Tau Codex + Forge world updates

So there.

Wargear and equipment page

Battlesuit weapons (Special issue)

Cyclic ion blaster	+15pts
Airburst fragmentation projector	+20pts

Wargear (Special issue)

Stimulant injector	+10pts
Ejection system	+15pts
Iridium Armor	+15pts

Battlesuit support (Special issue)

Vectored retro-thursters	+10pts

Battlesuit weapons:

Flamer:	+4/6pts
Burst cannon:	+8/12pts
Fusion blaster:	+12/18pts
Missile pod:	+12/18pts
Plasma rifle:	+20/30pts

Battlesuit support:

Drone controller	+00pts
Blacksun filter	+03pts
Multi-tracker	+05pts
Target lock	+05pts
Advanced stabilization system:	+10pts
Targeting array	+10pts
Shield generator	+20pts

* Max 2 per vehicle

** Ethereal only

Vehicle armory:

Targetting array	+05pts
Decoy launchers	+05pts
Blacksun filter	+05pts
Target lock	+05pts
Disruption pod	+05pts
Sensor spines	+10pts
Multi-tracker	+10pts
Flechette discharger	+10pts
Seeker missile*	+10pts

Vehicle weapons (Primary):

Ion cannon	+15pts
T-linked Long burst cannon	+15pts
T-linked Heavy missile pod	+15pts
T-linked Plasma cannon	+15pts
T-linked Fusion cannon	+30pts
Railgun	+50pts

Vehicle weapons (Secondary):

Two burst cannons	+10pts
Pair of gun drones	+20pts
Smart missile system	+20pts

Wargear:

Hard-wired drone controller	+00pts
Hard-wired blacksun filter	+03pts
Bonding knife	+05pts
Hard-wired multi-tracker	+05pts
Hard-wired target lock	+05pts
Honor blade**	+10pts

Wargear description:

Advanced stabilization system:

Grants the 'Slow and Purposeful' special rule.
If one member of the squad takes this option
then they all must take it

Blacksun filter:

Grans the model 'Night vision'

Bonding knife:

The squad can always attempt to regroup
if the holder is alive regardless of the
normal restrictions

Drone controller:

A model with a drone controller MUST
take one or two drones of any kind.

Ejection system:

If the character loses their last wound to
a shooting attack that does not cause
Instant death' the suit is replaced by a
single tau model.

The profile of the model is the same as
before but with 2 less Strength, 1
Toughness. Additionally, it has only 1
wound and NO armor save. It is armed
with a pulse pistol and changes its
profile to: Infantry

Failsafe detonator:

This may be activated if the bearer is part
of a team that is forced to make a fallback
check after losing an assault.

The team is moved as normal but the owner
stays where they were. The enemy makes
no 'Sweeping advance' moves. Before
Pile in' moves are made place a Large blast
marker over the character. Every model
underneath takes a single Strength 8, AP- hit
The enemy may not consolidate.

Iridium armor plates:

The model's armor save is increased to 2+.
However, it's assault move is changed to
1D6 instead of the normal 2D6.

Multi-tracker:

Allows the suit to fire two weapons in
the same turn

Positional relay:

A single reserve unit may be brought on
on a 2+, though no other Tau units may
be deployed this turn.

Shield generator:

4+ Invulnerable save.

Special issue: Only one copy of a 'Special issue' item may be selected per army but multiple 'Special
issue' items may be selected.

Wargear description (Cont'd):

Stealthfield generator:

Grants the model the 'Stealth' and

Shrouded' special rules.

Stimulant injector:

Grants the model the 'Feel no pain'

special rule.

Target lock:

Grants the model the 'Split fire'

special rule.

Targetting array:

Increase the users BS by 1 to

a maximum of 5.

Photon grenade:

See: Defensive grenades

Vectored retro-thrusters:

Grants the model the 'Hit and run'

special rule. However, this can

only be used by a single model

squad.

EMP grenades:

See: Haywire Grenade

Networked markerlight:

A markerlight that the

users own squad may benefit from.

Vehicle armory

Decoy launchers:

Forces your opponent to reroll an

Immobilized result on the 'vehicle

damage table.'

Disruption pod:

Grants the vehicle the 'Shrouded'

special rule when being fired upon

from beyond 12''.

Target lock:

Allows the vehicle to fire each of its weapons

at different targets.

Multi-tracker:

Allows the vehicle to fire as if they were

a fast vehicle. This does not affect its

movement or 'Flat out' speed.

Sensor spine:

The vehicle never has to take Dangerous

terrain tests

Flechette discharger:

Before any blows are struck in combat

all attacking models suffer a wound

on a roll of a 4+.

