

TAU



ARMY BOOK

BY THE NETEPIC DISCUSSION GROUP

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TABLE OF CONTENTS

BACKGROUND	3	WALKERS	13
THE TAU "THIRD PHASE EXPANSION" ARMY LIST	4	VEHICLES	14
SAMPLE ARMY: TAU	4	FLIERS	15
THE KROOT MERCENARIES ARMY LIST	5	SUPERHEAVIES	16
SAMPLE ARMY: KROOT MERCENARIES	5	OFF TABLE ARTILLERY	16
TAU SPECIAL RULES	5	PRAETORIANS	17
KROOT SPECIAL RULES	8	MORAY ASSAULT SHIP TEMPLATE	19
UNIT DESCRIPTION	9	MANTA MISSILE DESTROYER TEMPLATE	20
SPECIAL UNITS	9	TAU ARMY CARDS	22
INFANTRY	10	KROOT ARMY CARDS	23
CAVALRY	13	SUMMARY OF UNIT STATISTICS	24



BACKGROUND

The Tau Empire

The Tau are a young, energetic civilization, having only become a starfaring race within the last few millennia. Despite this they possess some of the most advanced weaponry seen on the battlefields of the 41st century. The Tau Empire is lodged deep in the Eastern Fringes, far from the most strongly held regions of the Imperium. This means that although the Tau Empire is tiny in comparison to the might of the Imperium or the numberless hordes of the Orks and Tyranids, it is a big fish in a relatively small pond. Their fledgling empire is rapidly expanding and encountering other races, some of which have joined the Tau Empire, providing auxiliaries to the Tau military as well as providing technological benefits otherwise unavailable to them.

The Tau race itself is highly focused and well-organized, following a rigid caste system which dictates a Tau's particular role in society. There are 5 castes: Fire (Shas), Earth (Fio), Air (Kor), Water (Por) and the mysterious Ethereals (Aun) who rule and bind the other castes together. The Fire Caste are the ground forces of the Tau Empire, providing all the troops, tank crews and Battlesuits with which to crush all resistance to the Greater Good. The Earth Caste is the foundation of the Tau Empire, made up of architects and engineers without which the factories would not function, the farms would lay barren, the colonies would remain unbuilt and research would be virtually non-existent. The Air Caste are the pilots, and spaceship crews, living almost entirely in low gravity environments and forming the Tau Aerial and Space Navy. The Water Caste are the bureaucrats, politicians, negotiators and administrators, keeping relations between each caste and other races functioning smoothly. The Ethereal Caste is made up of the rulers of the Tau Empire, and it is speculated that they exert some kind of latent psychic or pheromone-based control over the other castes, as loyalty to the Ethereals is absolute. The Tau belief is that it is only right and noble for an individual to set aside their own desires and work together for the greater good of the empire.

The combined strength of the tightly-knit Tau allows their empire to fend for itself among the predatory and xenophobic races inhabiting the galaxy. In contrast to other races the Tau are altruistic and idealistic, believing in unification as the way forward. This means that they will happily incorporate other races into their empire without subjugating them, instead enticing them with the benefits of mutual protection, trade and technology.

The Tau way of war is efficient and deadly, combining hi-tech wargear and weapons with the aggression and close combat prowess of their mercenary allies, the Kroot. A Tau commander recognizes the skills and abilities of all those under his command and uses them to fearsome effect.

The Kroot

During their expansion, the Tau happened upon a world known as Pech, inhabited by a race of aliens known as Kroot. Fighting alongside them against Ork raiders, the Tau recognized a strength they could harness, and very soon Kroot spaceships, known as Warspheres, were appearing more regularly in Tau expeditionary forces.

While the cannibalistic tendencies of the Kroot repulsed the Tau, they value and respect their strength as warriors. The Tau see ranged combat as preferable to the somewhat brutal affair of close combat, preferring to use advanced weaponry rather than brute force to win battles. Their Kroot allies provide an up close and personal element to the Tau forces, who are otherwise outclassed in close assaults.

The Kroot are also a mercenary force, able and willing to hire themselves out to any force who can afford their services. Kroot leaders, called Shapers, negotiate contracts with potential clients and despatch the requisite forces to where they are needed. The Kroot are not picky and will ally themselves with the Imperium of Man, Eldar, Orks, and even the Chaos powers. They are, however, very careful to avoid confrontation with Tau forces as their mercenary attitude is completely at odds with the Tau's philosophy of the "Greater Good".



THE TAU "THIRD PHASE EXPANSION" ARMY LIST

The forces listed in this book represent the Tau "Third Phase" expansion. Each period of conquest by the Tau Empire has occurred in phases, with the Third Phase being the latest. The Tau themselves are a Codex army and you must put at least 75% of your points into Tau units (any Tau, Vespid or Gue'vesa units from this book), and you may put up to 25% into any one Standard List or Kroot Units from this book. You may purchase Kroot units as Support or Special Cards for Tau Companies, but the total of all Kroot units cannot exceed 25% of the army total.

Codex Army	At least 75% of your points into...	Up to 25% into...
Tau	Tau, Vespid and Gue'vesa units from the Tau Army Book	Any one Standard List or Kroot from the Tau Army Book.

Special Rule: Ta'lissera Ritual

Certain Tau infantry units may perform a bonding ritual. This increases their Break Point to 75% (instead of the normal 50%) and the increases the VPs they give when broken by 50%. The points cost, Break Point and VPs for a bonded unit is listed in parentheses next to the normal stats for the card.

Sample Army: Tau

Army Card	Cost	Notes
1) Mechanised Cadre	650	
Support: Pathfinder Detachment	150	
2) Manta Cadre	1450	
Support: Gun Drone Detachment	150	
3) Kroot Carnivore Horde	600	
Total	3000	

THE KROOT MERCENARIES

ARMY LIST

A Kroot Mercenaries Army consists of Kroot mercenaries chosen from this book. Kroot forces may be found and hired by many races across the galaxy, and are hired by a wide variety of forces. All units labelled as Kroot are part of the Standard List, and all others are not. If you choose to run a Kroot army you must put at least 50% of your points into the Kroot units from this book. The other 50% may be spent on any one Standard List.

Standard Army	At least 50% of your points into...	Up to 50% into...
Kroot Mercenaries	Kroot units from the Tau Army Book	Any one Standard List

Special Rule: Kroot Support

Kroot companies may only take Kroot Support and Special Cards. Tau companies may take Kroot units as support, but should probably bring along a Master Shaper to keep them in hand.

Sample Army: Kroot Mercenaries

Army Card	Cost	Notes
1) Kroot Hunter Horde	750	
Support: Kroot Shaper Horde	250	
2) Kroot Carnivore Horde	600	
Support: Kroot Knarloc Rider Squad	200	
3) Imperial Guard Heavy Infantry Company	600	
4) Imperial Guard Artillery Company	600	
Total	3000	

TAU SPECIAL RULES

Battlesuits

Battlesuits are the pinnacle of Tau technology, and are equipped with superior sensors and targeting capabilities. They have the Quickdraw ability and if equipped with Jump Packs they gain the Fire-on-the-Fly ability. If Battlesuits are on First Fire Orders they may fire at Stealthed units even if they are further than 25cm away. Battlesuits equipped with Markerlights may not use Markerlights with the Fire-on-the-Fly ability. Finally, the Tau have designed their larger transports to carry Battlesuits as well as infantry, and a Battlesuit may ride in any Tau transport (except the Devilfish) but takes up the space of 2 infantry stands.



Tau Deflector Shields

Larger Tau vehicles use a unique shielding technology called Deflector Shields. Adapted from Tau starships, Tau Deflector Shields are more advanced than those of the Imperium, Orks or even Eldar. Rather than hiding the location of the target, as with Eldar Holo-fields, or trying to simply absorb the energy of the attack as with Imperial Void Shields or Ork Powerfields, the Deflector Shield, as its name suggests, tries to deflect the energy of the shot away from the vehicle.

When a Deflector Shield is hit by enemy fire, the target receives an unmodified 3+ save against the attack. If it passes the shot is shrugged off, otherwise one shield collapses and the hit location template is used normally. Only one Deflector Shield is in effect at any one time but when one collapses the next in line is raised to stop the following shot. E.g.- a Titan shoots a Manta with a Gatling Blaster and two shots hit. The Manta fails its Deflector save versus the first shot, so loses one Deflector and takes a hit on the location template. On the second hit the Manta makes its Deflector save, the second Deflector stays up and the Manta is unharmed by the second shot. Deflector Shields may not be repaired during a game and provide a 4+ Psychic Save. Deflector Shields may only be collapsed by weapons with at least a -1TSM.

Off-Table Artillery & Forward Observers

The Tau utilise off-table artillery as other races do but do not utilise Forward Observers to direct them. Instead, the Tau rely on their Markerlight systems to direct them very accurately. When calling in an Off-Table Artillery strike, the attack(s) can only target a unit that is marked by a Markerlight. The Artillery strike will not scatter from the target. All other rules for Off-Table Barrages apply.



Special Ability: Drones

Unlike other races in the 41st Millennium, the Tau make extensive use of artificial intelligences and small robots. On the battlefield, the Tau utilise simple AIs as both mobile weapon systems and as stationary defences.

Units with the Drones special ability have the AI and Inorganic abilities and cannot capture or contest objectives.

