoot	Plasma Carbine	35cm	1d 4+ (-1)												
Move: -	Save: 5+	CAF: -4																															
Weapon	Range	Shoot																															
Plasma Rifle	50cm	1d 4+ (-2)																															
Move: 30 cm	Save: -	CAF: +2																															
Weapon	Range	Shoot																															
Plasma Carbine	35cm	1d 4+ (-1)																															
Shield Drone Attachment Tau Shield Drones protecting one Infantry/Cavalry/Walker detachment Maximum 2 cards per detachment. Gold Cost: 100	Shield Drone Infantry (1) <table><tr><td>Move: -</td><td>Save: -</td><td>CAF: -</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Plasma Rifle</td><td>50cm</td><td>1d 4+ (-2)</td></tr></table> Improves Save by 1 (or gives 6+ if no Save), and gives a 6+f save. Break: - Morale: - Victory points: -	Move: -	Save: -	CAF: -	Weapon	Range	Shoot	Plasma Rifle	50cm	1d 4+ (-2)	Broadside Battlesuit Team Tau 4 XV-88 Broadside Battlesuits Gold Cost: 400 (550)	XV-88 Broadside Battlesuit Walker (2) <table><tr><td>Move: 15 cm</td><td>Save: 4+/6+f</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Twin Rail Gun *</td><td>75cm</td><td>2d 4+ (-3)</td></tr><tr><td>Smart Missiles</td><td>50cm</td><td>1d 4+ (0)</td></tr></table> Elite, Special, *Penetrating +1 Break: 2 (3) Morale: 2 Victory points: 4 (6)	Move: 15 cm	Save: 4+/6+f	CAF: +1	Weapon	Range	Shoot	Twin Rail Gun *	75cm	2d 4+ (-3)	Smart Missiles	50cm	1d 4+ (0)									
Move: -	Save: -	CAF: -																															
Weapon	Range	Shoot																															
Plasma Rifle	50cm	1d 4+ (-2)																															
Move: 15 cm	Save: 4+/6+f	CAF: +1																															
Weapon	Range	Shoot																															
Twin Rail Gun *	75cm	2d 4+ (-3)																															
Smart Missiles	50cm	1d 4+ (0)																															
Vespid Stingwing Flight Tau 4 Vespid Stingwing Stands Gold Cost: 100	Vespid Stingwings Infantry (1) <table><tr><td>Move: 20cm</td><td>Save: -</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Neutron Blasters</td><td>35cm</td><td>1d 4+ (-1)</td></tr></table> Jump Packs, Hard to Hit Break: 2 Morale: 3 Victory points: 1	Move: 20cm	Save: -	CAF: +2	Weapon	Range	Shoot	Neutron Blasters	35cm	1d 4+ (-1)	Crisis Battlesuit Team Tau 4 XV-8 Crisis Battlesuits (any one variant) Gold Cost: 200 (300)	XV-8 Crisis Battlesuit I Walker (2) <table><tr><td>Move: 20 cm</td><td>Save: 5+/6+f</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Burst Cannon</td><td>35cm</td><td>3d 4+ (0)</td></tr><tr><td>Missile Pod</td><td>50cm</td><td>2d 4+ (-1)</td></tr></table> Elite, Jump Pack, Special XV-8 Crisis Battlesuit I Walker (2) <table><tr><td>Move: 20 cm</td><td>Save: 5+/6+f</td><td>CAF: +2</td></tr><tr><td>Plasma Rifle</td><td>50cm</td><td>1d 3+ (-2)</td></tr><tr><td>Flamer *</td><td>20cm</td><td>2d 3+ (0)</td></tr></table> *Ignores Cover, Elite, Jump Pack, Special Break: 2 (3) Morale: 2 Victory points: 2 (3)	Move: 20 cm	Save: 5+/6+f	CAF: +2	Weapon	Range	Shoot	Burst Cannon	35cm	3d 4+ (0)	Missile Pod	50cm	2d 4+ (-1)	Move: 20 cm	Save: 5+/6+f	CAF: +2	Plasma Rifle	50cm	1d 3+ (-2)	Flamer *	20cm	2d 3+ (0)
Move: 20cm	Save: -	CAF: +2																															
Weapon	Range	Shoot																															
Neutron Blasters	35cm	1d 4+ (-1)																															
Move: 20 cm	Save: 5+/6+f	CAF: +2																															
Weapon	Range	Shoot																															
Burst Cannon	35cm	3d 4+ (0)																															
Missile Pod	50cm	2d 4+ (-1)																															
Move: 20 cm	Save: 5+/6+f	CAF: +2																															
Plasma Rifle	50cm	1d 3+ (-2)																															
Flamer *	20cm	2d 3+ (0)																															