Markerlight:

	Range:	S:	AP:	Type:
	36''	-	-	Heavy 1

Each time you hit a target put a counter by that unit. The counters remain until the end of the current Tau shooting phase or until they are used. Counters may be expended by subsequent, Friendly Tau units (but not the original unit) firing at the 'marked' unit. Every counter expended grants the unit one of the following effects which may stack

- Allow a vehicle to fire a single seeker missile at the target. This shooting is resolved normally and hits at BS5. (Unless fired at a Zooming Flier, then it hits at BS1

- Allows the unit to fire at +1BS (Max 5)
- Allows the unit to ignore the effects of 'Night fight'
- Imposes a -1 Leadership penalty on the marked unit for the purposes of any pinning tests.*
- Imposes a -1 penalty on any Cover save the marked unit may have.*

The use of a counter must always be declared before 'to hit' rolls are made.
Markerlights do not benefit from the effects of other markerlights and they may not be fired in 'Overwatch'

Weapons descriptions

Airburst fragmentation projector:

Range:	S:	AP:	Type:
18''	4	5	Assault 1, Large blast, Ignores cover

Burst cannon

Range:	S:	AP:	Type:
18''	5	5	Assault 3

Long burst cannon

Range:	S:	AP:	Type:
36''	6	4	Assault 6

Cyclic ion blaster

Range:	S:	AP:	Type:
18''	3	4	Assault 5, Any rolls to wound of a 6 are AP1.

Flamer:

Range:	S:	AP:	Type:
Template	4	5	Assault 1,

Fusion blaster:

Range:	S:	AP:	Type:
12''	8	1	Assault 1, Melta

Fusion cannon:

Range:	S:	AP:	Type:
24''	8	1	Heavy 1, Blast, Melta

Fusion cascade

Range:	S:	AP:	Type:
12''	6	1	Assault D3, Melta

Plasma rifle:

Range:	S:	AP:	Type:
24''	6	2	Rapid fire

Plasma cannon:

Range:	S:	AP:	Type:
48''	6	2	Heavy 4

Phased ion gun

Range:	S:	AP:	Type:
18''	4	4	Assault 4, Rending

Pulse sub-munitions rifle

Range:	S:	AP:	Type:
24''	5	6	Assault 1, Large blast Ignores cover

Missile pod:

Range:	S:	AP:	Type:
36''	7	4	Assault 2

Heavy missile pod:

Range:	S:	AP:	Type:
36''	7	4	Assault 2, Blast

Ion cannon:

Range:	S:	AP:	Type:
60''	7	3	Heavy 3

Weapons descriptions (Cont'd)

Kroot rifle

Counts as 2 Close combat weapons

Range:	S:	AP:	Type:
24"	4	6	Rapid fire

Kroot gun

Range:	S:	AP:	Type:
48"	7	4	Rapid fire

Pulse rifle

Range:	S:	AP:	Type:
30"	5	5	Rapid fire

Pulse carbine

Range:	S:	AP:	Type:
18"	5	5	Assault 1, Pinning

Pulse pistol

Range:	S:	AP:	Type:
12"	5	5	Pistol

Railgun (Solid shot)

Range:	S:	AP:	Type:
72	10	1	Heavy 1

Railgun (Submunition)

Range:	S:	AP:	Type:
72"	6	4	Large blast, Hammer head only

Rail rifle

Range:	S:	AP:	Type:
36"	6	3	Heavy 1, pinning

Seeker missile

Range:	S:	AP:	Type:
Unlimited	8	3	Heavy 1*

Smart missile system:

Range:	S:	AP:	Type:
24"	5	5	Heavy 4, Ignores cover, No LOS required

Vespid neutron blaster:

Range:	S:	AP:	Type:
12"	5	3	Assault 1

Honor blades

Range:	S:	AP:	Type:
-	+2	-	Melee, Two-handed

* Can only be fired through the use of a Markerlight. It can be fired even if the vehicle suffers a 'Shaken' or 'Stunned' result in the previous turn.

Drones

Drones under the command of a drone controller are counted when assessing if the unit should take a Morale check for taking 25% casualties. They are similarly counted when determining if the unit has enough members to regroup. Drones must maintain coherency with the unit their controller is in but not coherency with the controller themselves. If the controller is an independent character they and the character form a unit but they may still join another unit as if the character were alone.

If the controller is killed the drones are automatically removed from play. If the controller is involved in a challenge the drones do not fight in the challenge and continue to fight in the rest of the combat if there is one taking place. Drones disembarked from vehicles do so like regular passengers and form their own squad. They may not rejoin the vehicle if they have disembarked. If still embarked on a vehicle when it is destroyed they do not give up an extra Victory point. If one drone disembarks from a vehicle squad, all drones in that squad must do the same. All the drones in one squad form a single drone squadron on their own.

All drones take up one spot in a transport

	WS	BS	S	T	W	I	A	LD	SV
Shield drone	2	2	3	X	1	4	1	-	X
Gun drone	2	2	3	3	1	4	1	-	4+
Sniper drone	2	3	3	3	1	4	1	-	4+
Marker drone	2	3	3	3	1	4	1	-	4+
H. Gun drone	2	2	3	4	1	4	1	-	4+

Unit type: As owner

Close protection:

Shield drones always have the same Toughness and Armor save as the individual they accompany.