Special Ability: Markerlights

These are laser-guidance systems that "light up" a target and make it easier to hit. Infantry/Walker units armed with Markerlights may have each stand fire either their normal weapons or Markerlights (not both) while cavalry, vehicles, flyers, super heavies and Praetorians may fire both their normal weapon system as well as Markerlights in the same turn and at different targets. Markerlights have a 75cm range and hit on a 3+. If the target is hit, place a counter beside the target to indicate that it has been illuminated. For the remainder of the turn, any other Tau and Vespida units (but not Kroot, Gue'vesa or allied units) firing at that target gains a +1 To-Hit bonus. In addition, a unit armed with Guided Missiles may fire on the target regardless of whether or not it has line of sight to the target. Multiple Markerlight counters are not cumulative. Markerlights cannot be used in conjunction with the Fire-on-the-Fly Ability.

Special Ability: Guided Missiles

The Tau utilise sophisticated missile systems on many of its vehicles, from the small but effective Seeker missiles to the powerful Tracer missiles. These missile systems are designated as Guided Missiles. Guided Missiles may be fired as any other normal weapon, obeying the normal line-of-sight rules or they may be fired at any target that has been marked by a Markerlight without needing line-of-sight to the target (gaining the +1 to hit bonus into the bargain). Submunition missiles gain no bonus to hit from Markerlights as they are a template weapon, yet unlike other template weapons they must be centred over a target model and not placed to cover as many models as possible. Submunition missiles are not Artillery and do not damage buildings.

Special Ability: Support Craft

Lacking large ground-based war engines like Titans, the Tau make use of smaller spacecraft for ground support. Unlike the much faster aircraft, they hover menacingly over the battlefield and act as a high-flying weapons platform, the majority of their engine power being used to simply keep the vessel aloft inside a planet's gravity well. Support Craft act much like Floaters but are much easier targets due to their size and obey the following rules (Praetorian Support Craft obey all the rules for Praetorians as normal in addition to these rules):

1) Airborne: Support Craft may end the Movement Phase either Airborne or Landed. When Airborne, Support Craft occupy Low Altitude as listed under the Floater & Flyer rules in the Core Rulebook. Unlike other Flyers, any unit may fire on an Airborne Support Craft without penalty as long as it can draw a line-of-sight to it. Only Support Craft with the Transport ability may end the Movement Phase Landed. Landed Support Craft may fire as normal but may not use Guided Missiles and is immobile until it becomes Airborne. Support Craft are not required to make a minimum move.

2) Objectives: Support Craft cannot contest or claim objectives unless Landed.

3) Pinning: Support Craft do not belong to any pinning class because while Airborne they cannot be pinned at all – not even by other flyers. If a Support Craft is on the ground it is considered a Vehicle for pinning other units, but like a skimmer it may choose to break off combat at any time and move away.

4) Shoot the Thin Part: Support Craft attacks come from above and always get an additional –1 TSM 'side armour' bonus. However, they never get a 'rear armour' bonus, and this bonus only applies against targets that suffer from a side or rear-armour penalty in the first place. Landed Support Craft ignore this rule.

5) Orbital Insertion: Support Craft are small spacecraft that the Tau use in place of the Titans and Praetorians that other races use. As such, they often enter battlefield by dropping in from orbit. At the start of the game the Tau player decided is each Support Craft will deploy on the table or enter play via Orbital Insertion. If deployed normally it is set up with the rest of the Tau force as normal. If deploying via Orbital Insertion the model is left off the table and is deployed during any Compulsory Movement phase using the following rules: Before entering the table the player must declare if the unit will Land or be Airborne on entering. The player picks a location on their half of the tabletop and scatters it 2D6cm, twice. If the unit scatters off the

table it has aborted the insertion and may try again next turn. If the unit chose to land and scatters into impassable terrain, it suffers the effects of a Crash Landing (see the relevant damage template). If it lands on a unit, any mobile models (except T/P class) under the ship must roll 1D6. On a 4+ it moves out of the way. Move the model the minimal distance to avoid the Support Craft. On a 1-3 the model is destroyed. Immobile models are automatically destroyed. If a Support Craft lands on a non-Titan/non-Praetorian unit, the Support Craft will either lose one Deflector Shield or take a hit to a random bottom-row location if it has no Shields. Make a save for the location hit and if failed, roll for critical damage as normal. If any titans, praetorians or buildings are hit, both the Support Craft and the titan/praetorian take D6 hits on random locations with –2 TSM. Support Craft that enter via Orbital Insertion may only fire in the Advance Fire Phase, even if they are Praetorians.



KROOT SPECIAL RULES

The Kroot are ferocious carnivores employed as mercenaries and are capable of holding their own against most opponents. They are also brutal, barbaric and gaudily primitive, and fight very differently than the Tau.

Eaters Of The Dead

Kroot have the ability of selective mutation – they eat their enemies and assimilate the part of the enemies DNA that will make them evolve in a desired way. This is instinctive behaviour and is only prevented by the presence of a Kroot Shaper. If a Kroot unit wins a Close Combat engagement, the winning Kroot detachment may not be given an order counter next turn as they feast on the fallen bodies. If there is a Kroot Shaper stand within 10 cm, the unit may be given orders as normal.

Fieldcraft

All Kroot gain +2 CAF when fighting in woods or forest terrain.

Default Orders

When Kroot formations do not have a Shaper within 10 cm, they will act instinctively and seek cover. They will move at normal speed in the Compulsory Movement phase, towards the nearest forest or jungle terrain they can see. If there are no forests or jungles on the table, the Kroot will ad-

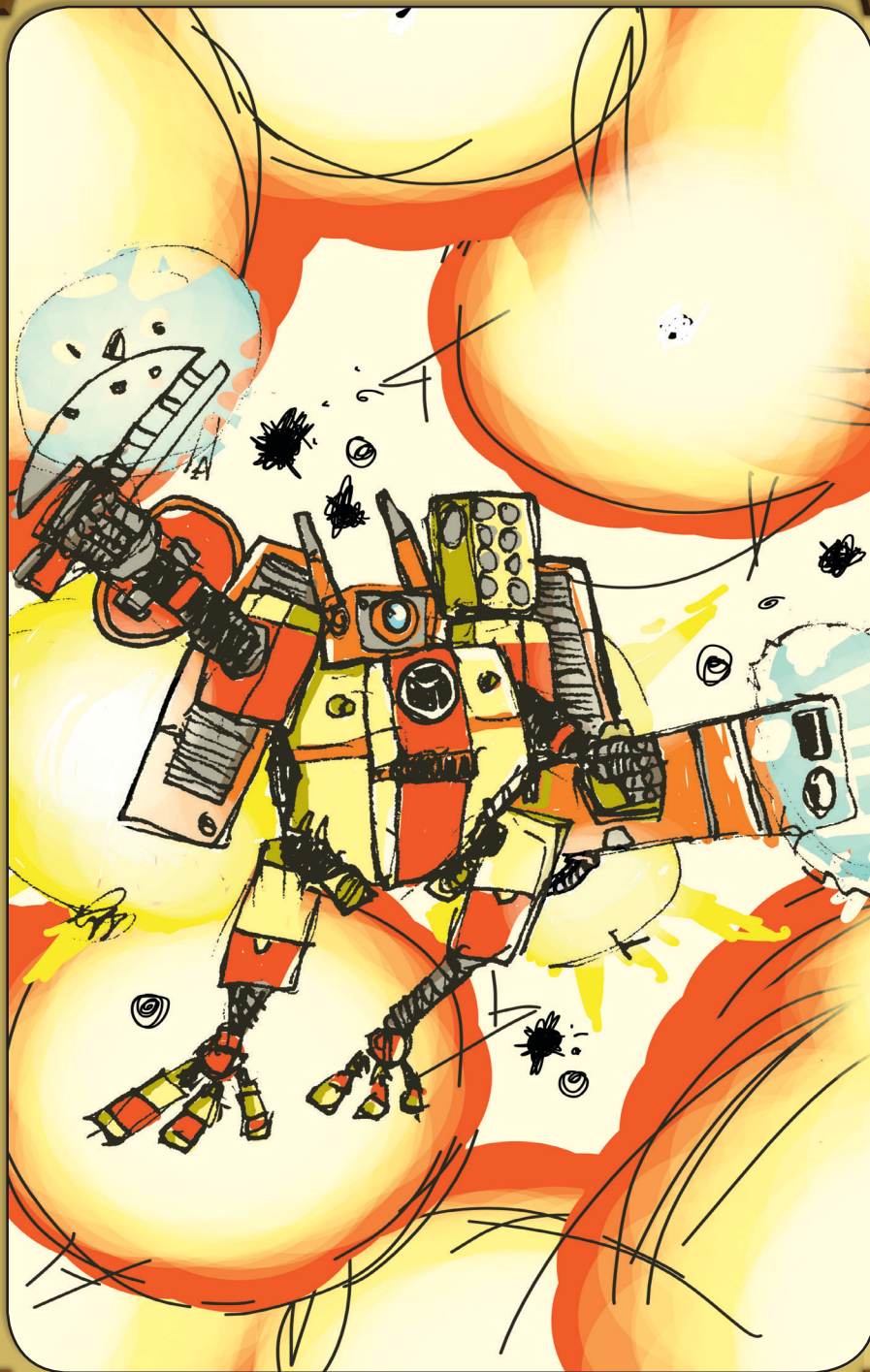
vance towards the nearest cover instead. In the Advance Fire phase they will shoot at any enemy within range. Once in the trees, Kroot may move and fire normally, but they will not willingly leave the forest.

