

THE ARMY OF THE YOUNG

This section of the book details the forces used by the Tau Empire – Their weapons, their units and some of the famous characters throughout its young history. Each entry describes a unit and gives the specific rules you will need to use it in your games. As such the army list refers to the page numbers of these entries, so you can easily check back. This section is divided into two parts; the first describes all of the troops and vehicles fielded by the Tau Empire, including a list of the dead heroes of long past, while the second part details their armoury of weapons and equipment.

The army list shows all standard and optional wargear available to each model. Some items of equipment are unique to a character or unit, while others are used by more than one unit. A unique item will be detailed in its owners' entry, while an item that is not unique, will be detailed in the wargear section. An example of this is Commander Farsight's Dawn Blade, a weapon of fabled strength passed down from Commander Farsight and detailed on his entry. Commander Farsight also carries a plasma rifle, a weapon also carried by other tau units, it is found in the wargear section.

UNIVERSAL RULES OF THE TAU EMPIRE PIN THEM TO THE GROUND

A unit that takes wounds from Tau pinning weapons must take 1 pinning test for each unsaved wound dealt from pinning weapons. Fearless units take additional wounds equivalent to the number of unsaved wounds instead.

PSYKIC DISRUPTION

Psykers have discovered that Tau Battlesuit armor is made of a material that causes severe damage to their ability to connect with the warp. The effect is and overall inability to tune into the warp.

Reduce the leadership of a psyker -1 for each and every unit of Tau battle suits within 24in independent characters joined to squads count as a single unit.

ON TIME ON TARGET

Units may determine which turn their units will come in from reserves. Units automatically arrive in the turn selected. Alternatively units may elect to receive a +1 to their reserve roll for each turn they remain in reserve, including the first turn.

TAU PRECISION

Over a very short time the Tau have adapted their rail technology and their ability to land on target from space.

Whenever the Tau roll to scatter for shooting or Deep Strike they only roll 1 D6 instead of the regular 2 D6.

LEARNED ADAPTATION

Due to the many wars on their various frontiers and their ability to learn rapidly the overwhelming majority of Tau warriors are now trained combat veterans. Tau warriors are stubborn as represented in their profile.

BRING THEM DOWN

Striking a hail of Tau bullets is every commander's worst nightmare. Even the fearless and relentless swarms of Tyranids have learned to detest the massed amount of fire the Tau are able to produce. Choose one troop choice and one elites choice each turn to shoot a second time. This shooting attack must be made at the same unit that the Tau unit has previously fired at, unless that unit was destroyed.

RIGHT ON TIME

The Tau are known for their ability to outmaneuver their enemies and arrive precisely when they want to. At the beginning of any game before any models have been placed, the Tau commander may decide to have his entire army arrive in any game turn, write down which game turn the army would like to arrive in, then declare the entire army in reserve.

After their opponent has deployed, the Tau commander declares that instead their army is on "standby" and reveals the piece of paper they wrote down the turn they would arrive on. Tau may not steal initiative, or attempt to arrive early, and the entire army must be placed on standby.

FOR THE GOOD OF THE MANY

Rather than to give up the fight 1 member of a squad may decide to sacrifice themselves for the lives of their comrades.

At the end of any phase or combat rather than taking a leadership test, one member of the squad is killed making the squad fearless. This occurs at the end of combat instead of a leadership check. Happening after ALL wounds have been taken but before any leadership checks can possibly occur. No additional wounds can possibly occur due to the heroic nature of this one member's sacrifice.

HQ

The long dead heroes of the Tau Empire

Tau supreme Admiral Kor'O'Vanan.....100 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Kor'O'Vanan	5	5	5	5	4	4	4	10	2+/3+*

Unit composition:

- 1 (Unique)

Darken the Skies

Enemy leadership -2 on turns where battle suits Deep Strike. All Fearless units are reduced to leadership 7.

Unit Type:

- Jump Infantry (Jet Pack)

Strike from above

Drop 2 D6 Blast Templates
Large Blast S:10 AP:1

Wargear:

- XV-8 Armor
- Extra Armor
- Burst Cannon
- Ion Pulse Blaster
- Shield Generator
- Command Node
- Fleet Controller

Special Rules:

- Acute Senses

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- Counter Attack
- Deep Strike
- Eternal Warrior
- Hit and Run
- Independent character
- Preferred Enemy: Tyranids
- Relentless
- Stubborn

Shas'el S'nova Kas Met'rel135 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Brightsword	4	4	5	5	4	4	4	10	3+/3+*

Unit composition:

- 1 (Unique)

Unit Type:

Jump Infantry (Jet Pack)

Foresight

All units and vehicles are armed with darksun filters at no additional points cost.

Wargear:

- XV-8 Armor
- Extra Armor
- Twin Missile Pods
- Twin Seeker Missile Launchers
- Pulse Sword
- Target Array
- Target Lock
- Multitracker

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Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Eternal Warrior
- Hit and Run
- Independent character
- Preferred Enemy: Imperial Guard
- Relentless
- Stubborn

Shas'O T'au Shaserra.....100 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Shadowson	4	4	4	4	3	5	4	10	3+/4+*

Unit composition:

- 1 (Unique)

Unit Type:

- Jump Infantry (Jet Pack)

Astute Leadership

All Tau units within 18in of Commander Shadowson may use the Shas'O's leadership instead of their own.