Denial:

Gun drones of all kinds count as denial units

Shield drone:

Equipment:

  Shield generator

Special rules:

  Close protection

Sniper drone:

Equipment:

  Rail rifle, target lock, stealth field generator, targeting array (Included)

Heavy gun drone:

Equipment:

  -Twin-linked burst cannon

Gun drone:

Equipment:

  Twin-linked pulse carbine

Special rules:

  Denial

Marker drone:

Equipment:

  Networked marker light, targeting array (Included)

Commander Shas'O R'myr

	WS	BS	S	T	W	I	A	LD	SV
R'myr	4	5	5	4	4	3	4	10	3+

Special rules:

Independent character

Night vision

Unit type:

Infantry (Jetpack)

Wargear:

Double barreled Plasma rifle

Advanced shield generator

Flechette discharger

Ejector system

Drone controller

Target lock

Double barreled plasma rifle:

Range:	S:	AP:	Type:
24''	6	2	Assault 2

Advanced shield generator:

Grants a 4+ Invulnerable save and a 3+ Invulnerable save

in close combat.

Commander O'Shaserra Shadowsun

	WS	BS	S	T	W	I	A	LD	SV
Shadowsun	4	5	4	3	3	4	4	10	3+
Drone	2	0	3	3	1	2	1	-	3+

Special rules:

Acute sense

Unit type:

Infantry (Jetpack)

Wargear:

Multi tracker

Advanced target lock

Drone controller

Command-link drone

2 Shield drones

2 Fusion blasters

Bonding knife

Shield generator

Stealth field generator

XV22 battlesuit

Command-link drone:

Any Tau unit (Including Vespid with Strain leaders but not Kroot)

Within 18'' may use her Leadership for any Morale or Pinning tests.

Commander O'Shovah Farsight

	WS	BS	S	T	W	I	A	LD	SV
Farsight	5	4	5	4	4	5	4	10	3+

Special rules:

Independent character

Acute senses

Ork fighter

Break away faction

Blood brothers

Body guard

Unit type:

Infantry (Jetpack)

Wargear:

XV8 Battlesuit

Hard-wired target lock

Shield generator

Bonding knife

Plasma rifle

Dawn blade

Dawn blade:

Range:	S:	AP:	Type:
-	User	*	Melee, One handed, Armourbane, Ignores armour saves

Ork fighter:

Any Tau model (But not Vespid or Kroot) in an army where Farsight is the Warlord gain 'Preferred enemy: Ork.'

Blood brothers:

All models with access to the armory gain bonding knifes for free.

Breakaway faction:

No Ethereals, Kroot or Vespid units may be included in an army lead by Farsight. Crisis battlesuits count as 1+ in the same way as Fire warriors. The following units count as 0-1: Stealth suits, Pathfinders, Hammerheads, Broadsides, Sky rays and Piranha skimmers.

Bodyguard:

His bodyguard unit's squad size changes to 1-7 Crisis battlesuits.

Supreme Ethereal Aun'va

	WS	BS	S	T	W	I	A	LD	SV
Aun'va	1	3	2	3(5)	4	1	1	10	4+
Guards	4	4	3	3(5)	2	3	3	10	4

Unit type:

Infantry

Composition:

Aun'va

2 Bodyguards

Special rules:

Counter attack*

Supremely inspiring presence

Ultimate price of failure

Wargear:

The paradox of duality

Honor blades*

The paradox of duality:

Grants Aun'va and his bodyguards +2

Toughness and a 4+, re-rollable coversave.

Supremely inspiring presence

All Tau units (Not Kroot, Vespid or Drones)

within line of sight to Aun'va count

as 'Stubborn'
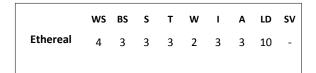
Ultimate price of failure:

Should Aun'va be removed as a casualty, every

Friendly Tau uni on the table (Not Kroot, Vespid

or Drones) must take a Morale check if they are

not in close combat or already falling back.

Every unit that takes the test gains the 'Preferred

Enemy (Current opponent)' and the 'Counter

attack' special rules.

* Guards only

Ethereal

	WS	BS	S	T	W	I	A	LD	SV
Ethereal	4	3	3	3	2	3	3	10	-

Unit type:

Infantry

Special rules:

Inspiring presence

Price of failure

Independent character

Wargear:

Symbol of office

Inspiring presence

The Ethereal and all Friendly Tau units (Not Kroot, Vespid or Drones) with a line of sight to him may re-roll any Morale and pinning checks.
Any unit joined by an Ethereal becomes fearless.

Price of failure

If a friendly Ethereal is killed every friendly Tau unit (Not Kroot, Vespid or dones) must take a morale check at the beginning of their next turn if they are not in close combat or currently falling back. Every Tau that takes this test gains the 'Preferred enemy (Current enemy)' special rule.