Kroot Hordes

Kroot units of the same type combine together to form larger Hordes. When a Support Card is added, instead of having a separate break point the total Kroot Horde break point and victory points are increased. These formations make all break tests and morale checks as a group, not separately. In most armies, Support Cards form their own detachments that are separate from the Company Card. With Kroot the Hordes just get bigger. This changes both the Break Point and the Victory Points of the entire Horde, which must be calculated before the game; i.e.- when Support Cards are added to a Kroot Company Card, they add their break point and victory points to the break point and victory points of the Company Card to which they are attached.

When Support Cards are added to a Horde they will add the new units to an existing Horde. If there is no existing Horde of the new unit type, the new units form a new Horde and more units of the same type will be added to the now-existing Horde. These new Hordes are treated as single units; e.g. they are activated, make all break and morale tests as a group, and must observe the normal coherency rules. This rule is the same as for Ork army construction, and you should reference that book for more details and examples.





UNIT DESCRIPTIONS

Special Units



Ethereal:

Ethereals are shrouded, enigmatic figures that combine the roles of priesthood and royalty in Tau society. They command utter devotion, loyalty and sacrifice from other Tau. They are occasionally seen on the field of battle, though whether they are observing or leading remains to be seen. **Leading Presence:** All Tau detachments (but not Kroot or allies) within 25cm of an Ethereal are immune to all types of Morale checks and never receive Fall Back Orders. Tau detachments that have line of sight to an Ethereal may add +1 to their Morale checks. However, if the Ethereal is killed, all Tau detachments within line of sight must make an immediate Morale check or go on Fall Back Orders.



Shas'o:

These are the supreme commanders of a Tau battleforce. Shas'o wear Crisis Battlesuits in combat and are classified as Walkers. The Shas'o may use their **Tactical Genius** power once per turn before the end of the Movement Phase.



Tactical Genius: One Tau detachment within 10 cm may shift their given orders one step in either direction along the following line: Charge ↔ Advance ↔ First Fire. Charge does not wrap around to First Fire or vice versa.



Shas'el:

Battlesuit pilots who prove themselves in battle may be promoted to the position of commander. Shas'el use Crisis Battlesuits in combat and are classified as Walkers.





Shas'vre:

Tau commanders are accompanied by bodyguards called Shas'vre. They are equipped with Crisis Battlesuits and are classified as Walkers.



Kroot Master Shaper:

A Master Shaper rules over a Kroot mercenary band. He negotiates contracts with employers, leads his warriors in battle and wields the best weapons available. All Master Shapers bear the Mark of the Favored Child, which grants them a 5+ fixed save, and have evolved small but functional wings that allow them to glide short distances. Master Shapers direct the evolutionary development of the Kroot band, directing them to feed on specific prey in order to gain their characteristics. Before the battle, choose an adaptation from the list below, and apply it to every Kroot in the army. Krootox, Kroot Hounds and Knarlocs do not benefit from these adaptations.



Adaptation	Effect
Bold	By concentrating on prey known for its courageousness, all units improve their Morale score by 1.
Chameleon	Having feasted upon the flesh of chameleonic reptiles, the band has gained a limited ability to blend into the surroundings. All units have a 6+ fixed Armor Save, but this is ineffective against template weapons.
Fast Reflexes	Many creatures rely on their fast reactions to avoid predators and this band has inherited some of this speed. All units win Close Combats that result in a draw.
Sixth Sense	The Kroot display an unnerving ability to predict imminent danger. If hit by a template weapon, units gain a 5+ fixed Dodge save.



Kroot Shaman:

Shamans provide a focus for the practice of ancestor worship. Rare individuals may gain the blessings of their long-departed predecessors and manifest psychic powers. As



with Shapers, Shamans bear the Mark of the Favored Child, which grants them a 5+ fixed save. Kroot Shamans may use one of the following powers per turn:

1) Embolden: The Shaman unleashes a wave of power that fills nearby units with courage beyond normal expectations. All Kroot detachments with a stand within 15 cm (including the Shaman) are Fearless and gain +1 CAF. The power lasts until the End Phase.

2) Camouflage: The Shaman psychically hides nearby units from the enemy. All Kroot models within 10cm (including the Shaman) gain a 5+ fixed save.

3) Mind Blast: The Shaman projects a mind-shredding blast of psychic energy. Target any model within 25cm and line of sight, and on 4+ it is destroyed with no armor save. Against targets with a hit location template and no active shields, roll for damage in the Head/Bridge location. This is an ethereal psychic power and has no effect against shields.

Infantry



Gun Drone:

Drones are robotic weapon systems, equipped with antigravity engines and crude artificial intelligence brains. Gun drones carry twin-linked pulse carbines and act as mobile fire support for Fire Warrior squads. Gun Drones are Drones and have Jump Packs. Any Infantry detachment that takes casualties from Gun Drone fire must make a Morale check. If the detachment fails the check, remove their order token. The unit is pinned and may not fire this turn, but will fight in Close Combat normally.



Sniper Drone:

When initial tests of the new Rail Rifle proved too dangerous for the firer, the Tau tried employing the weapon on a drone chassis to preserve the lives of Tau warriors. Initial tests proved that the drones were ineffective at using the weapon without help. The development of a remote control unit greatly improved the effectiveness of the system resulting in the Sniper



Drone. A Sniper Drone Unit consists of two stands of Sniper Drones and a Drone Controller stand. Sniper Drones are Drones and have Stealth. The Drone Controller has Stealth and a Markerlight. Sniper Drones and the Drone Controller always benefit from Stealth, even when not in cover. The Sniper Drone stands must remain within coherency of the Controller stand at all times. If ever they become separated or if the Controller is destroyed, the Sniper Drones are removed from the table.



Drone Sentry Turret:

A Drone Sentry Turret is a team of automated weapon systems, networked together to form a defensive perimeter. Drone Turrets are deployed from orbit or high-flying gunships, and incorporate a small jetpack to move it into position. Once in place the turret will remain stationary until retrieved. Mark I Turrets are armed with an anti-personnel Burst Cannon, while Mark II Turrets are armed with an anti-armor Plasma Rifle. Drone Sentry Turrets are Drones. Drone Sentry Turrets are deployed before the battle starts. After other units are set up (but before infiltrators), nominate a point anywhere on the battlefield outside the enemy's deployment zone. Scatter the point 2D6 cm and place one of the Sentry Drone models there. Then place the other three models within 4 cm of each other. If the nominated point scatters off the table, the unit is considered destroyed and the enemy gains VPs.



Shield Drone:

Shield Drones are equipped with portable shield generators and move to intercept enemy fire. When you purchase a Support Card of Shield Drones, attach them to an Infantry, Cavalry or Walker-class detachment. That detachment's regular armor save improves by one (it gains a 6+ if it didn't have one before), and it gains a 6+ Fixed Armor Save (this will not improve an existing fixed save). Up to two Support Cards may be attached to a single detachment this way. Shield Drones are not normally represented by a miniature on the field but you may do so if you wish.



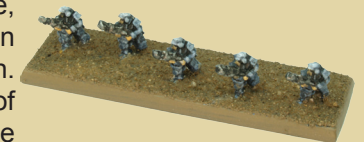
Fire Warrior:

Fire Warriors, or Shas'la, form the solid core of the Tau army. They are cautious but efficient fighters, while their standard Pulse Rifle armament gives them excellent firepower. The Tau dislike Close Combat, preferring to destroy their foes through superior firepower, a task that Fire Warriors are well suited and trained for.



Gue'vesa:

Literally 'human helpers' in the Tau tongue, these are human warriors who have taken the cause of the Greater Good as their own. These humans, often the descendants of troops captured or abandoned during the abortive Damocles Crusade, now live and fight alongside the Tau. For them, fate has dictated that the Imperial Creed and the rule of the Adeptus Terra be replaced by loyalty to the collectivist Tau empire and the Ethereal caste. As the human worlds have basic production capabilities, they are able to manufacture their own standard-issue lasguns and they are armed similarly to the Imperial Guard. They are mainly there to bolster the Tau lines and supply something the Tau are lacking: strength in numbers. Naturally, Imperial troops despise them.



Pathfinder:

Pathfinders are the forward scouts of the Tau army. Expert infiltrators, they move onto the battlefield in front of the main army. Once the battle is joined they mark the most valuable targets for the heavier Tau guns to destroy. Tau Pathfinders may make an infiltration even when aboard their Devilfish transport (in this case the Devilfish may only make a normal move, not doubled for a Charge move). Pathfinders are armed with both Pulse Carbines and Markerlights, and each stand may choose to fire one or the other each turn.





Pathfinder Snipers:

The recent development of the Rail Rifle, a man-portable version of the powerful Rail Gun, has seen the Tau employing specialist Pathfinder teams in the role of snipers. Highly effective, Sniper teams are becoming more popular with Tau commanders as an effective way of eliminating threats to the Tau battle plan. They are Stealth and Sniper units, and may Infiltrate.



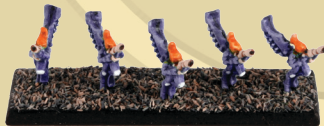
XV15/25 Stealthsuits:

Often regarded as loners and eccentrics by other Tau, Stealth teams are the unknown quantity when fighting a Tau force. Operating in small squads behind enemy lines, Stealthsuits use a specialized holographic disruption field, not dissimilar to Eldar chameleoline cloth, making them extremely hard to spot at range. Stealthsuits always benefit from Stealth, even when not in cover. Utilizing their Burst Cannons and Jetpacks, Stealth teams can quickly move in, eliminate their target and fade away before anyone knows they were there or utilise their Markerlight systems to mark targets for other Tau units to destroy. They are classified as Battlesuits though they are not classified as walkers.