Devilfish Squadron Tau 2 Devilfish APCs Gold Cost: 50	Devilfish APCSkimmer (3) <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: 0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Burst Cannon</td><td>35cm</td><td>2d 4+ (0)</td></tr></table> Skimmer, Transport 2 Break: 1Morale: 3 Victory points: 1	Move: 20 cm	Save: 4+	CAF: 0	Weapon	Range	Shoot	Burst Cannon	35cm	2d 4+ (0)	Skyray AA Battery Tau 2 Skyray AA Gunships Gold Cost: 150	Skyray AA GunshipSkimmer (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>AA Seeker Missiles*</td><td>100cm</td><td>1d 4+ (-1)</td></tr><tr><td>Smart Missiles</td><td>50cm</td><td>1d 4+ (0)</td></tr></table> Skimmer, Markerlight, *AA, *Guided Missile Break: 1Morale: 3 Victory points: 2	Move: 20 cm	Save: 3+	CAF: +2	Weapon	Range	Shoot	AA Seeker Missiles*	100cm	1d 4+ (-1)	Smart Missiles	50cm	1d 4+ (0)															
Move: 20 cm	Save: 4+	CAF: 0																																					
Weapon	Range	Shoot																																					
Burst Cannon	35cm	2d 4+ (0)																																					
Move: 20 cm	Save: 3+	CAF: +2																																					
Weapon	Range	Shoot																																					
AA Seeker Missiles*	100cm	1d 4+ (-1)																																					
Smart Missiles	50cm	1d 4+ (0)																																					
Hammerhead Squadron I Tau 2 Hammerhead Gunships (any one variant) Gold Cost: 150	Hammerhead Mark ISkimmer (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Ion Cannon *</td><td>75cm</td><td>2d 4+ (-2)</td></tr><tr><td>Burst Cannon</td><td>35cm</td><td>2d 4+ (0)</td></tr></table> *Turret, Skimmer Hammerhead Mark IISkimmer (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><td>Rail Gun *</td><td>75cm</td><td>1d 4+ (-3)</td></tr><tr><td>Smart Missiles</td><td>50cm</td><td>1d 4+ (0)</td></tr></table> *Turret & Penetrating +1, Skimmer, Special Break: 1Morale: 3 Victory points: 2	Move: 20 cm	Save: 3+	CAF: +2	Weapon	Range	Shoot	Ion Cannon *	75cm	2d 4+ (-2)	Burst Cannon	35cm	2d 4+ (0)	Move: 20 cm	Save: 3+	CAF: +2	Rail Gun *	75cm	1d 4+ (-3)	Smart Missiles	50cm	1d 4+ (0)	Stingray Missile Battery Tau 2 Stingray Missile Gunships Gold Cost: 200	Stingray Missile GunshipSkimmer (3) <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Submunition Miss.*</td><td>100cm</td><td>2BP @ # (0)</td></tr><tr><td>Smart Missiles</td><td>50cm</td><td>1d 4+ (0)</td></tr></table> Skimmer, Markerlight, Special, *12cm Template, *Ignores Cover, *Guided Missile Break: 1Morale: 3 Victory points: 2	Move: 20 cm	Save: 4+	CAF: +2	Weapon	Range	Shoot	Submunition Miss.*	100cm	2BP @ # (0)	Smart Missiles	50cm	1d 4+ (0)			
Move: 20 cm	Save: 3+	CAF: +2																																					
Weapon	Range	Shoot																																					
Ion Cannon *	75cm	2d 4+ (-2)																																					
Burst Cannon	35cm	2d 4+ (0)																																					
Move: 20 cm	Save: 3+	CAF: +2																																					
Rail Gun *	75cm	1d 4+ (-3)																																					
Smart Missiles	50cm	1d 4+ (0)																																					
Move: 20 cm	Save: 4+	CAF: +2																																					
Weapon	Range	Shoot																																					
Submunition Miss.*	100cm	2BP @ # (0)																																					
Smart Missiles	50cm	1d 4+ (0)																																					