Symbol of office:

A pair of close combat weapons

Honor guard squad

	WS	BS	S	T	W	I	A	LD	SV
Shas'ui	2	4	3	3	1	2	2	8	4+

Unit type:

Infantry

Wargear:

Pulse rifle

Fire warrior armor

Commander (Shas'O or Shas'el)

	WS	BS	S	T	W	I	A	LD	SV
Shas'o	4	5	5	4	4	3	4	10	3+
Shas'el	3	4	5	4	3	3	3	9	3+

Special rules:

Independent character

Acute sense

Deep strike

Unit type:

Infantry (Jetpack)

Equipment:

XV8 Crisis battlesuit

XV8 battlesuit bodyguard team

	WS	BS	S	T	W	I	A	LD	SV
Shas'vre	3	3	5	4	2	3	2	8	3+

Special rules:

Acute sense

Deep strike

Unit type:

Infantry (Jetpack)

Equipment:

XV8 Crisis battlesuit

XV8 Crisis battlesuit team

	WS	BS	S	T	W	I	A	LD	SV
Shas'ui	2	3	5	4	2	2	2	8	3+
Shas'vre	3	3	5	4	2	3	2	8	3+

Special rules:

Acute sense

Deep strike

Unit type:

Infantry (Jetpack)

Equipment:

XV8 Crisis battlesuit

XV22 stealthsuit team

	WS	BS	S	T	W	I	A	LD	SV
Shas'ui	2	3	4	3	1	2	2	8	3+
Shas'vre	3	3	4	3	1	3	2	8	3+

Special rules:

Acute sense

Deep strike

Infiltrate

Stealth

Shrouding

Unit type:

Infantry (Jetpack)

Equipment:

XV22 or XV25 Stealthsuit

Fire warrior team

Unit type:

Infantry

Equipment:

Pulse rifle

Tau armor

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

Tau armor:

4+ Save.

Remote sensor tower

	BS	**Armor**			HP
		F	S	R	
Tower	3	10	10	10	3

Unit type:

Vehicle

Special rules:

Immobile

Multi-phasic sensor suite

Equipment:

Twin-linked marker light

Positional relay

Immobile:

Once this vehicle is deployed it may never be moved. An 'immobilized' result has no effect on this vehicle but the tower still loses a hull point.

Multi-phasic sensor suite:

Once per turn, per sensor tower one friendly Tau unit within 6'' may re-roll all failed 'to-hit' rolls in their own shooting phase. That squad also gains the 'Night vision' special rule.

Kroot carnivore squad

	WS	BS	S	T	W	I	A	LD	SV
Kroot	4	3	4	3	1	3	1	7	-
Shaper	4	3	4	3	3	3	3	8	6+
Hound	4	0	4	3	1	5	2	7	-
Krootox	4	3	6	3	3	3	3	7	-

Unit type:

Infantry

Special rules:

Fieldcraft

Infiltrate (If no Krootox)

Equipment:

Kroot rifle

Kroot gun (Krootox)

Carnivore armor

Fieldcraft:

All Kroot, Shapers, hounds and Krootox gain 'Stealth'

And 'Move through cover' when in Forest, jungle or tall grass.

Carnivore armor:

6+ save

Gun drone squadron

	WS	BS	S	T	W	I	A	LD	SV
Gun drone	2	2	3	3	1	4	1	7	4+

Special rules:

Deep strike

Denial

Unit type:

Infantry (Jetpack)

Denial:

Gun drone units count as denial units for the purposes

claiming objective markers.

Equipment:

Twin-linked pulse carbine

Pathfinder team

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

Unit type:

Infantry

Equipment:

Pulse carbine

Markerlight

Tau armor

Special rules:

Scout

Marker beacon

Marker beacon:

Tau units deploying via 'Deep strike' to a place visible to the devilfish

may re-roll the Scatter dice.

XV9 Hazard battlesuit team

	WS	BS	S	T	W	I	A	LD	SV
Shas'vre	3	3	5	5	2	3	2	8	3+

Special rules:

Acute sense

Deep strike

Survivors to the last

Unit type:

Infantry (Jetpack)

Equipment:

XV9 Hazard battlesuit   Two T-linked Burst cannons

Defensive grenades   Vectored retro thrusters

Survivors to the last:

May always attempt to regroup regardless of the normal modifiers .

Barracuda air superiority fighter

		Armor			
	BS	F	S	R	HP
Barracuda	3	10	10	10	2

Unit type:

Vehicle, flyer

Special rules:

Supersonic

Deepstrike

Agile

Auto targeting

Equipment:

Hull-mounted Ion cannon

2 Sponson-mounted burst cannon

Hull-mounted twin-linked missile pod

Agile:

The Barracuda gains a +1 bonus to it's Jink save

Auto targeting:

The Burst cannons ignore saves or cover save bonuses provided by the 'supersonic' and 'Jink'

special rules.

DX-6 Remora drone squadron

		Armor			
	BS	**F**	**S**	**R**	**HP**
Remora	3	10	10	10	2

Unit type:

Vehicle, flyer,

Hover

Special rules:

Shrouded

Deep strike

Equipment:

Twin-linked long barreled burst cannon

2 Seeker missiles

Networked Markerlight

Targeting array (Included)

Blacksun filter

Tetra scout speeder

		Armor			
	BS	**F**	**S**	**R**	**HP**
Tetra	3	10	10	10	2

Unit type:

Vehicle, fast,

skimmer,

open topped

Special rules:

Scout

Forward observer

Marker beacon

Equipment:

Twin-linked pulse rifle

High density markerlight

Disruption pod

Forward observer:

Tetras must start the game on the table.