Vespid Stingwings:

The Tau Empire includes several alien races subsumed into the Empire to help further the cause of the Greater Good and some of these races provide troops for the Tau expansion effort. Most famous and numerous are the Kroot but a more recent addition to Tau fighting forces are the insectoid Vespid Stingwings. Chitinous wings carry the Vespid aloft upon cold, gusting winds, and diamond-hard claws provide the means to tunnel within the rock of the sky-borne islands of their homeworld. The Vespid provide auxiliaries to Tau armies, who value them for their skill at negotiating dangerous ground at speed. They make ideal mobile reserve or flanking troops, though the Tau rely on the communion helm issued to the Strain Leaders to communicate with the Stingwings and coordinate their actions.



Kroot Carnivore:

This is the most common Kroot warrior. These lanky, ferocious predators are vicious hand-to-hand fighters while their arboreal origins means they are experts in fieldcraft, as well as tracking and ambushing enemies in dense terrain. They are vicious hand-to-hand fighters, providing the Tau with a much needed close combat contingent.



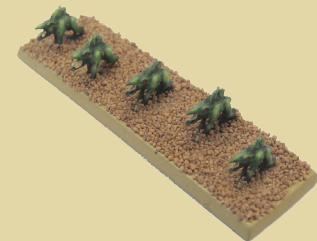
Kroot Headhunter:

These Kroot have fed upon the most poisonous creatures they could find. They are capable of spitting a highly corrosive acid at close range, burning the exposed flesh of their foes and causing horrific injuries. When a Headhunter charges a model, it is destroyed on a 5+ before Close Combat dice are rolled. This attack is ineffective against targets with an Armour save.



Kroot Hound:

A Kroot evolutionary regression, Kroot Hounds are exceptionally ferocious and vicious and need handlers to take care of them, lest they turn on other Kroot or Tau. This makes them somewhat troublesome to take along into battle and is the reason why they are singularly detested by the Tau. However, their battlefield effectiveness cannot be denied.





Kroot Hunter:

Hunters are more accomplished at tracking and stalking prey than their Carnivore kindred, and often provide covering fire for their fellow Kroot. This is further enhanced by their use of a Kroot hunting rifle, a more accurate version of the standard Carnivore model.



Kroot Shaper:

Shapers are the leaders of the Kroot, are among the best and bravest fighters. It is the Shapers who determine where and how the other Kroot fight, but more importantly, they determine what genetic traits Kroot will incorporate into their genome. All Shapers bear the Mark of the Favored Child, which grants them a 5+ fixed save.



Kroot Stalker:

A further refinement of the Hunter strain, Stalkers utilize chameleon-like genes to provide them with a natural, ever-changing camouflage. Unseen, silent and deadly, Stalkers make perfect assassins, scouts and ambushers.



Kroot Vulture:

A mutation of the Carnivore, the Vulture is adapted to fly. Although not suited for extended flight, their wings allow them to glide on local updrafts and then swoop down upon the heads of their enemies.



Cavalry



Piranha Light Attack Craft:

A fast attack vehicle, this skimmer carries a pair of overenthusiastic warriors (to the Tau anyway) into combat. It is fast, agile and armed with a Burst Cannon for dealing with infantry units.



Tetra Recon Craft:

A light skimmer used by Pathfinders for long-range recon, the Tetra is designed to illuminate targets for heavier weaponry, before engaging to eliminate survivors. They are Skimmers and carry Markerlights.



Kroot Knarloc Riders:

Kroot Knarloc Riders are most frequently used as mounted scouts, but also play a light cavalry role on the battlefield, where they can harass the enemy with their ranged weaponry or charge an exposed flank should the opportunity present itself.

Walkers



XV88 Broadside Battlesuit:

The Broadside Battlesuit is designed to engage and destroy heavily armoured targets, and provide mobile fire support on the battlefield. A modification of the Crisis Battlesuit, the Broadside exchanges its Jetpack and interchangeable hardpoints for heavier armour, a Smart Missile System and



a deadly twin-linked Rail Gun. Able to punch through the toughest armour and even cripple Titans, Broadside suits provide a much-needed anti-armour ability.

Smart Missiles may be fired at any target within 50 cm, as long as any other Tau (not Kroot or allies) unit can see it. This is much like calling in an indirect barrage, except the spotter does not give up the ability to fire.



XV8 Crisis Battlesuit:

Crisis Battlesuits provide the Tau with highly mobile firepower and excellent protection, almost equivalent to Space Marine Terminator Armour. It is equipped with several weapon systems and Jetpacks. They may Fire-on-the-Fly, interrupting their movement and making a ranged attack, then resuming movement. Crisis Battlesuits are a multi-use battle system and incorporate multiple hardpoints to accommodate interchangeable weapons and sensor units, allowing them to be equipped for any situation. The Tau use two standard equipment loadouts designated Mk I and Mk II.



Kroot Great Knarloc:

These huge reptiles serve as beasts of burden, as they are able to carry heavy loads over long distances. Lacking intelligence, they are easily domesticated, but their occasional bouts of extreme aggression make them unpredictable. The most common use of the Great Knarloc on the battlefield is for its keepers to goad the creature into aggression, enraging it by the use of sticks and excreted chemicals. Once angered the beast is goaded towards the enemy. There is no subtlety to this tactic, and once angered the beast will attack anything that comes into range of its claws or sharp beak.

The Great Knarloc will move at advance speed each turn until the Kroot player decides to enrage it. This is done by giving it Charge Orders and moving it normally. In all subsequent turns that it is not engaged in Close Combat, the Great Knarloc will charge the nearest unit it can see, friend or foe.



Krootox:

These are large, lumbering herbivores that carry large weapons and serve as mobile fire support platforms. They are also brutal Close Combat opponents and have no fear of engaging the enemy.



Vehicles



Devilfish APC:

The Devilfish APC is the workhorse of the Tau ground forces and is armed with the deadly Burst Cannon. It is capable of rapidly transporting 2 infantry stands to their destination and then acting as mobile fire support once they have disembarked. Devilfish may not transport Battlesuits.



Hammerhead Gunship:

Based on the Devilfish chassis, the Hammerhead is the main battle tank of the Tau army. With its advanced targeting system and awesome firepower the Hammerhead is a dangerous fighting machine. Tau modular construction allows for many variants of the Hammerhead, all of which are Skimmers.

The Mark I is armed with Burst Cannons and a turret-mounted Ion Cannon for light anti-armour/antipersonnel use.

The Mark II is armed with a powerful Railgun for heavy anti-armour use and a Smart Missile System. The Railgun can be fired in one of two ways. The first is a concentrated volley against one target that hits on a 4+ at -3 TSM. The second will lay down the 6 cm bar-



rage template hitting everything underneath on a 4+ at 0 TSM. Although this is a barrage weapon, it is not artillery, does not scatter or damage buildings and may not fire indirectly. Smart Missiles may be fired at any target within 50 cm, as long as any other Tau (not Kroot or allies) unit can see it. This is much like calling in an indirect barrage, except the spotter does not give up the ability to fire.

The Mark III carries a fusion blaster and fulfills the short-range anti-armor role.

The Mark IV carries missile pods and allows mobile area-effect support. Although this is a barrage weapon, it is not artillery, does not scatter and may not fire indirectly. It does damage buildings.



Skyray AA Gunship:

The Skyray is another variation on the Devilfish chassis, this time modified for an anti-aircraft role. Utilizing a dedicated Markerlight/Seeker Missile system and sophisticated electronics, the Skyray can quickly lock onto enemy aircraft and blow them from the sky.



Stingray Missile Gunship:

After the Damocles Gulf Crusade, the Tau's contact with former Imperial forces led them to consider the development of a non-line-of-sight and beyond-line-of-sight weapon to break up the waves of Orks rampaging through the sector after the Imperial/Tau ceasefire. A single large warhead, similar to the simple shell used by Earthshaker Cannons, was considered, but was determined to be less effective than a modified Seeker Missile, with a large number of Smart Missiles loaded into the payload bay. The resulting weapon was first fielded on modified Skyray Air Defence Tanks. The first field tests were promising, but revealed shortcomings in the vehicles used for the test. First among these was the sheer size of the new missile, making it extremely dependent on resupply in an extended battle. A new turret was developed to carry more missiles, which also required changes to the basic hull (reducing armour to allow the unit to keep up with



Devilfish and Hammerhead formations). This new version was significantly less dependent on resupply during battle, and the larger turret allowed refinements to the missile itself, increasing the number of Smart Missile submunitions.

Fliers



Barracuda Strike Fighter:

The Barracuda is the Tau's primary atmospheric flyer, used to patrol Tau airspace and support troops on the battlefield. The Tau Air Caste are more naturally suited to air combat as they spend their entire lives either in space or at least in the pilot's seat. The Barracuda carries an impressive armament for its size and can fulfil the role of interceptor and ground attack fighter with equal ease.