Wargear:

- XV-22 Armor
- Extra Armor
- Twin Fusion Blasters
- Target Array
- Target Lock
- Control Drone
- Shield Generator

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Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Eternal Warrior
- Hit and Run
- Infiltrate
- Independent character
- Preferred Enemy:
- Relentless
- Stealth
- Stubborn

Shas'O Vior'la Shovah Kais Mont'yr125 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Farsight	5	4	5	4	4	4	4	10	3+/4+*

Unit Composition:

- 1 (Unique)

Hero Reborn

After losing his last wound place a marker on the table. On a roll of 3+ return Commander Farsight to the table unwounded.

Unit Type:

- Jump Infantry (Jet Pack)

Hero in Life and Death

So long as Commander Farsight remains on the table all Tau units only count as half victory point each.

Wargear:

- XV-8 armor
- Plasma Rifle
- Dawn Blade
- Shield Generator
- Target Lock
- Drone Controller

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Special Rules

- Acute Senses
- Counter Attack
- Deep Strike
- Eternal Warrior
- Hit and Run
- Independent character
- Preferred Enemy: Imperial Guard
- Relentless
- Stubborn

HQ

Shas'O Vior'la Kais100 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Steady	6	5	5	4	4	6	4	10	3+/4+*

Unit Composition:

- 1 (Unique)

Unit Type:

- Jump Infantry (Jet Pack)

Wargear:

- XV-22 Armor
- Extra Armor
- Burst Cannon
- Plasma Rifle
- Shield Drone
- Shield Generator
- Command and Control Drone

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Eternal Warrior
- Hit and Run
- Independent character
- Infiltrate
- Relentless
- Stealth
- Stubborn

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Shas'el Vorca.....100 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Steadfast One	4	5	5	5	4	4	4	10	3+/4+*

Unit composition:

- 1 (unique)

Unit Type:

- Jump Infantry (Jet Pack)

Battle Command

In an army that includes Commander Vorca, all Battle Suits are Troops choices.

Wargear:

- XV-8 Armor
- Ionic Pulse Blaster
- Ionic Cluster Beam
- Flamer
- Failsafe Detonator
- Flechette Discharges
- Shield Generator

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Eternal Warrior
- Hit and Run
- Independent character
- Preferred Enemy: Tyranids
- Relentless
- Stubborn

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Shas'el Lusha.....125 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Quickfinger	4	5	5	5	4	4	4	10	3+/4+*

Unit composition:

- 1 (Unique)

Unit Type:

- Jump Infantry (Jet Pack)

Quick fire

Commander Quickfinger may select one unit to fire a second time.

Wargear:

- XV-8 Armor
- Double Barrel Plasma Rifle
- Rain Shield
- Twin-linked Markerlight
- Smart Missile System
- Shield Generator

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Eternal Warrior
- Hit and Run
- Independent character
- Relentless
- Stubborn

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Shas'O Sa'cea Lasa Aun'Kor Mont'yr.....125 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Coldfire	7	5	5	5	4	5	4	10	3+/4*

Unit composition:

- 1 (Unique)

Unit Type:

- Jump Infantry (Jet Pack)

Reign of Fire

Commander Coldfire increases the strength of all weapons by +1, to a maximum of 10 and makes all flamers twin-linked.

Wargear:

- XV-8 Armor
- Black Sun Filters
- Ejector System
- Hardwired Drone Controller
- Hardwired target lock
- MX-01, MX-03-3, MX-04, MX-06, and MX-08 grenades.

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Eternal Warrior
- Hit and Run
- Independent character
- Preferred Enemy: Tyranids
- Relentless
- Stubborn

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HQ

Shas'el T'au Lusha135points

	WS	BS	S	T	W	I	A	Ld	Sv
Coldheart	7	5	5	5	4	6	4	10	3+/3*

Unit composition:

1 (unique)

Unit Type:

Jump Infantry (Jet Pack)

Cold Hearted Assault

Tau may consolidate 2D6 and may initiate an additional assault.

Cold Heart Fury

After winning in close combat with a fearless enemy but before wounds are taken for being fearless, double the number of wounds the opposing side must take.

Wargear:

- XV-8 Armor
- Sword of Reflection
- Shield of Peace
- Flechette Discharger
- Black Sun Filters
- Ejector system
- Hardwired Drone Controller
- Hardwired target lock
- MX-01, MX-03-3, MX-04, MX-06, and MX-08 grenades.

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Eternal Warrior
- Hit and Run
- Independent character
- Preferred Enemy: Chaos
- Relentless
- Stubborn
- Special Ammunition

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Shas'O R' Myr.....80 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Longknife	4	5	5	5	4	3	4	10	3+/4+

Unit composition:

- 1 (unique)

Unit Type:

- Jump Infantry (Jet Pack)

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Eternal Warrior
- Hit and Run
- Independent character
- Relentless
- Stubborn

Vengeance of Anu'vre: Fearless against forces of the Imperium

Wargear:

- XV-8 armor
- Double Barrel Plasma Rifle
- Shield Generator
- Flechette Discharger
- Black Sun Filters
- Ejector system
- Hardwired Drone Controller
- Hardwired target lock
- MX-01, MX-03-3, MX-04, MX-06, and MX-08 grenades.