Marker beacon:

See: Pathfinders

High density markerlight:

Range:	S:	AP:	Type:
36''	-	-	Heavy 4

Each hit places a Markerlight token on the target.

Knarloc rider herd

	WS	BS	S	T	W	I	A	LD	SV
Rider	4	3	5	4	3	3	2	8	6+

Special rules:

Fieldcraft

Eater of the dead

Eater of the dead:

Knarloc riders may not 'Sweeping advance' after a

Defeated foe but may consolidate as normal.

Fieldcraft:

See: Kroot

Unit type:

Cavalry

Equipment:

Kroot rifle

Carnivore armor

Piranha light skimmer

		Armor			
	BS	**F**	**S**	**R**	**HP**
Piranha	3	11	10	10	2

Unit type:

Vehicle, fast,

skimmer,

open topped

Equipment:

Burst cannon

2 Gun drones

Vespid stingwings

	WS	BS	S	T	W	I	A	LD	SV
Stingwing	3	3	3	4	1	5	1	6	5+
Strain leader	3	3	3	4	2	5	1	9	5+

Special rules:

Fleet

Deep strike

Skilled flyer

Unit type:

Jump infantry

Equipment:

Vespid neutron blaster

Vespid armor

XV88 broadside battlesuit team

	WS	BS	S	T	W	I	A	LD	SV
Shas'ui	2	3	5	4	2	2	2	8	2+
Shas'vre	3	3	5	4	2	3	2	8	2+

Special rules:

Acute senses

Unit type:

Infantry

Equipment:

XV88 broadside battlesuit

Twin-linked railgun

Smart missile system

Sniper drone teams

	WS	BS	S	T	W	I	A	LD	SV
Spotter	2	4	3	3	1	2	1	8	4+
Drone	2	3	3	3	1	4	1	7	4+

Equipment:

Stealthfield generator

Pulse pistol (Spotter)

Drone controller (Spotter)

Networked markerlight (Spotter)

Railrifle (Drone)

Target lock (Drone)

Unit type:

Infantry (Jetpack)

Special rules:

Acute senses

Sniper teams

Composition:

Spotter

3 Sniper drones

Sniper teams:

Up to three Sniper drone teams may be selected as a single heavy support choice. They may be

deployed and act separately. Only one Sniper team may be taken per detachment.

Hammerhead gunship

	BS	Armor			HP
		F	S	R	
Hammerhead	4	13	12	10	3

Unit type:

Tank, Skimmer

Equipment:

Targeting array (Included)

Sky ray missile defense ship

	BS	Armor			HP
		F	S	R	
Sky ray	3	13	12	10	3

Unit type:

Tank, Skimmer

Special rules:

Air defense

Equipment:

Landing gear

Six seeker missiles

2 Networked markerlights

Target lock

Air defense:

The 'Skyfire' and 'Intercept' Special rules.

Heavy gundrone squadron

	WS	BS	S	T	W	I	A	LD	SV
H. Gundrone	2	2	3	4	1	4	1	7	4+

Special rules:

Deep strike

Unit type:

Infantry (Jetpack)

Equipment:

Twin-linked Burst cannon

Devilfish

		Armor			
	BS	F	S	R	HP
Devilfish	3	12	11	10	3

Unit type:

Tank, Skimmer

Equipment:

Burst cannon

Transport capacity:

12 models (Cannot transport any model with the 'Bulky' or 'Very bulky' special rules)

Fire points:

None

Access points:

One on the rear, one on each side

HQ:

Commander Shas'O R'myr   160pts

	WS	BS	S	T	W	I	A	LD	SV
R'myr	4	5	5	4	4	3	4	10	3+

Wargear:

Double barreled Plasma rifle, Flechette discharger

Advanced shield generator, Ejector system

Drone controller, target lock

Special rules:

Unit type:

Independent character

Infantry (Jetpack)

Night vision

Composition:

1 (Unique)

Commander O'Shaserra Shadowsun   175pts

	WS	BS	S	T	W	I	A	LD	SV
Shadowsun	4	5	4	3	3	4	4	10	3+
Drone	2	0	3	3	1	2	1	-	3+

Wargear:

Multi tracker, advanced target lock, drone

controller, command-link drone, 2 Shield

Drones, 2 Fusion blasters, Bonding knife

Shield generator, Stealth field generator,

Xv-22 Battlesuit

Special rules:

Unit type:

Acute sense

Infantry (Jetpack)

Commander O'Shovah Farsight   170pts

	WS	BS	S	T	W	I	A	LD	SV
Farsight	5	4	5	4	4	5	4	10	3+

Special rules:

Independent character, Acute sense, Ork fighter

Break away faction, Blood brothers, Body guard

Unit type:

Infantry (Jetpack)

Composition:

1 (Unique)

Wargear:

XV8 Battlesuit, Hard-wired target lock

Shield generator, Bonding knife,

Plasma rifle, Dawn blade

HQ:

Supreme Ethereal Aun'va   205pts

	WS	BS	S	T	W	I	A	LD	SV
Aun'va	1	3	2	3(5)	4	1	1	10	4+
Guards	4	4	3	3(5)	2	3	3	10	4

Unit type:

Infantry

Composition:

Aun'va (Unique)

2 Bodyguards

Special rules:

Counter attack*

Supremely inspiring presence

Ultimate price of failure

Wargear:

The paradox of duality

Honor blades*

Ethereal   50pts

	WS	BS	S	T	W	I	A	LD	SV
Ethereal	4	3	3	3	2	3	3	10	-

Unit type:

Infantry

Special rules:

Inspiring presence

Price of failure

Independent character

Wargear:

Symbol of office

Composition:

1 Ethereal

Honorguard squad   12pts per model

You may include one Honorguard squad for every Ethereal you field. They do not take up space in
your Force Org but are otherwise treated like Fire warriors (Including purchasing a Devilfish)

	WS	BS	S	T	W	I	A	LD	SV
Shas'ui	2	4	3	3	1	2	2	8	4+

Composition:

6-12 Honorguard

Unit type:

Infantry

Wargear:

Pulse rifle, Fire warrior armor

Dedicated transport:

May select a Devilfish

HQ:

1+ Commander (Shas'O)   75pts
(Shas'el)   50pts

	WS	BS	S	T	W	I	A	LD	SV
Shas'o	4	5	5	4	4	3	4	10	3+
Shas'el	3	4	5	4	3	3	3	9	3+

Special rules:

Independent character

Acute sense

Deep strike

Unit type:

Infantry (Jetpack)

Composition:

1 Commander

Equipment:

XV8 Crisis battlesuit

Options: The commander MUST purchase THREE battlesuit weapon or support systems (Including

Special issue systems.) They may select additional items from the Wargear section.

(Including the Special issue wargear)

XV8 battlesuit bodyguard team   35pts per model

You may include one bodyguard team for every Shas'el or Shas'O you include in your army. They
do not take up space in your Force Org but are otherwise treated like Crisis Suits

	WS	BS	S	T	W	I	A	LD	SV
Shas'vre	3	3	5	4	2	3	2	8	3+

Special rules:

Acute sense

Deep strike

Unit type:

Infantry (Jetpack)

Equipment:

XV8 Crisis battlesuit

Composition:

1-2 Shas'vres

Options: Each Shas'Vre MUST purchase THREE battlesuit weapon or support systems (Including

Special issue systems.) They may select additional items from the Wargear section.

(Including the Special issue wargear)

Elites:

XV8 Crisis battlesuit team

25pts per model

	WS	BS	S	T	W	I	A	LD	SV
Shas'ui	2	3	5	4	2	2	2	8	3+
Shas'vre	3	3	5	4	2	3	2	8	3+

Special rules:

Acute sense

Deep strike

Unit type:

Infantry (Jetpack)

Equipment:

XV8 Crisis battlesuit

Options:

Each team member MUST purchase THREE battlesuit Weapon or

Support systems.

Composition:

1-3 Crisis suits

Team leader: +05pts

One model may be upgraded to Team leader and may select items from the Wargear list.

Shas'vre: +05pts

The Team leader may be upgraded to a Shas'vre and select from the Special issue wargear list.

XV22 stealthsuit team

30pts per model

	WS	BS	S	T	W	I	A	LD	SV
Shas'ui	2	3	4	3	1	2	2	8	3+
Shas'vre	3	3	4	3	1	3	2	8	3+

Special rules:

Acute sense, deep strike, Infiltrate, Stealth

Shrouding

Equipment:

Stealthsuit, Burst cannon

Unit type:

Infantry (Jetpack)

Options:

Each team member may select ONE batlesuit

support system. If this option is taken, all

members must do so, though they may each a different system.

Composition:

3-6 Stealthsuits

Team leader: +05pts

One model may be upgraded to Team leader and may select items from the Wargear list.

Shas'vre: +05pts

The Team leader may be upgraded to a Shas'vre and may selected from the Special issue wargear list.

Troops:

1+ Fire warrior team   10pts per model

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

Unit type:

Infantry

Equipment:

Pulse rifle, Tau armor

Options:

Any Fire warrior may exchange their Pulse

Rifle for a Pulse Carbine: Free

The entire team may carry photon grenades: +01pts per model

And/or EMP grenades: +03 pts per model

One Fire warrior may be upgraded to a Shas'Ui and may select Wargear items.   +10pts

The Shas'Ui may also purchase a Markerlight: +10pts

Composition:

6-12 Fire warriors

Dedicated transport:

May select a Devilfish

0-1 Remote sensor tower cluster   40pts per model

You may include up to a single tower cluster per detachment. They take up a single Troop choice

in your Force org but may not claim OR contest objectives. Only friendly Tau units gain its bonus.