Orca Dropship:

The Orca is employed by Tau commanders who need more tactical flexibility in their deployment than can be provided by the Manta. The Orca is an orbital transport vehicle, used for moving troops, equipment and supplies from spaceships in orbit to a planet's surface. Unlike the larger Manta or the Space Marine Thunderhawk, the Orca is not a front line combat vehicle; its primary function is transportation. An Orca's large hold can carry up to 8 infantry or battlesuit stands, with battlesuits counting as 2 infantry stands. The Orca is both a Flier and a Superheavy, and may unload jump-capable troops while moving. An Orca may enter the table from orbit and has the Deep Strike ability.



Tiger Shark Drone Carrier:

The Tiger Shark operates in the role of both a Drone carrier and as a heavy support fighter. Its drop-down bay can carry 4 Gun Drone



stands, which can be dropped from altitude to reinforce Tau lines or to launch surprise attacks from behind enemy lines. The Tiger Shark does not have to land to deliver its Drones, and may drop its Gun Drone Stands at any point along its flight path.



Tiger Shark AX-1-0 Strike Craft:

A more recent variant of the Tiger Shark, jointly developed by the Earth and Air Castes in secret, replaces the drone racks and Ion Cannons with two light calibre Railcannons. These massive weapons, usually mounted on support craft, turn the Tiger Shark into a formidable ground attack strike craft, capable of engaging and destroying super heavy tanks and Titans.



Superheavies



Scorpionfish Heavy Missile Gunship:

After the shock of facing Imperial Superheavy tanks in the Damocles crusade and later conflicts, the Tau have been putting considerable effort into developing their own superheavy gunships. Lacking any other large vehicle as a basis, the Orca Dropship has been heavily armed and armoured, effectively reducing its mobility down to being a surface-bound skimmer. This variant is called the Scorpionfish Heavy Missile Gunship and is carrying no less than a full complement of Submunition, Seeker and Tracer Missiles, as well as the direct-firing Missile Pods. It has no single main weapon, but rather acts as platform for a number of smaller systems, enabling it to engage any type of threat. This kind of flexibility has proven to be a major asset in recent Tau campaigns. It may be a bit slower than the majority of Tau units, but it also has skimmer capabilities, so negotiating difficult terrain normally isn't an issue. It forms part of the stout firing line at the back of the Tau army, anchoring the defences like a solid rock.

The Scorpionfish hovers along the ground like most skimmers, yet lacks the thrust needed to quickly change altitude. As a result it obeys all the rules for skimmers but may not perform Pop-up Attacks. Each turn when firing the Munitions Launcher the player may choose one of the missile types listed with the Launcher to fire that round. Only one missile type can be fired each turn per Scorpionfish.



Swordfish Heavy Gunship:

A further development of Tau superheavy vehicle design, the Swordfish superheavy gunship is the Tau answer to the Imperial Shadowsword and Baneblade. Originally never intending to use a superheavy vehicle (beyond the Manta), the Tau quickly realized the effectiveness of the Imperial versions and rapidly developed their own. The first to be built was the Scorpionfish and soon after came the Swordfish. The Swordfish is fielded in one of two models. The Mark I is equipped with an Ion Cannon for anti-infantry and light anti-armour roles, and the Mark II mounts an anti-tank/anti-Titan Railcannon (note that the Swordfish Railcannon cannot fire the template option).

Off-Table Artillery



Gravitic Tracer Salvo:

Usually launched from orbiting Tau cruisers, Gravitic Tracer Missiles are launched from Gravitic Launchers and achieve a much higher velocity than a standard Tracer missile. As a result, they do much greater damage on impact with a target and can even destroy buildings.



Gravitic Submunition Salvo:

Similarly to the Gravitic Tracer Missiles, Gravitic Submunition Missiles are often launched from orbiting Tau cruisers and can achieve greater ranges than conventionally launched Submunition missiles. They are utilised by the Tau to clear out heavily entrenched enemy forces. As with other Submunition missiles they are not artillery, do not damage buildings and the template must be centred over the target.

Praetorians



Moray Assault Ship:

The Moray is a relatively new addition to the armies of the Tau in response to the need for heavy fire support without having to send a full Manta Missile Destroyer. The Moray is quite similar to the Manta in appearance, but is much smaller and cannot carry any troops, however it still packs a very serious punch. Its main weapon is either the Railcannon, a macro-version of the Railgun mounted on Tau tanks, or a phalanx of Heavy Ion Cannons firing in unison. Unlike the Orca, which only drops in to embark or disembark troops before disengaging again as fast as possible, the Moray hovers slowly above the ground and maintains a constant presence on the field. It is a mixture between highflying heavy skimmer and slow aircraft, much like the larger Manta Missile Destroyer, and can be regarded as the Tau answer to enemy Superheavy tanks and Scout Titans, in a similar way as the Scorpionfish.

Morays are large, ponderous craft when planet-bound and follow the rules for Support Craft. Morays are equipped with 2 Tau Deflector Shields.

The Moray Assault Ship is fitted with only one Primary weapon. When you purchase the unit for your army you must choose whether it is armed with Railcannons or an Ion Phalanx (the cost is the same for either weapons fit). If fitted with Railcannons they can be fired in one of two ways. The first is a powerful armour piecing round that hits on a 4+ with a -4 TSM and Penetrating +3. The second is a submunitions shell that will lay down the 6 cm barrage template at 6BPs with 0 TSM. Although this is a barrage weapon, it is not artillery, does not scatter or damage buildings, and may not fire indirectly.

For the purposes of targeting fliers, the Burst Cannon on the Moray/Manta are considered to be Turret weapons, though this does not override their existing arc of fire.



Manta Missile Destroyer:

Instead of Titans, the Tau make use of small spacecraft as heavy support units to their battle lines. Fighting so close to the surface, the greatest part of their energy must be expended to keep them airborne, so they are



not capable of fast manoeuvres once they are committed to ground combat. The ubiquitous Manta Missile Destroyer is the most commonly used of these, and can be employed as transport craft to land troops as well as dedicated support craft. Its firepower is withering and easily a match for the largest Imperial Titans or Ork Gargants, as it sports a pair of Railcannons as main armament, as well as Heavy Ion Phalanxes, scores of heavy Tracer Missiles and smaller defence weapons for close range. The Manta is also widely employed in space engagements as bomber craft, where it mainly relies on its Tracers and guided munitions fired by its Heavy Railcannons to damage enemy ships, hence its designation as 'Missile Destroyer'. In addition to its impressive armament, the Manta can transport a full fighting Cadre with support vehicles into battle and deploy them under heavy covering fire. It is heavily constructed with reinforced armour and even has powerful deflector shields (akin to those installed on the major Tau Spacecraft) to absorb incoming fire.

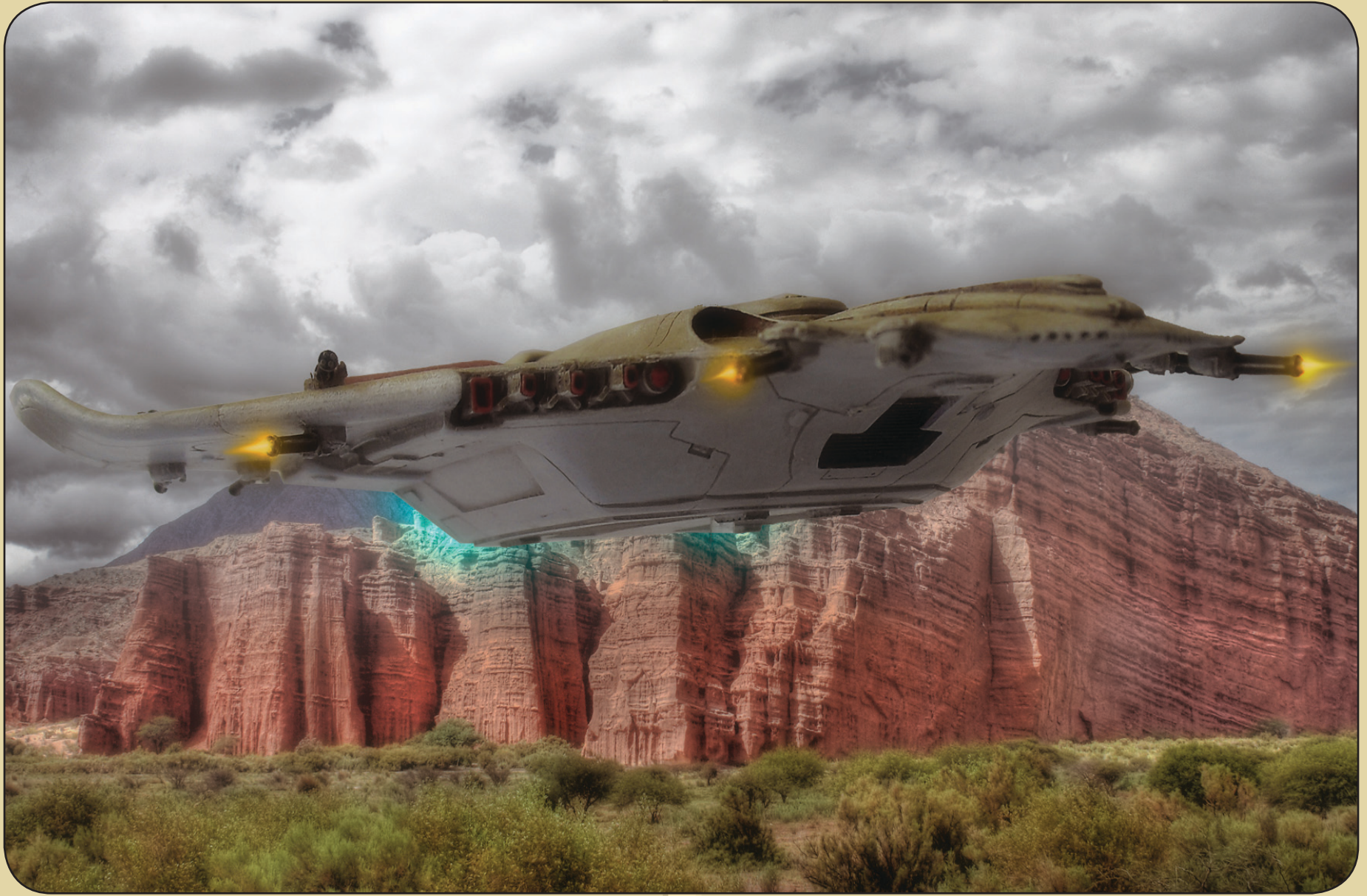
Mantas are large, ponderous craft when planet-bound and follow the rules for Support Craft. Mantas are equipped with 4 Tau Deflector Shields.