Hammerhead Squadron II Tau 2 Hammerhead Gunships (any one variant) Gold Cost: 150	Hammerhead Mark IIISkimmer (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Fusion Blaster *</td><td>35cm</td><td>4d 3+ (-2)</td></tr><tr><td>Burst Cannon</td><td>35cm</td><td>2d 4+ (0)</td></tr></table> *Turret, Skimmer Hammerhead Mark IVSkimmer (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><td>Missile Racks *</td><td>50cm</td><td>3BP @ # (-1)</td></tr><tr><td>Burst Cannon</td><td>35cm</td><td>2d 4+ (0)</td></tr></table> *Turret & Damages Buildings, Skimmer Break: 1Morale: 3 Victory points: 2	Move: 20 cm	Save: 3+	CAF: +2	Weapon	Range	Shoot	Fusion Blaster *	35cm	4d 3+ (-2)	Burst Cannon	35cm	2d 4+ (0)	Move: 20 cm	Save: 3+	CAF: +2	Missile Racks *	50cm	3BP @ # (-1)	Burst Cannon	35cm	2d 4+ (0)	Barracuda Fighter Squadron Tau 2 Barracuda Strike Fighters Gold Cost: 200	Barracuda Strike FighterFlyer (3) <table><tr><td>Move: 80 cm</td><td>Save: 3+</td><td>CAF: +4</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Ion Cannon</td><td>50cm</td><td>2d 4+ (-2)</td></tr><tr><td>Burst Cannon</td><td>35cm</td><td>4d 4+ (0)</td></tr><tr><td>AA Seeker Missiles*</td><td>50cm</td><td>1d 4+ (-1)</td></tr></table> Flyer, *Guided Missiles, AA Break: 1Morale: 3 Victory points: 2	Move: 80 cm	Save: 3+	CAF: +4	Weapon	Range	Shoot	Ion Cannon	50cm	2d 4+ (-2)	Burst Cannon	35cm	4d 4+ (0)	AA Seeker Missiles*	50cm	1d 4+ (-1)
Move: 20 cm	Save: 3+	CAF: +2																																					
Weapon	Range	Shoot																																					
Fusion Blaster *	35cm	4d 3+ (-2)																																					
Burst Cannon	35cm	2d 4+ (0)																																					
Move: 20 cm	Save: 3+	CAF: +2																																					
Missile Racks *	50cm	3BP @ # (-1)																																					
Burst Cannon	35cm	2d 4+ (0)																																					
Move: 80 cm	Save: 3+	CAF: +4																																					
Weapon	Range	Shoot																																					
Ion Cannon	50cm	2d 4+ (-2)																																					
Burst Cannon	35cm	4d 4+ (0)																																					
AA Seeker Missiles*	50cm	1d 4+ (-1)																																					
Hammerhead Squadron III Tau 2 Hammerhead Gunships (any one variant) Gold Cost: 150	Hammerhead Mark VSkimmer (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Plasma Cannons*</td><td>50cm</td><td>4d 4+ (-2)</td></tr><tr><td>Smart Missiles</td><td>50cm</td><td>1d 4+ (0)</td></tr></table> *Turret, Skimmer Hammerhead Mark VISkimmer (3) <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><td>Heavy Burst Can.*</td><td>50cm</td><td>6d 4+ (0)</td></tr><tr><td>Smart Missiles</td><td>50cm</td><td>1d 4+ (0)</td></tr></table> *Turret, Skimmer Break: 1Morale: 3 Victory points: 2	Move: 20 cm	Save: 3+	CAF: +2	Weapon	Range	Shoot	Plasma Cannons*	50cm	4d 4+ (-2)	Smart Missiles	50cm	1d 4+ (0)	Move: 20 cm	Save: 3+	CAF: +2	Heavy Burst Can.*	50cm	6d 4+ (0)	Smart Missiles	50cm	1d 4+ (0)	Orca Dropship Tau Orca Dropship Gold Cost: 150	Orca DropshipFlyer (3) <table><tr><td>Move: 60 cm</td><td>Save: 4+</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Heavy Burst Can.</td><td>35cm</td><td>4d 4+ (0)</td></tr><tr><td>Missile Pods</td><td>35cm</td><td>1d 4+ (0)</td></tr></table> Flyer, Transport 8, Deep Strike, Superheavy Break: ModelMorale: 3 Victory points: 2	Move: 60 cm	Save: 4+	CAF: +1	Weapon	Range	Shoot	Heavy Burst Can.	35cm	4d 4+ (0)	Missile Pods	35cm	1d 4+ (0)			
Move: 20 cm	Save: 3+	CAF: +2																																					
Weapon	Range	Shoot																																					
Plasma Cannons*	50cm	4d 4+ (-2)																																					
Smart Missiles	50cm	1d 4+ (0)																																					
Move: 20 cm	Save: 3+	CAF: +2																																					
Heavy Burst Can.*	50cm	6d 4+ (0)																																					
Smart Missiles	50cm	1d 4+ (0)																																					
Move: 60 cm	Save: 4+	CAF: +1																																					
Weapon	Range	Shoot																																					
Heavy Burst Can.	35cm	4d 4+ (0)																																					
Missile Pods	35cm	1d 4+ (0)																																					