	Armor				
	BS	F	S	R	HP
Tower	3	10	10	10	3

Unit type:

Vehicle

Special rules:

Immobile

Multi-phasic sensor suite

Equipment:

Twin-linked marker light

Positional relay

Composition:

1-3 Sensor towers

Troops:

Kroot carnivore squad

Variable

	WS	BS	S	T	W	I	A	LD	SV
Kroot	4	3	4	3	1	3	1	7	-
Shaper	4	3	4	3	3	3	3	8	6+
Hound	4	0	4	3	1	5	2	7	-
Krootox	4	3	6	3	3	3	3	7	-

Unit type:

Infantry

Special rules:

Fieldcraft

Infiltrate (If no Krootox)

Equipment:

Kroot rifle

Kroot gun (Krootox)

Carnivore armor

Composition:

10-20 Kroot	Kroot:	+07pts per model
0-12 Hounds	Hounds:	+06pts per model
0-3 Krootox	Krootox:	+35pts per model

Options:

One Kroot may be upgraded to a Shaper:	+21pts
The Shaper may exchange his Kroot rifle for either a Pulse Carbine or a Pulse rifle:	+05pts
If a Shaper is included in the squad the entire squad may gain Carnivore armor:	+01pts per model

Fast attack:

Gun drone squadron

12pts per model

	WS	BS	S	T	W	I	A	LD	SV
Gun drone	2	2	3	3	1	4	1	7	4+

Special rules:

Deep strike

Denial

Unit type:

Infantry (Jetpack)

Equipment:

Twin-linked pulse carbine

Composition:

4-8 Gun drones

Pathfinder team

12pts per model

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

Unit type:

Infantry

Special rules:

Scout, Marker beacon

Equipment:

Pulse carbine, Markerlight, Tau armor

Dedicated transport:

MUST select a Devilfish

Composition:

4-8 Pathfinders

Barracuda air superiority fighter

130pts

		Armor			
	BS	F	S	R	HP
Barracuda	3	10	10	10	2

Unit type:

Vehicle, flyer

Special rules:

Supersonic

Deepstrike

Agile

Auto targeting

Equipment:

Hull-mounted Ion cannon

2 Sponson-mounted burst cannon

Hull-mounted twin-linked missile pod

Composition:

1 Barracuda

Fast attack:

XV9 Hazard battlesuit team

75pts per model

	WS	BS	S	T	W	I	A	LD	SV
Shas'vre	3	3	5	5	2	3	2	8	3+

Special rules:

Acute sense

Deep strike

Survivors to the last

Equipment:

XV9 Hazard battlesuit

Defensive grenades

Two T-linked Burst cannons

Vectored retro thrusters

Unit type:

Infantry (Jetpack)

Composition:

1-3 Hazards

Options:

Each XV9 MUST select ONE of the following systems: Blacksun filter, Drone controller, Target lock

Shield generator

Each XV9 may exchange one or both of it's Burst cannons for one of the following advanced weapons:

Phased ion gun	+10pts
Fusion cascade	+15pts
Pulse submunitions rifle	+20pts

DX-6 Remora drone squadron

110pts per model

		Armor			
	BS	F	S	R	HP
Remora	3	10	10	10	2

Unit type:

Vehicle, flyer,

Hover

Special rules:

Shrouded

Deep strike

Equipment:

Twin-linked long barreled burst cannon

2 Seeker missiles

Networked Markerlight

Targeting array (Included)

Blacksun filter

Composition:

1-5 DX-6 Remoras

Fast attack:

Tetra scout speeder

50pts per model

		Armor			
	BS	**F**	**S**	**R**	**HP**
Tetra	3	10	10	10	2

Unit type:

Vehicle, fast,

skimmer,

open topped

Special rules:

Scout

Forward observer

Marker beacon

Equipment:

Twin-linked pulse rifle

High density markerlight

Disruption pod

Composition:

1-4 Tetra speeders

Piranha light skimmer

60pts per model

		Armor			
	BS	**F**	**S**	**R**	**HP**
Piranha	3	11	10	10	2

Unit type:

Vehicle, fast,

skimmer,

open topped

Composition:

1-5 Piranhas

Options:

May replace its burst cannon with a Fusion blaster: +05pts

Equipment:

Burst cannon

2 Gun drones

The entire squad may take any option from the Vehicle armory.

Fast attack:

Knarloc rider herd

30pts per model

	WS	BS	S	T	W	I	A	LD	SV
Rider	4	3	5	4	3	3	2	8	6+

Special rules:

Fieldcraft

Eater of the dead

Equipment:

Kroot rifle

Carnivore armor

Unit type:

Cavalry

Composition:

3-6 Knarlocs

Vespid stingwings

Variable

	WS	BS	S	T	W	I	A	LD	SV
Stingwing	3	3	3	4	1	5	1	6	5+
Strain leader	3	3	3	4	2	5	1	9	5+

Options:

Strain leader: +21pts

Stingwing: +16pts

Special rules:

Fleet

Deep strike

Skilled flyer

Equipment:

Vespid neutron blaster

Vespid armor

Unit type:

Jump infantry

Composition:

1 Strain leader

3-10 Stingwings

Heavy support:

XV88 broadside battlesuit team

70pts per model

	WS	BS	S	T	W	I	A	LD	SV
Shas'ui	2	3	5	4	2	2	2	8	2+
Shas'vre	3	3	5	4	2	3	2	8	2+

Special rules:

Acute senses

Unit type:

Infantry

Equipment:

XV88 broadside battlesuit

Twin-linked railgun

Smart missile system

Composition:

1-3 XV88s

Options:

Each team member MUST choice one

battlesuit support system although

they do not have to all choose the

same one.