A Manta can carry up to 24 infantry stands, battlesuits or vehicles, with battlesuits & vehicles counting as 2 infantry stands each. No more than 4 vehicles may be carried in total. The Manta may unload jump-capable troops and skimmers while Airborne.

The Railannons can be fired in one of two ways. The first is a powerful armour piecing round that hits on a 4+ with a -4 TSM and Penetrating +3. The second is a submunitions shell that will lay down the 6 cm barrage template at 6BPs with 0 TSM. Although this is a barrage weapon, it is not artillery, does not scatter or damage buildings, and may not fire indirectly.

For the purposes of targeting fliers, the Burst Cannon on the Moray/Manta are considered to be Turret weapons, though this does not override their existing arc of fire.





MORAY ASSAULT SHIP TEMPLATE

Move	CAF	Shields	Repair	Notes
20cm	+6	2 Tau Deflector Shields 3+ Fixed Save each	4+	Support Craft

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Railcannons	100 cm	2	4+	-4	Penetrating +3
	100 cm	2 x 6BP	4+	0	Not Artillery
OR Ion Phalanx	75cm	6	4+	-2	
Fore Burst Cannons	35cm	6	5+	0	Turret, Front 180 degree arc
Aft Burst Cannons	35cm	6	5+	0	Turret, Front 180 degree arc
Tracer Missiles	100cm	2	4+	-3	Guided Missiles, Penetrating +1



Front

Side

Rear

Wing 2+	Wing 2+	Weapon Battery 3+	Bridge 2+	Weapon Battery 3+	Wing 2+	Wing 2+
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Wing 2+	Wing 2+	Weapon Battery 3+	Bridge 2+
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Wing 2+	Wing 2+	Engine 4+	Engine 4+	Engine 4+	Wing 2+	Wing 2+
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Bridge		Engine	
1-2	Bridge damaged. Burst Cannons may not fire and other weapons will only fire on a 4+ (roll for each weapon when fired). May be repaired. Reduce Tracer Missiles by 1 Attack Dice until repaired.	1-3	Engine damaged. Add +1 to all future damage rolls. If Airborne, the Moray suffers an erratic landing (see below). May be repaired (each repair roll reduces bonus by 1)
3-4	Heavy damage. No weapons may fire. This damage may be repaired. If Airborne, the Moray suffers an Erratic Landing (see below). Reduce Tracer Missiles by 1 Attack Dice permanently.	4-5	Major damage. Add +1 to all future damage rolls. If Airborne, the Moray suffers a crash landing (see below).
5-6	Bridge destroyed. If Airborne, the Moray suffers a Crash Landing (see below). Moray is considered destroyed.	6	Engine explosion! Ship destroyed. If on the ground, everything within 2D6 cm takes a hit on a 4+ with 0 TSM. If Airborne everything within 4D6cm takes a hit on a 5+ with 0 TSM.
Wing		Weapon Battery (Ion Phalanx OR Railcannon)	
1-4	Wing damaged. If Airborne roll 1D6. On a 5+ the Moray suffers an Erratic Landing (below). Lose 1 Attack Dice from each Burst Cannon Battery.	1-3	Weapon damaged and cannot be used until repaired. Reduce Railcannon shots by 1 Attack Dice/1 Template OR reduce Ion Phalanx by 3 Attack Dice (whichever it is armed with).
5	Heavy damage. If Airborne roll 1D6. On a 4+ the Moray suffers a Crash Landing (see below). Lose 1 Attack Dice from each Burst Cannon Battery.	4-5	Weapon destroyed. Reduce Railcannon shots by 1 Attack Dice/1 Template OR reduce Ion Phalanx by 3 Attack Dice (whichever it is armed with). If this location's weapon is already destroyed, roll for flashback as below.
6	Wing holed. If Airborne, the Moray suffers a Crash Landing (see below). The Moray may no longer fly.	6	Weapon destroyed (as 4-5 above) and flashback has occurred. Roll 1D6. 1-2: roll on Engine damage table, 3-6 roll on Wing damage table.
Erratic Landing		Crash Landing – same as erratic plus:	
Ship lands and scatters 2D6cm from current location before landing.		Roll once on each damage table above.	
Any mobile models (except T/P class) under the ship must roll 1D6. On a 4+ it moves out of the way. Move the model the minimal distance to avoid the Moray. On a 1-3 the model is destroyed. Immobile models are automatically destroyed.		A Moray may take off after an Erratic or Crash landing if it has not sustained damage that either destroys it or prevents it from flying. The turn the Moray takes off after an erratic or Crash Landing, it may not move as it simply becomes Airborne (all power is used to get the vehicle off the ground).	
If any titans, praetorians or buildings are hit, both the Moray and the titan/paetorian take D6 hits on random locations with -2 TSM. Buildings are automatically destroyed, regardless of type.		If not destroyed but unable to fly, the Moray may still continue to fire from the ground but may not fire its Tracer Missiles.	

MANTA MISSILE DESTROYER TEMPLATE

Move	CAF	Shields	Repair	Notes
20cm	+6	4 Tau Deflector Shields 3+ Fixed Save each	4+	Support Craft, Transport (24)

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Railcannons	100 cm	2	4+	-4	Penetrating +3
	100 cm	2 x 6BP	4+	0	Not Artillery
Ion Phalanx	75cm	6	4+	-2	
Fore Burst Cannons	35cm	6	5+	0	Turret, Front 180 degree arc
Aft Burst Cannons	35cm	6	5+	0	Turret, Front 180 degree arc
Tracer Missiles	100cm	2	4+	-3	Guided Missiles, Penetrating +1



Front

Wing 2+	Wing 2+	Rail Cannon 3+	Ion Phalanx 3+	Bridge 2+	Ion Phalanx 3+	Rail Cannon 3+	Wing 2+	Wing 2+
Vehicle Bay 2+	Vehicle Bay 2+	Vehicle Bay 2+	Tracer Missiles 2+	Vehicle Bay 2+	Vehicle Bay 2+	Vehicle Bay 2+	Vehicle Bay 2+	

Side

Wing 2+	Wing 2+	Wing 2+	Weapon Battery 3+	Bridge 2+
Vehicle Bay 2+	Vehicle Bay 2+	Vehicle Bay 2+	Vehicle Bay 2+	

Rear

Wing 2+	Wing 2+	Engine 4+	Engine 4+	Transport Bay 3+	Engine 4+	Engine 4+	Wing 2+	Wing 2+
Vehicle Bay 3+	Vehicle Bay 3+	Vehicle Bay 3+	Vehicle Bay 3+	Vehicle Bay 3+	Vehicle Bay 3+	Vehicle Bay 3+	Vehicle Bay 3+	