Tiger Shark Drone Carrier

Tau

Carrier Tiger Shark Drone Carrier
4 Gun Drone stands

Gold 

Cost: 300

Tiger Shark Drone Carrier

Flyer (4)

Move: 60 cm	Save: 3+	CAF: +2
Weapon	Range	Shoot
Ion Cannon	75cm	4d 4+ (-2)
Burst Cannon	35cm	4d 4+ (0)
AA Seeker Missiles*	75cm	1d 4+ (-1)

Flyer, Superheavy, *Guided Missiles, Transport 4 (Drones only), AA

Gun Drone

Infantry (1)

Move: 15 cm	Save: 6+	CAF: -1
Pulse Carbine	35cm	2d 4+ (0)

Drones, Jump Pack, Special

Break: Model

Morale: 3

Victory points: 3

Tiger Shark Strike Craft (AX-1-0 Variant)

Tau

Tiger Shark Strike Craft (AX-1-0 Variant)

Gold 

Cost: 400

Tiger Shark Strike Craft (AX-1-0 Variant)

Flyer (4)

Move: 60 cm	Save: 4+	CAF: +2
Weapon	Range	Shoot
Light Railcannons*	75cm	2d 4+ (-3)
Burst Cannon	35cm	4d 4+ (0)
AA Seeker Missiles*	75cm	2d 4+ (-1)

Flyer, Superheavy, *Penetrating +3, **Guided Missiles, AA

Break: Model

Morale: -

Victory points: 4

Swordfish Squadron

Tau

2 Swordfish Heavy Gunships (any one variant)

Gold 

Cost: 350

Swordfish Mark I

Superheavy (4)