Team leader: +05pts

One model may be upgraded to Team leader and may select items from the Wargear list.

Shas'vre: +05pts

The Team leader may be upgraded to a Shas'vre

Any member of the team may exchange their Smart missile system for a twin-linked

plasma rifle: +10pts

Sniper drone teams

80pts per Team

	WS	BS	S	T	W	I	A	LD	SV
Spotter	2	4	3	3	1	2	1	8	4+
Drone	2	3	3	3	1	4	1	7	4+

Equipment:

Stealthfield generator

Pulse pistol (Spotter)

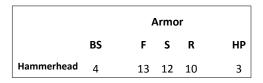Drone controller (Spotter)

Networked markerlight (Spotter)

Railrifle (Drone)

Target lock (Drone)

Unit type:

Infantry (Jetpack)

Special rules:

Acute senses

Sniper teams

Composition:

Spotter

3 Sniper drones

Heavy support:

Hammerhead gunship   90pts

		Armor			
	BS	F	S	R	HP
Hammerhead	4	13	12	10	3

Unit type:

Tank, Skimmer

Composition:

1 Hammerhead

Equipment:

Targeting array (Included)

Options:

The Hammerhead MUST select one Primary Vehicle weapon and one Secondary Vehicle weapon.

Additionally, the Hammerhead may select any upgrade from the Vehicle armory. (Except the

targeting array which is already included in the cost)

Sky ray missile defense ship   125pts

		Armor			
	BS	F	S	R	HP
Sky ray	3	13	12	10	3

Unit type:

Tank, Skimmer

Composition:

1 Skyray

Equipment:

Landing gear

Six seeker missiles

2 Networked markerlights

Target lock

Options:

The Sky ray MUST select one Secondary vehicle weapon

Additionally, the Sky ray may select the 'Air defense' upgrade: +30pts

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Heavy gundrone squadron   25pts per model

	WS	BS	S	T	W	I	A	LD	SV
H. Gundrone	2	2	3	4	1	4	1	7	4+

Special rules:

Deep strike

Unit type:

Infantry (Jetpack)

Equipment:

T-linked Burst cannon

Options:

May replace their weapon with a Burst cannon

and a Networked marker light: Free

Composition:

2-6 Drones

Dedicated transport:

Devilfish   **80pts**

	Armor				
	BS	**F**	**S**	**R**	**HP**
Devilfish	3	12	11	10	3

Unit type:

Tank, Skimmer

Transport capacity:

Twelve models

Equipment:

Burst cannon

2 Gun drones

Options:

May select any upgrade from the Vehicle armory.

Additionally, the 2 Gun drones may be replaced with a single Smart missile system: +20pts

Weapons list

Name:	Range:	Str:	AP:	Type:
Airburst fragmentation projector:	18''	4	5	Assault 1, Large Blast, Ignore cover
Burst cannon	18''	5	5	Assault 3
Long burst cannon	36''	6	4	Assault 6
Cyclic ion blaster	18''	3	4	Assault 5*
Flamer:	Template	4	5	Assault 1
Fusion blaster:	12''	8	1	Assault 1, Melta
Fusion cannon:	24''	8	1	Heavy 1, Blast, Melta
Fusion cascade	24''	8	1	Heavy 1, Blast, Melta
Plasma rifle:	24''	6	2	Rapid fire
Plasma cannon:	48''	6	2	Heavy 4, Ignores cover*
Phased ion gun	18''	4	4	Assault 4, Rending
Pulse sub-munitions rifle	24''	5	6	Assault 1, Large blast, Ignores cover
Missile pod:	36''	7	4	Assault 2
Heavy missile pod:	36''	7	4	Assault 2, Blast
Ion cannon:	60''	7	3	Heavy 3
Kroot rifle	24''	4	6	Rapid fire*
Kroot gun	48''	7	4	Rapid fire
Pulse rifle	30''	5	5	Rapid fire
Pulse carbine	18''	5	5	Assault 1, Pinning
Pulse pistol	12''	5	5	Pistol
Railgun (Solid shot)	72''	10	1	Heavy 1
Railgun (Submunition)	72''	6	4	Heavy 1, Large blast
Rail rifle	36''	6	3	Heavy 1, Pinning
Seeker missile	Unlimited	8	3	Heavy 1*
Smart missile system:	24''	5	5	Heavy 4, Ignores cover*
Vespid neutron blaster:	12''	5	3	Assault 1

* These weapons have additional rules associated with them.

Please see their entry in the wargear section.