Bridge		Engine	
1-2	Bridge damaged. Burst Cannons may not fire and other weapons will only fire on a 4+ (roll for each weapon when fired). May be repaired.	1-3	Engine damaged. Add +1 to all future damage rolls. If Airborne the Manta suffers an Erratic Landing (see below). May be repaired (each repair roll reduces bonus by 1).
3-4	Heavy damage. No weapons may fire. This damage may be repaired. If Airborne, the Manta suffers an Erratic Landing (see below). May no longer fly until damage is repaired.	4-5	Major damage. Add +1 to all future damage rolls. If Airborne the Manta suffers a Crash Landing (see below).
5-6	Bridge destroyed. If Airborne, the Manta suffers a Crash Landing (see below). Manta is considered destroyed.	6	Engine explosion! Ship destroyed. If on the ground, everything within 2D6 cm takes a hit on a 4+ with 0 TSM. If Airborne everything within 4D6cm takes a hit on a 5+ with 0 TSM.
Wing		Vehicle Bay/ Transport Bay	
1-4	Wing damaged. If Airborne roll 1D6. On a 5+ the Manta suffers an Erratic Landing (see below). Lose 1 Attack Dice from each Burst Cannon Battery.	1-4	Add +1 to future damage rolls on the Vehicle Bay/ Transport Bay.
5	Heavy damage. If Airborne roll 1D6. On a 4+ the Manta suffers a Crash Landing (see below). Lose 1 Attack Dice from each Burst Cannon Battery.	5	Internal damage. Each unit carried (vehicles/battlesuits for Vehicle Bay, other infantry for Transport Bay) must make its save or be destroyed. Units with no save will pass on a 6+.
6	Wing holed. If Airborne, the Manta suffers a Crash Landing (see below). The Manta may no longer fly.	6	Massive damage. Each unit carried must make its save at -2 or be destroyed. Roll 1D6: 1-2: roll on Engine damage table, 3-4: roll on Wing damage table, 5-6: roll on Bridge damage table.
Weapon Battery (Ion Phalanx or Railcannon)		Tracer Missiles	
1-3	Weapon damaged and cannot be used until repaired. Reduce Railcannon shots by 1 Attack Dice/1 Template OR reduce Ion Phalanx by 3 Attack Dice (whichever location was hit).	1-3	Launchers damaged. Tracer Missiles cannot be used until repaired.
4-5	Weapon destroyed. Reduce Railcannon shots by 1 Attack Dice/1 Template OR reduce Ion Phalanx by 3 Attack Dice (whichever location was hit). If this location's weapon is already destroyed, roll for flashback as below.	4-5	Launchers destroyed. Tracer Missiles cannot be used. If this location's weapon is already destroyed, roll for flashback as below.
6	Weapon destroyed (as 4-5 above) and flashback has occurred. Roll 1D6. 1-2: roll on Engine damage table, 3-6: roll on Wing damage table.	6	Launchers destroyed (as 4-5 above) and flashback has occurred. Roll 1D6. 1-2: roll on Engine damage table, 3-4: roll on Vehicle Bay damage table, 5-6: roll on Bridge damage table.
Erratic Landing		Crash Landing – same as erratic plus:	
Ship lands and scatters 2D6cm from current location before landing.		Roll once on each damage table above.	
Any mobile models (except T/P class) under the ship must roll 1D6. On a 4+ it moves out of the way. Move the model the minimal distance to avoid the Manta. On a 1-3 the model is destroyed. Immobile models are automatically destroyed.		A Manta may take off after an Erratic or Crash landing if it has not sustained damage that either destroys it or prevents it from flying. The turn the Manta takes off after an erratic or Crash Landing, it may not move as it simply becomes Airborne (all power is used to get the vehicle off the ground).	
If any titans, praetorians or buildings are hit, both the Manta and the titan/ptraetorian take D6 hits on random locations with -2 TSM. Buildings are automatically destroyed, regardless of type.		If not destroyed but unable to fly, the Manta may still continue to fire from the ground but may not fire its Tracer Missiles.	



TAU ARMY CARDS

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Fire Warrior Cadre	Shas'el Battlesuit & 2 Shas'vre Battlesuits 4 Fire Warrior Detachments	10 (15)	3	5 (9)	500 (900)
Hunter Cadre	Shas'el Battlesuit & 2 Shas'vre Battlesuits Broadside Battlesuit Team 3 Fire Warrior Detachments	10 (15)	3	8 (12)	800 (1200)
Mechanized Cadre	Shas'el Battlesuit & 2 Shas'vre Battlesuits 4 Mechanized Fire Warrior Detachments	14 (20)	3	7 (10)	650 (1000)
Battlesuit Cadre	Shas'el Battlesuit & 2 Shas'vre Battlesuits 2 Crisis Battlesuit Teams (any one variant per team) Broadside Battlesuit Team	8 (12)	3	10 (13)	900 (1250)
Manta Cadre	Shas'el Battlesuit & 3 Shas'vre Battlesuits 4 Fire Warrior Detachments Manta Missile Destroyer	10 (15) + Model	3	5(9) + 8	1250 (1700)
Recon Cadre	1 Piranha Squadron 2 Tetra Squadrons	6	3	6	600
Hammerhead Cadre	Command Hammerhead 3 Hammerhead Squadrons (any one variant per squadron)	4	3	5	500
Swordfish Cadre	Command Swordfish (either type) 2 Swordfish Squadrons (any one variant per squadron)	3	3	8	800
Special Cards					
Special Cards	Contents	Break Point	Morale	Victory Points	Cost
Ethereal	Ethereal stand & Command Devilfish Stand	Stand	-	1	100
Shas'o Commander	Shas'o Battlesuit & 3 Shas'vre Battlesuits	Shas'o	2	5	450
Praetorians					
Moray Assault Ship	Moray Assault Ship	Model	-	5	500
Manta Missile Destroyer	Manta Missile Destroyer	Model	-	8	800

Support Cards	Contents	Break Point	Morale	Victory Points	Cost
Infantry					
Fire Warrior Detachment	4 Fire Warrior stands	2 (3)	3	1 (2)	100 (200)
Mechanized Fire Warrior Detachment	4 Fire Warrior stands & 2 Devilfish	3 (5)	3	2 (3)	150 (250)
Pathfinder Detachment	4 Pathfinder stands & 2 Devilfish	3 (5)	3	2 (3)	150 (250)
Pathfinder Sniper Detachment	2 Pathfinder Sniper stands & Devilfish	2 (3)	3	2 (3)	150 (250)
XV15/25 Stealtsuit Detachment	4 Stealtsuit stands	2 (3)	2	3 (4)	250 (350)
Gue'vesa Detachment	5 Gue'vesa stands	3	4	1	100
Gun Drone Detachment	4 Gun Drone Stands	4	-	2	150
Sniper Drone Detachment	2 Sniper Drone Stands & 1 Drone Controller Stand	Controller Stand	3	1	100
Drone Sentry Detachment I	4 Drone Sentry Turrets Mark I	4	-	2	200
Drone Sentry Detachment II	4 Drone Sentry Turrets Mark II	4	-	2	200
Shield Drone Attachment	N/A	-	-	-	100
Vespid Stingwing Flight	4 Vespid Stingwing Stands	2	3	1	100
Cavalry					
Piranha Squadron	5 Piranha Light Attack Craft	3	3	3	250
Tetra Squadron	3 Tetra Recon Craft	2	3	2	200

KROOT ARMY CARDS

Support Cards	Contents	Break Point	Morale	Victory Points	Cost
Walkers					
Broadside Battlesuit Team	4 XV-8 Broadside Battlesuits	2 (3)	2	4 (6)	400 (550)
Crisis Battlesuit Team	4 XV-8 Crisis Battlesuits (any one variant)	2 (3)	2	2 (3)	200 (300)
Vehicles					
Devilfish Squadron	2 Devilfish APCs	1	3	1	50
Hammerhead Squadron	2 Hammerhead Gunships (any one variant)	1	3	2	150
Skyray AA Battery	2 Skyray AA Gunships	1	3	2	150
Stingray Missile Battery	2 Stingray Missile Gunships	1	3	2	200
Flyers					
Barracuda Fighter Squadron	2 Barracuda Strike Fighters	1	3	2	200
Orca Dropship	Orca Dropship	Model	3	2	150
Tiger Shark Drone Carrier	Tiger Shark Drone Carrier & 4 Gun Drone stands	Model	3	3	300
Tiger Shark Strike Craft (AX-1-0 Variant)	1 Tigershark Strike Craft (AX-1-0 Variant)	Model	-	4	400
Superheavies					
Swordfish Squadron	2 Swordfish Heavy Gunships (any one variant)	1	3	4	350
Scorpionfish Heavy Missile Gunship	Scorpionfish Heavy Missile Gunship	Model	-	4	350
Off-Table Artillery					
Gravitic Tracer Salvo	1 Gravitic Tracer Missile Salvo	-	-	-	2VP
Gravitic Submunition Salvo	1 Gravitic Submunition Missile Salvo	-	-	-	2VP

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Kroot Carnivore Horde	Kroot Shaper Horde (4 stands) Kroot Carnivore Horde (16 stands)	10	4	6	600
Kroot Tracker Horde	Kroot Shaper Horde (4 stands) Kroot Hound Horde (8 stands) Kroot Carnivore Horde (8 stands)	10	4	7	700
Kroot Hunter Horde	Kroot Shaper Horde (4 stands) Kroot Hunter Horde (12 stands) Kroot Carnivore Horde (4 stands)	10	4	8	750
Special Cards					
Kroot Master Shaper	Master Shaper stand	Stand	3	1	100
Kroot Shaman Kroot	Shaman stand	Stand	3	1	100
Support Cards					
Infantry					
Kroot Carnivore Horde	4 Kroot Carnivore stands	+2	4	+1	100
Kroot Headhunter Horde	4 Headhunter Kindred stands	+2	4	+2	150
Kroot Hound Horde	4 Kroot Hound stands	+2	4	+2	150
Kroot Hunter Horde	4 Kroot Hunter stands	+2	4	+2	150
Kroot Shaper Horde	4 Kroot Shaper stands	+2	4	+3	250
Kroot Stalker Horde	4 Kroot Stalker stands	+2	4	+2	150
Kroot Vulture Horde	4 Kroot Vulture stands	+2	4	+2	150
Cavalry					
Kroot Knarloc Rider Squad	4 Knarloc Rider stands	+2	4	+2	200
Walkers					
Kroot Great Knarloc Horde	4 Great Knarlocs	+2	4	+1	100
Krootox Horde	4 Krootox stands	+2	4	+2	200