Move: 15 cm	Save: 1+	CAF: +4
Weapon	Range	Shoot
Heavy Ion Cannon *	100cm	2d 4+ (-2)
Burst Cannon	35cm	3d 4+ (0)

*Turret, Skimmer

Swordfish Mark II

Superheavy (4)

Move: 15 cm	Save: 1+	CAF: +4
Rail cannon *	100cm	1d 4+ (-4)
Burst Cannon	35cm	3d 4+ (0)

*Turret & Penetrating +3, Skimmer

Break: 1

Morale: 3

Victory points: 4

Scorpionfish Heavy Missile Gunship

Tau

Scorpionfish Heavy Missile Gunship

Gold 

Cost: 350

Scorpionfish Heavy Missile Gunship

Flyer (4)

Move: 15 cm	Save: 2+	CAF: +2
Weapon	Range	Shoot
Missile Pods	50cm	2d 4+ (0)
Choose ONE of these missile types to fire/turn		
Tracer Missiles*	100cm	4d*** 3+ (-3)
Submunition Miss.*	100cm	6BP** 4+ (0)
Seeker Missiles*	100cm	8d 4+ (-1)

Skimmer (no Pop-up), Markerlight, *Guided Missiles, **Ignores Cover, **12cm Template, ***Penetrating +1

Break: Model

Morale: -

Victory points: 4

Gravitic Tracer Salvo

Tau

1 Gravitic Tracer Missile Salvo

Gold

Cost: 2 VP

Gravitic Submunition Salvo

Tau

1 Gravitic Submunition Missile Salvo

Gold

Cost: 2 VP

Gravitic Tracer Salvo

Move: -	Save: -	CAF: -
Weapon	Range	Shoot
Tracer Missiles	-	2d 3+ (-3)

Cost: 2VPs, Penetrating +3, Guided Missile, Damages Buildings, Special

Break: -

Morale: -

Victory points: -

Gravitic Submunition Salvo

Move: -	Save: -	CAF: -
Weapon	Range	Shoot
Submunition Miss.	-	6BP 4+ (0)

Cost: 2VPs, 12cm Template, Ignores Cover, Guided Missile, Special

Break: -

Morale: -

Victory points: -

Kroot List

Kroot Carnivore Horde Kroot Kroot Shaper Horde 4 Kroot Shaper Stands Kroot Carnivore Horde 16 Kroot Carnivore Stands Gold Cost: 600	Kroot Shaper Infantry (1) Move: 10 cm Save: 5+f CAF: +4 WeaponRangeShoot Kroot Rifle50cm2d 5+ (0) HQ, Infiltrate Kroot Carnivore Infantry (1) Move: 10 cm Save: - CAF: +2 WeaponRangeShoot Kroot Rifle50cm1d 5+ (0) Infiltrate Break: 10Morale: 4 Victory points: 6	Kroot Hunter Horde Kroot Kroot Shaper Horde 4 Kroot Shaper Stands Kroot Hunter Horde 12 Kroot Hunter Stands Kroot Carnivore Horde 4 Kroot Carnivore Stands Gold Cost: 750	Kroot Shaper Infantry (1) Move: 10 cm Save: 5+f CAF: +4 WeaponRangeShoot Kroot Rifle50cm2d 5+ (0) HQ, Infiltrate Kroot Hunter Infantry (1) Move: 10 cm Save: - CAF: +1 WeaponRangeShoot Kroot Hunting Rifle75cm1d 5+ (0) Infiltrate, Sniper Kroot Carnivore Infantry (1) Move: 10 cm Save: - CAF: +2 WeaponRangeShoot Kroot Rifle50cm1d 5+ (0) Infiltrate Break: 10Morale: 4 Victory points: 8
Kroot Tracker Horde Kroot Kroot Shaper Horde 4 Kroot Shaper Stands Kroot Hound Horde 8 Kroot Hound Stands Kroot Carnivore Horde 8 Kroot Carnivore Stands Gold Cost: 700	Kroot Shaper Infantry (1) Move: 10 cm Save: 5+f CAF: +4 WeaponRangeShoot Kroot Rifle50cm2d 5+ (0) HQ, Infiltrate Kroot Hound Infantry (1) Move: 15 cm Save: - CAF: +4 WeaponRangeShoot Powerful Jaws- - Infiltrate Kroot Carnivore Infantry (1) Move: 10 cm Save: - CAF: +2 WeaponRangeShoot Kroot Rifle50cm1d 5+ (0) Infiltrate Break: 10Morale: 4 Victory points: 7	Kroot Master Shaper Kroot Master Shaper Stand  Gold Cost: 100	Kroot Master Shaper Infantry (1) Move: 15 cm Save: 5+f CAF: +6 WeaponRangeShoot Storm Bolter/Evisc.35cm2d 4+ (-1) Command, HQ, Infiltrate, Jump Pack, Special Break: StandMorale: 3 Victory points: 1