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Options:

May take up to 4 drones:
 Disruption drones....+15pts each
 Gun Drone.....free
 Heavy Gun Drons...+10pts each
 Marker Drone.....+3pts each
 Shield Drones.....+5pts each
 May take:
 Special Ammunition.....+3pts
 Up to 3 Body Guard Squads

Commander Vesu'r R'alai125points

	WS	BS	S	T	W	I	A	Ld	Sv
R'alai	4	5	5	5	4	5	4	10	3+

Composition:

- 1 (Unique)

Unit Type:

- Jump Infantry (Jet Pack)

Master of the Assault

In an army that includes Commander R'alai, XV-9 'Hazard' Battle Suits are Troops choices.

Assault or Die

All troops have MX-06 grenades.

Wargear:

- XV-9 Armor
- Pulse Submunitions Rifle
- Vector Retro Thrusters
- Black Sun Filters
- Hardwired Drone Controller
- Shield Generator
- 'Eclipse' Shield Generator
- MX-01, MX-03-3, MX-04, MX-06, and MX-08 grenades.

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Eternal Warrior
- Hit and Run
- Independent character
- Relentless
- Stubborn
- Stalwart Commander
- Special Ammunition

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HQ

XV8 Battlesuit Commander.....50points

	WS	BS	S	T	W	I	A	Ld	Sv
Shas'el	4	4	5	4	3	5	2	9	3+
Shas'O	6	5	5	5	4	6	4	10	3+/4+

Composition:

- 1 (Unique)

Unit Type:

- Jump Infantry (Jet Pack)

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Hit and Run
- Relentless
- Stubborn

Wargear:

- XV8 Armor
- Four Weapons mounts
- MX-01, MX-03-3, MX-04, MX-06, MX-08 Grenades
- Twin-linked Networked Markerlight
- Multitracker
- Multiselector
- Target Lock
- Target Array
- Flechette Discharges
- Bonding Knife
- Honing Blade

Options:

Each may take up to four drones:

Disruption drones..+15pts each

Gun Drone.....free

Heavy Gun Drone+10pts each

Marker Drone.....+3pts each

Shield Drone.....+5pts each

May add up to four weapons:

Burst Cannon.....free

Cyclic Ion Rifle.....+4pts

EMP Launcher.....+2pts

Flamer.....free

Fusion Blaster.....+3pts

Ionic Pulse Blaster.....+4pts

Missile Pod.....+3pts

Plasma Rifle.....+3pts

Seeker Missile Launcher...+3pts

Rail Rifle+10pts

Rail Gun.....+15pts

Seeker Missile Launcher...+5pts

Smart Missile Systems.....+5pts

Sniper Pulse Rifle.....+10pts

May take:

Extra Armor.....+10pts

Special Ammunition.....+2pts

Stealth field generators..+10pts

XV9 Battle Suit Commander75points

	WS	BS	S	T	W	I	A	Ld	Sv
Shas'el	4	5	5	5	3	4	3	9	3+
Shas'O	5	5	5	5	4	5	4	10	3+/3+

Composition:

- 1 (Unique)

Unit Type:

- Jump Infantry (Jet Pack)

Wargear:

- XV-9 Armor
- Pulse Submunitions Rifle
- Vector Retro Thrusters
- Black Sun Filters
- Hardwired Drone Controller
- Shield Generator
- 'Eclipse' Shield Generator
- MX-01, MX-03-3, MX-04, MX-06, and MX-08 grenades.

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Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Eternal Warrior
- Hit and Run
- Independent character
- Relentless
- Stubborn
- Special Ammunition

HQ

XV8 'Crisis' Bodyguard Team100 points

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

Composition:

- 3 Shas'vre

Unit Type:

- Jump Infantry (Jet Pack)

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Hit and Run
- Relentless
- Stubborn

Wargear:

- XV8 Armor
- Three Weapons mounts
- MX-01, MX-03-3, MX-04, MX-06, MX-08 Grenades
- Multitracker
- Multiselector
- Markerlight
- Target Lock
- Target Array
- Flechette Discharges
- Bonding Knife
- Honing Blade

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Options:

May include up to five additional Shas'vre:

.....+25pts. Per model

Each may take up to four drones:

Disruption drones.....+15pts each

Gun Drone.....free

Heavy Gun Drone.....+10pts each

Marker Drone.....+3pts each

Shield Drone.....+5pts each

Each member may take:

Extra armor.....+15pts each

Special ammunition.....+3pts each

Stealth field generators.....+10pts each

Each member may add up to three weapons:

Burst Cannon.....free

Cyclic Ion Rifle.....+4pts

EMP Launcher.....+2pts

Flamer.....free

Fusion Blaster.....+3pts

Ionic Pulse Blaster.....+4pts

Missile Pod.....+3pts

Plasma Rifle.....+3pts

Seeker Missile Launcher.....+3pts

Rail Rifle+10pts

Seeker Missile Launcher.....+5pts

Smart Missile Systems.....+5pts

Sniper Pulse Rifle.....+10pts

ELITES

XV8 'Crisis' Team30 points

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

Composition:

- 1 Shas'vre

Unit Type:

- Jump Infantry (Jet Pack)

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Hit and Run
- Relentless
- Stubborn
- Feel No Pain

Wargear:

- XV8 armor
- Three Weapons mounts
- Hardwired Drone Controller
- Twin-linked Markerlight
- MX-01
- MX-03-3
- MX-06 Grenades
- Multitracker
- Target Array
- Target Lock
- Flechette Discharges
- Stimulant injectors

Options:

Add up to nine additional Shas'ui:

.....+20pts Per model

May take up to four drones each:

Gun Drone.....free

Heavy Gun Drone.....+10pts each

Marker Drone.....+3pts each

Shield Drone.....+5pts each

Squad may take:

Bonding Knife.....+1pts

Extra Armor.....+10pts each

MX-02 Grenades.....+5pts

MX-04 Grenades.....+5pts

MX-08 Grenades.....+5pts

Shield Generator.....+15pts each

Special ammunition.....+5pts

Each member may add three weapons:

Burst Cannon.....free

Cyclic Ion Rifle.....+5pts

EMP Launcher.....+3pts

Flamer.....free

Fusion Blaster.....+5pts

Missile Pod.....+7pts

Plasma Rifle.....+5pts

Rail Rifle+10pts

Seeker Missile Launcher.....+5pts

Smart Missile Systems.....+5pts

Sniper Pulse Rifle.....+10pts

Transport:

May select an Orca Dropship

XV15 'Stealth' Team.....45 POINTS

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

Composition:

- 2 Shas'ui
- 1 Shas'vre

Unit Type:

- Jump Infantry (Jet Pack)

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Hit and Run
- Infiltrate
- Relentless
- Stealth
- Stubborn

Wargear:

- XV15 'Stealth' Armor
- Stealth Field Generator
- MX-01 Grenades
- MX-03-3 Grenades
- MX-04 Grenades
- MX-06 Grenades
- MX-08 Grenades
- Burst Cannon
- Markerlight
- Target Array (Shas'vre only)
- Target Lock
- Flechette Discharges
- Bonding Knife

Options:

Add up to 9 additional Shas'ui:

.....13pts per model

Each may take up to two drones:

Gun Drone.....free

Heavy Gun Drone.....+10pts each

Marker Drone.....+3pts each

Shield Drone.....+5pts each

Each member may take:

Special ammunition.....+3pts each

May exchange Burst Cannon for:

EMP launcher.....+2pts

Fusion Blaster.....+3pts

Ionic Pulse Blaster.....+4pts

Missile Pod.....+3pts

Plasma Rifle.....+3pts

Seeker Missile Launcher.....+3pts

ELITES

XV25 'Super-Stealth' Team.....50 points

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

Composition:

- 2 Shas'ui
- 1 Shas'vre

Unit Type:

- Jump Infantry (Jet Pack)

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Hit and Run
- Infiltrate
- Relentless
- Stealth
- Stubborn

Wargear:

- XV25 'Super Stealth' Armor
- Stealth Field Generator
- MX-01 Grenades
- MX-03-3 Grenades
- MX-04 grenades
- MX-06 Grenades
- MX-08 Grenades
- Twin-linked Burst Cannons
- Markerlight
- Multitracker
- Multiselector
- Target Lock
- Target Array
- Flechette Discharges
- Bonding Knife
- Honing Blade

Options:

Add up to 9 additional Shas'ui:
15pts per model
 Each may take up to two drones:
 Gun Drone.....free
 Heavy Gun Drone.....+10pts each
 Marker Drone.....+3pts each
 Shield Drone.....+5pts each
 May exchange each Burst Cannon for:
 EMP launcher.....+2pts
 Flamer.....free
 Fusion Blaster.....+3pts
 Ionic Pulse Blaster.....+4pts
 Missile Pod.....+3pts
 Plasma Rifle.....+3pts
 Seeker Missile Launcher.....+3pts
 Shas'vre may select the following:
 Ejector system.....+5pts
 Failsafe detonator.....+3pts

XV16 'Striker' Team.....60 points

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

Composition:

- 2 Shas'ui
- 1 Shas'vre

Unit Type:

- Jump Infantry (Jet Pack)

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Hit and Run
- Infiltrate
- Relentless
- Stealth
- Stubborn

Wargear:

- XV16 'Strike' Stealth Armor
- Stealth Field Generator
- Markerlight
- MX-01 Grenades
- MX-03-3 Grenades
- MX-04 Grenades
- MX-06 Grenades
- MX-08 Grenades
- Target Lock
- Target Array
- Target Finder (Shas'vre only)
- Flechette Discharges
- Bonding Knife

Options:

Add up to nine additional Shas'ui:
+17pts. Per model
 Each member may take:
 Special ammunition.....+3pts each
 Each member may take up to two drones:
 Gun Drone.....free
 Heavy Gun Drone.....+10pts each
 Marker Drone.....+3pts each
 Shield Drone.....+5pts each
 Each member must add one weapon:
 Burst Cannon.....free
 Cyclic Ion Rifle.....+4pts
 EMP Launcher.....+2pts
 Flamer.....free
 Fusion Blaster.....+3pts
 Ionic Pulse Blaster.....+4pts
 Missile Pod.....+3pts
 Plasma Rifle.....+3pts
 Seeker Missile Launcher.....+3pts
 Rail Rifle+10pts
 Seeker Missile Launcher.....+5pts
 Smart Missile Systems.....+5pts
 Sniper Pulse Rifle.....+10pts
 Shas'vre may select the following:
 Ejector system.....+5pts.
 Failsafe detonator.....+3pts.

Transport:

May Select any Tau vehicle as a dedicated transport option.