SUMMARY OF UNIT STATISTICS

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Special									
Ethereal	10cm	5+f	+3	CC Weapons	-	-	-	-	Commander, HQ, Special
Shas'el (Crisis Battlesuit)	20cm	4+f	+4	Twin-Linked Plasma Rifles Missile Pod	50cm 50cm	2 1	3+ 4+	-2 -1	Command, Elite, HQ, Jump Pack, Special
Shas'o (Crisis Battlesuit)	20cm	4+f	+5	Twin-Linked Plasma Rifles Fusion Blaster	50cm 35cm	2 4	3+ 4+	-2 -2	Command, Elite, HQ, Jump Pack, Special
Shas'vre (Crisis Battlesuit)	20cm	5+/6+f	+3	Plasma Rifle Missile Pod	50cm 50cm	1 2	3+ 4+	-2 -1	Elite, Jump Pack, Special
Kroot Master Shaper	15cm	5+f	+6	Storm Bolter/Eviscerator	35cm	2	4+	-1	Command, HQ, Infiltrate, Jump Pack, Special
Kroot Shaman	10cm	5+f	+2	Bolt Pistol	25cm	1	5+	0	HQ, Infiltrate, Psyker
Infantry									
Fire Warrior	10cm	-	-1	Pulse Rifle	50cm	1	4+	0	
Gun Drone	15cm	6+	-1	Pulse Carbine	35cm	2	4+	0	Drones, Jump Pack, Special
Sniper Drone	10cm	6+	-2	Rail Rifle	75cm	1	5+	-1	Drones, Stealth, Special
Drone Controller	10cm	-	-4	Pulse Pistol	-	-	-	-	Stealth, Markerlight, PD(1), Special
Drone Sentry Turret Mark I	-	5+	-4	Burst Cannon	35cm	3	4+	0	Drones, Special
Drone Sentry Turret Mark II	-	5+	-4	Plasma Rifle	50cm	1	4+	-2	Drones, Special
Pathfinder	10cm	-	-1	Pulse Carbine	35cm	1	4+	0	Infiltrate, Markerlight
Pathfinder Sniper	10cm	-	-1	Rail Rifle	75cm	1	5+	-1	Infiltrate, Sniper, Stealth
XV15/25 Stealthsuit	20cm	6+f	0	Burst Cannon	35cm	3	4+	0	Infiltrate, Jump Pack, Stealth, Markerlight, Special
Gue'vesa	10cm	-	0	Lasgun	50cm	1	5+	0	
Vespid Stingwings	20cm	-	+2	Neutron Blasters	35cm	1	4+	-1	Jump Packs, Hard to Hit
Kroot Carnivore	10cm	-	+2	Kroot Rifle	50cm	1	5+	0	Infiltrate
Kroot Headhunter	10cm	-	+2	Kroot Rifle	50cm	1	5+	0	Infiltrate, Special
Kroot Hound	15cm	-	+4	Powerful Jaws	-	-	-	-	Infiltrate
Kroot Hunter	10cm	-	+1	Kroot Hunting Rifle	75cm	1	5+	0	Infiltrate, Sniper
Kroot Shaper	10cm	5+f	+4	Kroot Rifle	50cm	2	5+	0	HQ, Infiltrate
Kroot Stalker	10cm	-	+2	Kroot Rifle	50cm	1	5+	0	Infiltrate, Stealth
Kroot Vulture	15cm	-	+3	Kroot Carbine	25cm	1	5+	0	Infiltrate, Jump Pack

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Cavalry									
Piranha Light Attack Craft	25cm	6+	+1	Burst Cannon	35cm	3	4+	0	Skimmer
Tetra Recon Craft	30cm	-	+2	Plasma Carbine	35cm	1	4+	-1	Skimmer, Markerlight
Kroot Knarloc Rider	20cm	-	+3	Kroot Hunting Rifle	75cm	1	5+	0	Infiltration, Sniper
Walkers									
XV-88 Broadside Battlesuit	15cm	4+/6+f	+1	Twin-Linked Railgun* Smart Missiles	75cm 50cm	2 1	4+ 4+	-3 0	Elite, Special, *Penetrating +1
XV-8 Crisis Battlesuit I	20cm	5+/6+f	+2	Burst Cannons Missile Pods	35cm 50cm	3 2	4+ 4+	0 -1	Elite, Jump Pack, Special
XV-8 Crisis Battlesuit II	20cm	5+/6+f	+2	Plasma Rifle Flamer*	50cm 20cm	1 2	3+ 3+	-2 0	Elite, Jump Pack, Special, *Ignores Cover
Kroot Great Knarloc	15cm	5+	+5	Sharp Beak	-	-	-	-	Special
Krootox	15cm	6+	+3	Kroot Gun	75cm	2	5+	-1	Infiltrate, Special
Vehicles									
Devilfish APC	20cm	4+	0	Burst Cannon	35cm	2	4+	0	Skimmer, Transport 2
Hammerhead Mark I	20cm	3+	+2	Ion Cannon* Burst Cannons	75cm 35cm	2 2	4+ 4+	-2 0	Skimmer, *Turret
Hammerhead Mark II	20cm	3+	+2	Railgun* Smart Missiles	75cm 50cm	1 1	4+ 4+	-3 0	Skimmer, Special, *Turret, *Penetrating +1
Hammerhead Mark III	20cm	3+	+2	Fusion Blaster* Burst Cannons	35 cm 35 cm	4 2	3+ 4+	-2 0	Skimmer, *Turret
Hammerhead Mark IV	20cm	3+	+2	Missile Racks* Burst Cannon	50cm 35cm	3 BP 2	Varies 4+	-1 0	Skimmer, *Turret, *Damages Buildings
Hammerhead Mark V	20cm	3+	+2	Plasma Cannons* Smart Missiles	50cm 50cm	4 1	4+ 4+	-2 0	Skimmer, *Turret,
Hammerhead Mark VI	20cm	3+	+2	Heavy Burst Cannons* Smart Missiles	50cm 50cm	6 1	4+ 4+	0 0	Skimmer, *Turret,
Skyray AA Gunship	20cm	3+	+2	AA Seeker Missiles* Smart Missiles	100cm 50cm	1 1	4+ 4+	-1 0	Skimmer, Markerlight, *AA, *Guided Missile
Stingray Missile Gunship	20cm	4+	+2	Submunition Missiles* Smart Missiles	100cm 50cm	2BP @ 1	Varies 4+	0 0	Skimmer, Markerlight, Special, *12cm Template, *Ignores Cover, *Guided Missile

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Flyers									
Barracuda Strike Fighter	80cm	3+	+4	Ion Cannon Burst Cannons AA Seeker Missiles*	50cm 35cm 50cm	2 4 1	4+ 4+ 4+	-2 0 -1	Flyer, *Guided Missiles
Orca Dropship	60cm	4+	+1	Heavy Burst Cannon Missile Pods	35cm 35cm	4 1	4+ 4+	0 0	Flyer, Transport 8, Deep Strike, Superheavy
Tiger Shark Drone Carrier	60cm	3+	+2	Ion Cannons Burst Cannons AA Seeker Missiles*	75 cm 35 cm 75 cm	4 4 1	4+ 4+ 4+	-2 0 -1	Flyer, Superheavy, *Guided Missiles, Transport 4 (Drones only)
Tiger Shark Strike Craft (AX-1-0 Variant)	60cm	4+	+2	Light Railcannons* Burst Cannons AA Seeker Missiles**	75cm 35cm 75cm	2 4 2	4+ 4+ 4+	-3 0 -1	Flyer, Superheavy, *Penetrating +3, **Guided Missiles
Superheavies									
Scorpionfish Heavy Missile Gunship	15cm	2+	+2	Missile Pods Munitions Launcher: Choose ONE of these missile types to fire/turn Tracer Missiles* Submunition Missiles* Seeker Missiles*	50cm 100 cm 100 cm 100 cm	2 4*** 6BP** 8	4+ 3+ 4+ 4+	0 -3 0 -1	Skimmer (no Pop-up), Markerlight, *Guided Missiles, **Ignores Cover, **12cm Template, ***Penetrating +1
Swordfish Heavy Gunship Mark I	15cm	1+	+4	Heavy Ion Cannon* Burst Cannon	100cm 35cm	2 3	4+ 4+	-2 0	Skimmer, *Turret
Swordfish Heavy Gunship Mark II	15cm	1+	+4	Railcannon* Burst Cannon	100cm 35cm	1 3	4+ 4+	-4 0	Skimmer, *Turret, *Penetrating +3
Off-Table Artillery									
Gravitic Tracer Salvo	-	-	-	Tracer Missiles	N/A	2	3+	-3	Cost: 2VPs, Penetrating +3, Guided Missile, Damages Buildings, Special
Gravitic Submunition Salvo	-	-	-	Submunition Missile	N/A	6BP	4+	0	Cost: 2VPs, 12cm Template, Ignores Cover, Guided Missile, Special
Praetorians									
Moray Assault Ship	20cm	Varies	+6	Railcannons OR Ion Phalanx Fore Burst Cannons*** Aft Burst Cannons*** Tracer Missiles****	100 cm 100 cm 75 cm 35 cm 35 cm 100 cm	2* 2x6BP** 6 6 6 2	4+ 4+ 4+ 5+ 5+ 3+	-4 0 -2 0 0 -3	2 Deflector Shields, Support Craft, Markerlight, *Penetrating +3, ** Not Artillery, ***Turret, ****Guided Missiles, ****Penetrating +1
Manta Missile Destroyer	20cm	Varies	+6	Railcannons Ion Phalanx Fore Burst Cannons*** Aft Burst Cannons*** Tracer Missiles****	100 cm 100 cm 75 cm 35 cm 35 cm 100 cm	2* 2x6BP** 6 6 6 2	4+ 4+ 4+ 5+ 5+ 3+	-4 0 -2 0 0 -3	4 Deflector Shields, Support Craft, Markerlight, Transport 24, *Penetrating +3, **Not Artillery, ***Turret, ****Guided Missiles, ****Penetrating +1