Kroot Shaman Kroot

Kroot

Shaman Stand



Gold

Cost: 100

Kroot Master Shaper

Infantry (1)

Move: 10 cm	Save: 5+f	CAF: +2
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

HQ, Infiltrate, Psyker

1) **Embolden:** All Kroot detachments with a stand within 15cm (including Shaman) are Fearless and gain +1 CAF. Last until End Phase.

2) **Camouflage:** All Kroot models within 10cm (including Shaman) gain a 5+ fixed save

3) **Mind Blast:** Target any model within 25cm and LoS, it is destroyed (no save) on 4+. Roll on the head/bridge damage table. Blocked by Shields. Ethereal Psychic power.

Break: Stand

Morale: 3

Victory points: 1

Kroot Carnivore Horde

Tau

4 Kroot Carnivore Stands

Gold

Cost: 100

Kroot Carnivore

Infantry (1)

Move: 10 cm	Save: -	CAF: +2
Weapon	Range	Shoot
Kroot Rifle	50cm	1d 5+ (0)

Infiltrate

Break: +2

Morale: 4

Victory points: +1

Kroot Headhunter Horde

Tau

4 Headhunter Kindred Stands

Gold

Cost: 150

Kroot Headhunter

Infantry (1)

Move: 10 cm	Save: -	CAF: +2
Weapon	Range	Shoot
Kroot Rifle	50cm	1d 5+ (0)

Infiltrate, Special

Break: +2

Morale: 4

Victory points: +2

Kroot Hound Horde

Tau

4 Kroot Hound Stands

Gold

Cost: 150

Kroot Hound

Infantry (1)

Move: 15 cm	Save: -	CAF: +4
Weapon	Range	Shoot
Powerful Jaws	-	-

Infiltrate

Break: +2

Morale: 4

Victory points: +2

Kroot Hunter Horde

Tau

4 Kroot Hunter Stands

Gold

Cost: 150

Kroot Hunter

Infantry (1)

Move: 10 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Kroot Hunting Rifle	75cm	1d 5+ (0)

Infiltrate, Sniper

Break: +2

Morale: 4

Victory points: +2

Kroot Shaper Horde

Tau

4 Kroot Shaper Stands

Gold

Cost: 250

Kroot Shaper

Infantry (1)

Move: 10 cm	Save: 5+f	CAF: +4
Weapon	Range	Shoot
Kroot Rifle	50cm	2d 5+ (0)

HQ, Infiltrate

Break: +2

Morale: 4

Victory points: +3

Kroot Stalker Horde

Tau

4 Kroot Stalker Stands

Gold

Cost: 150

Kroot Stalker

Infantry (1)

Move: 10 cm	Save: -	CAF: +2
Weapon	Range	Shoot
Kroot Rifle	50cm	1d 5+ (0)

Infiltrate, Stealth

Break: +2

Morale: 4

Victory points: +2

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