XV26 'Super-Strike' Team.....65 POINTS**Page**

	WS	BS	S	T	W	I	A	Ld	Sv
Shas'ui	4	4	4	4	1	4	2	8	3+
Shas'vre	5	5	4	4	2	4	2	9	3+

Composition:

- 2 Shas'ui
- 1 Shas'vre

Unit Type:

- Jump Infantry (Jet Pack)

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Hit and Run
- Infiltrate
- Relentless
- Stealth
- Stubborn

Wargear:

- XV26 'Super Strike' Stealth Armour,
- Stealth Field Generator
- Markerlight
- MX-01 Grenades
- MX-03-3 Grenades
- MX-04 Grenades
- MX-06 Grenades
- MX-08 Grenades
- Multitracker
- Multiselector
- Target Lock
- Target Array
- Target Finder (Shas'vre only)
- Flechette Discharges
- Bonding Knife
- Honing Blade

Options:

Add up to nine additional Shas'ui:
+19pts Per model
 Each member may take:
 Special ammunition.....+3pts each
 May take up to two drones:
 Gun Drone.....free
 Heavy Gun Drone.....+10pts each
 Marker Drone.....+3pts each
 Shield Drone.....+5pts each
 Each member may add up to two weapons:
 Burst Cannon.....free
 Cyclic Ion Rifle.....+4pts
 EMP Launcher.....+2pts
 Flamer.....free
 Fusion Blaster.....+3pts
 Ionic Pulse Blaster.....+4pts
 Missile Pod.....+3pts
 Plasma Rifle.....+3pts
 Seeker Missile Launcher.....+3pts
 Rail Rifle+10pts
 Seeker Missile Launcher.....+5pts
 Smart Missile Systems.....+5pts
 Sniper Pulse Rifle.....+10pts

Transport:

May select any tau transport as a dedicated transport option.

XV22 'Shadow' Stealth Team.....200 POINTS**Page**

	WS	BS	S	T	W	I	A	Ld	Sv
Shas'ui	4	4	5	4	1	3	3	8	3+/3+*
Shas'vre	5	4	5	4	2	4	4	9	3+/3+*

Composition:

- 2Shas'ui
- 1 Shas'vre

Unit Type:

- Jump Infantry (Jet Pack)

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Hit and Run
- Infiltrate
- Relentless
- Stealth
- Stubborn

Wargear:

- XV22 stealth armor
- Extra Armor
- Stealth Field Generator
- Markerlight
- Multitracker
- Multiselector
- MX-01 Grenades
- MX-03-3 Grenades
- MX-04 Grenades
- MX-06 Grenades
- MX-08 Grenades
- Target Array
- Target Lock
- Flechette Discharges
- Vector Retro Thrusters
- Bonding Knife
- Honing Blade

Options:

Add up to nine additional Shas'ui:
+70pts Per model
 Each member may take:
 Special ammunition.....+3pts each
 May take up to two drones:
 Gun Drone.....free
 Heavy Gun Drone.....+10pts each
 Marker Drone.....+3pts each
 Shield Drone.....+5pts each
 Each member may add up to two weapons:
 Burst Cannon.....free
 Cyclic Ion Rifle.....+4pts
 EMP Launcher.....+2pts
 Flamer.....free
 Fusion Blaster.....+3pts
 Ionic Pulse Blaster.....+4pts
 Missile Pod.....+3pts
 Plasma Rifle.....+3pts
 Seeker Missile Launcher.....+3pts
 Rail Rifle+10pts
 Seeker Missile Launcher.....+5pts
 Smart Missile Systems.....+5pts
 Sniper Pulse Rifle.....+10pts

Transport:

May select any Tau transport as a dedicated transport option.

ELITES

XV22-1 'Death Shadow' Stealth Team.....250 POINTS

Page

	WS	BS	S	T	W	I	A	Ld	Sv
Shas'ui	4	5	5	4	1	4	3	9	3+/3+*
Shas'vre	5	5	5	4	2	5	4	10	3+/3+*

Composition:

- 5Shas'ui
- 1 Shas'vre

Unit Type:

- Jump Infantry (Jet Pack)

Special Rules:

- Acute Senses
- Counter Attack
- Deep Strike
- Fearless
- Hit and Run
- Infiltrate
- Relentless
- Stealth
- Stubborn

Wargear:

- XV22 stealth armor
- Extra Armor
- Stealth Field Generator
- Markerlight
- Multitracker
- Multiselector
- MX-01 Grenades
- MX-03-3 Grenades
- MX-04 Grenades
- MX-06 Grenades
- MX-08 Grenades
- Phase Sword
- Target Array
- Target Finder
- Target Lock
- Flechette Discharges
- Vector Retro Thrusters
- Bonding Knife
- Honing Blade

Options:

Add up to three additional Shas'ui:
.....+75pts per model
Each member may take:
Special ammunition.....+3pts each
May take up to two drones:
Gun Drone.....free
Heavy Gun Drone.....+10pts each
Marker Drone.....+3pts each
Shield Drone.....+5pts each
Each member may add up to two weapons:
Burst Cannon.....free
Cyclic Ion Rifle.....+4pts
EMP Launcher.....+2pts
Flamer.....free
Fusion Blaster.....+3pts
Ionic Pulse Blaster.....+4pts
Missile Pod.....+3pts
Plasma Rifle.....+3pts
Seeker Missile Launcher.....+3pts
Rail Rifle+10pts
Seeker Missile Launcher.....+5pts
Smart Missile Systems.....+5pts
Sniper Pulse Rifle.....+10pts

Transport:

May select any Tau transport as a dedicated transport option.

Sniper Drone Squad.....50 points

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Up to three teams may be taken as a single squad in a single heavy support choice. Each team acts independently. These teams are never a scoring unit. The entire squad must be completely eliminated in order to score one kill point.

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

Composition:

- 1 Spotter
- 3 Drones

Unit Type:

- Infantry

Special Rules:

- Hit and run
- Night Vision
- Relentless
- Stealth
- Stubborn
- Slow and Purposeful

Wargear:

- MX-01, MX-02, MX-03-3, MX-04, MX-06 Grenades
- Stealth Field Generator
- Networked Markerlight (Spotter)
- Target Array (Spotter)
- Pulse Carbine (Spotter)
- Pulse Pistol (Spotter)
- Drone Controller (Spotter)
- Rail Rifle (Drone)
- Target Lock

Options:

May include up to three additional Drones:.....+12pts. per model
Spotter may be equipped with the following:
EMP Grenade:.....+2pts.
MX-02 Grenade:.....+2pts.
MX-08 Grenade:.....+3pts.
EMP Grenade Launcher.....+10pts.

TROOPS

Kroot Section

1 Master shaper, 2-6 Kroot Kindred, 0-6 Head hunter kindred, 0-6 Kroot hound packs, and 0-6 Vulture kindred

Master shaper.....25 points

	WS	BS	S	T	W	I	A	Ld	Sv
Shaper	6	4	4	4	3	6	4	10	5+

Composition:

- 1 (independent)

Unit Type:

- Infantry

Wargear:

- Kroot rifle
- MX-01 Grenades
- MX-03-3 Grenades
- MX-04 Grenades
- MX-06 Grenade
- Phase Sword

Special rules:

- Fleet of foot
- Infiltrate
- Outflank
- Move through cover
- Stubborn
- Fearless
- Preferred enemy

Page

Kroot Carnivore Kindred.....40 points

	WS	BS	S	T	W	I	A	Ld	Sv
Kroot	4	3	4	3	1	5	2	7	6+
Sharper	5	4	4	4	3	5	3	9	5+

Composition:

- 10 Kroot
- 1 Sharper

Wargear:

- Kroot Rifle
- MX-01
- MX-03-3
- MX-04
- MX-06 grenade.

Unit Type:

- Infantry

Special rules:

- Counter Attack
- Fleet of foot
- Infiltrate
- Outflank
- Move through cover
- Stubborn

Options:

Add up to 15 additional Kroot:
.....+4pts per model
Entire squad may take:
Camouflage.....+1 pts
MX-02 Grenade.....+5 pts
MX-08 Grenade.....+2 pts

Page

Head Hunters.....55 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Headhunter	4	3	4	3	1	4	2	7	6+
Sharper	4	4	4	3	4	4	3	8	5+

Composition:

- 9 headhunters
- 1 Sharper

Wargear:

- Kroot Rifle
- MX-01 Grenade
- MX-03-3 Grenade
- MX-04 Grenade
- MX-06 Grenade.

Unit Type

- Infantry

Special rules:

- Counter Attack
- Fleet of Foot
- Infiltrate
- Outflank
- Move through cover
- Stubborn

Options:

Add up to 15 headhunters
entire squad may take:
Camouflage +1pts
MX-02 grenade for +5 points
MX-08 grenade for +2 points

Page

Kroot Hounds.....35 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Hound	4	0	4	3	1	5	2	-	6+
Kroot	4	3	4	3	1	4	2	7	6+

Composition:

- 9 hounds
- 1 Sharper

Wargear:

- Kroot Rifle
- MX-01 Grenade
- MX-03-3 Grenade
- MX-04 Grenade

Unit Type

- Infantry

Special rules:

- Counter Attack
- Fleet of Foot
- Infiltrate
- Outflank
- Move through cover
- Stubborn

Options:

Add up to 15 hounds +5pts ea
Entire squad may take:
Camouflage +1pts
MX-02 grenade for +5 points
MX-08 grenade for +2 point

Page

- MX-06 Grenade.

	WS	BS	S	T	W	I	A	Ld	Sv
Vulture	4	3	4	3	1	4	2	8	6+

Kroot Vulture Kindred.....40 Points

Composition:

- 10 Vultures

- Kroot rifle
- MX-01, MX-03-3, MX-04, MX-06 grenade.

Unit Type

- Jump Infantry

Wargear:

Special rules:

- Counter Attack

- Fleet of wing
- Infiltrate
- Outflank
- Move through cover
- Stubborn

Options:

Entire squad may take:
MX-02 grenade.....+5 points
MX-08 grenade.....+2 points

TROOPS

Gue'vesa Platoon

Consists of 1 Gue'vesa'ui squad, 2-5 Gue'vesa Squads, 0-5 Gue'veda squads, 0-2 Gue'veri squad, and 0-1 Gue'vesa gangs

Gue'vesa'ui squad.....30 points

	WS	BS	S	T	W	I	A	Ld	Sv
Gue'vesa'la	3	3	3	3	1	3	1	7	5+
Gue'vesa'ui	3	3	3	3	1	3	2	8	4+
Gue'vesa'vre	4	3	3	3	2	4	2	9	4+

Composition:

- 5 Gue'vesa'ui
- 1 Gue'vesa'vre

Unit Type:

- Infantry

Special Rules:

- Combined Squad
- Stubborn

Wargear:

- Flack Armour
- Lasgun
- close combat weapon
- MX-01, MX-03-3, MX-04, MX-06 grenade

Transport:

May select any non Tau vehicle as a dedicated transport

Page

Options:

Add up to six Gue'vesa'la +5pts each
Entire squad may take:
MX-02 grenade.....+5 points
MX-08 grenade.....+2 points
Exchange lasguns for:
EMP Launchers.....+2 points
Flamers.....free
Pulse Rifles.....+5 points
Pulse pistols and swords.....+2 points
Exchange two lasguns for:
Light Burst Rifle.....+5 points
Exchange one lasgun for:
Seeker missile launcher.....+7points

Gue'vesa Squad.....30 points

	WS	BS	S	T	W	I	A	Ld	Sv
Gue'vesa'la	3	3	3	3	1	3	1	7	5+
Gue'vesa'ui	3	3	3	3	1	3	2	8	4+

Composition:

- 5 Gue'vesa'la
- 1 Gue'vesa'ui

Unit Type:

- Infantry

Special Rules:

- Combined Squad

Wargear:

- Flack Armour,
- Lasgun
- close combat weapon
- MX-01 Grenade
- MX-03-3 Grenade
- MX-04, MX-06 Grenade

Transport:

May select any non Tau vehicle as a dedicated transport

Page

Options:

Add up to six Gue'vesa'la +10pts each
Entire squad may take:
MX-02 grenade..... +5 points
MX-08 grenade.....+2 points
Entire squad may exchange lasguns:
Pulse Rifles.....+5 points
Pulse pistols and swords....+2 points
Half of squad exchange lasguns for:
EMP Launchers.....+2points
Flamers.....free
Exchange two lasguns for:
Light Burst Rifle.....+5points
Exchange one lasgun for:
Seeker missile launcher....+10points

Gue'veda squad.....35 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Gue'vesa'la	3	3	3	3	1	3	1	7	5+
Gue'vesa'ui	3	3	3	3	1	3	2	8	5+

Composition:

- 5 Gue'vesa'la
- 1 Gue'vesa'ui

Unit Type:

- Infantry

Transport:

May select any non Tau vehicle as a dedicated transport

Wargear:

- Flack Armor
- Lasgun
- Close combat weapon
- MX-01 Grenade
- MX-03-3 Grenade
- MX-04 Grenade
- MX-06 Grenade

Page

Options:

Add up to six Gue'vesa'ui +10pts ea
Entire squad may take:
MX-02 grenade.....+5 points
MX-08 grenade.....+2 points
Entire squad may exchange lasguns:
EMP Launchers.....+2points
Flamers.....free
Pulse pistols and swords....+2 points
Pulse Rifles.....+5 points
Exchange two lasguns for:
Light Burst Rifle.....+5points
Exchange one lasgun for:
Seeker missile launcher.....+7points

TROOPS

Gue'vesa work Gang.....25 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Work Member	3	3	3	3	1	3	1	6	-
Work Leader	3	4	3	3	1	3	2	8	-
Gue'ent	4	3	6	5	3	3	2	8	5+

Composition:

- 6 Work Members
- 1 Work Leader

Unit Type:

- Infantry

Wargear:

- Laspistol
- close combat weapon
- MX-03-3 grenade
- MX-06 grenade

Transport

May select any non Tau vehicle as a dedicate transport

Page

Options:

Add up to 12 work members +3pts each
May add up to six Gue'ents....+20 each
entire squad may take:

MX-02 grenade for +5 points

MX-08 grenade for +2 points

entire squad may exchange lasguns for:

Pulse Carbine.....+5points

Pulse Rifle.....+5points

Flamer.....free

One member may exchange lasgun for:

Seeker Missile Launcher.....+10points

Penal Gang.....90 points

	WS	BS	S	T	W	I	A	Ld	Sv
Gang Member	3	3	3	3	1	3	1	7	5+
Gang Warden	3	3	3	3	1	3	2	8	5+

Composition:

- 11 Gang Members
- 1 Warden

Unit Type:

- Infantry

Wargear:

- Flack Armor
- Lasgun
- Close combat weapon
- MX-01 Grenade
- MX-03-3 Grenade
- MX-06 Grenade

Page

Options:

Entire squad may take:

MX-02 grenade for +5 points,

MX-08 grenade for +2 points

Entire squad exchange lasguns for:

Pulse Carbines.....+5 points

Pulse Rifles.....+5 points

Transport:

May select any non tau vehicle as a dedicated transport

Great Knarloc Baggage Herd.....135 Points

	WS	BS	S	T	W	I	A	Ld	Sv
Great Knarloc	4	-	5	5	5	3	3	7	4+
Kroot Goad	4	3	4	3	1	3	1	7	6+

Composition:

- 6 Great Knarloc
- 3 Kroot Goad

Unit Type:

- Monstrous Creature

Special Rules:

- Fieldcraft
- Hyperactive Nymune Organ
- Infiltrate
- Move Through Cover
- Outflank
- Rending Beak
- Signature Evolutionary Adaptations
- Without Number

Wargear:

- Kroot rifle (Kroot Goad)
- Goad-stick (Kroot Goad)
- Razor beak (Great Knarloc)
- Rending claws (Great Knarloc)
- MX-01 Grenades

Options

Add additional Goad and Great Knarloc
.....45 points each set

Drone Sentry Turret Team.....18 Points

	Armor			
	BS	F	S	R
Drone Sentry Turret	3(4)	12	12	12

Composition:

- 1 Drone Sentry Turret

Type:

- Immobile, (open-topped if fired last turn)

Wargear:

- twin-linked burst cannons.

Special Rules

- Deep Strike
- Fortifications

Page

- Pop-up Turret
- Reduced Damage

Option:

May add up to 5 Drone turrets:

.....+18points each

May exchange Burst cannon for:

Missile pods.....+2 points

Fusion blasters.....+4 points

Plasma rifles.....+5 points

Cyclic Ion Rifles for+7 points

Make weapon:

Double barreled.....+3 points

Long barreled.....+5 points

TROOPS

Firewarrior C'asu

Consist of 0-1 Honor Guard Squads and 1-3 Firewarrior squads.

Honor Guard Firewarrior.....65 Points

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

Composition:

- 5 Shas'ui
- 1 Shas'vre

Unit Type:

- Infantry

Special Rules

- Counter Strike
- Fleet on Foot
- Stubborn

Wargear:

- Body Armor
- Bonding Knife
- Close combat weapon
- Honing Blade
- Pulse Carbine
- Pulse Pistol
- Pulse Rifle
- Special Issue Ammunition
- MX-01, MX-03-3, MX-04, MX-06 grenade

Transport:

May select any vehicle as a transport.

Firewarrior.....45 points

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

Composition:

- 5 Shas'la
- 1 Shas'ui

Unit Type:

- Infantry

Transport:

May select any Tau vehicle as a dedicated transport option

Wargear:

- Body Armor
- Pulse Carbine
- Pulse Pistol
- Pulse Rifle
- Close combat weapon
- MX-01, MX-03-3, MX-04, MX-06 grenade

Special Rules

- Fleet on Foot
- Counter Strike

Page

Options:

Add up to six Shas'ui..... +12 pts each
Any may exchange pulse rifle for:
EMP Launcher+5pts each
Flamer.....free
Light Burst Rifle.....+6 pts each
Missile Pod.....+5pts each
Troop Burst Cannon.....+8 pts each
Rail Rifle.....+12 pts each
Sniper Pulse Rifle.....+5 pts each
For every 3 member s one may take:
Seeker Missile Launcher +10 pts each
Entire squad may take:
Extra camouflage.....+10 points

Page

Options:

Add up to six Shas'la..... +10 pts each
Any may exchange pulse rifle for:
EMP Launcher+5pts each
Flamer.....free
Light Burst Rifle.....+6 pts each
Missile Pod.....+5pts each
Troop Burst Cannon.....+8 pts each
Rail Rifle.....+12 pts each
Sniper Pulse Rifle.....+5 pts each
For every 3 member s one may take:
Seeker Missile Launcher +10 pts each
Entire squad may take:
Bonding Knife.....+5points
Extra camouflage.....+10 points
Special Ammunition.....+5points

DEDICATED TRANSPORT

Tau Devilfish Troop Carrier.....45 Points

Page

	BS	Armour			
		F	S	R	
Devilfish Troop Carrier	3	12	11	10	

Composition:

- 1 Devilfish

Unit Type:

- Vehicle (Fast, Skimmer, Tank, Transport)

Transport Capacity:

- 12 models*

Wargear:

- Long Barrel Burst Cannon
- Gun Drones
- Dark Sun Filters
- Disruption Pod
- Sensor Spines

Special Rules:

- Scout

Options:

May replace Long Barrel Burst Cannon with:
Fusion Cannon...+2 points
Plasma Cannon...+5 points.
May replace Gun Drones with:
Burst Cannon Mounts.....10 points
Heavy Gundrones.....40 points
Smart Missile Launchers...20 points
Smart Missile System.....5 points
Sniper Drones.....10 points

Tau Sailfish Heavy Transport.....250 Points

Page

	BS	Armour			
		F	S	R	
Stolen Valkyrie	3	13	13	13	

Composition:

- 1 Sailfish

Crew:

- 1 Tau Air Caste

Weapons:

- 2 ion cannons
- Twin-Linked Smart Missile System
- Flechette Discharges

Unit Type:

- Vehicle (Fast, Skimmer, Tank, Transport)

Transport Capacity:

- 24 models

Special Rules:

- Aerial Assault
- Crew bailout
- Deep Strike
- Supersonic
- Vehicle Transport

Options:

4 Seeker Missiles for +10 points
Target lock
Target Array
Blacksun filter
Decoy launchers
Disruption pod

Valkyrie Assault Carrier.....200 Points

Page

	BS	Armour			
		F	S	R	
Stolen Valkyrie	3	12	12	10	

Composition:

- 1 Stolen Valkyrie

Unit Type:

- Vehicle (Fast, Skimmer, Transport)

Transport Capacity:

- 12 models

Wargear:

- Twin-Linked Long Barrel Burst Cannons
- Long Range Smart Missile Systems
- Dark Sun Filters
- Sensor Spines
- Extra Armor

Special rules:

- Deep Strike
- Scout

Options:

May replace Long Barrel Burst Cannons with:
Fusion Cannons+5 points
Plasma Cannons+8 points
Rail gun for +15 points

Vespid Comb.....250 points

Page

	BS	Armour			
		F	S	R	
Comber	3	11	11	10	

Composition:

- 1 Comber

Unit Type:

- Vehicle (Fast, Open Top, Skimmer, Transport)

Transport Capacity:

- 25 infantry or 11 jump infantry

Crew:

- 4 Vespid Warriors

Weapons:

- 2 Twin-Linked Neutron Guns
- 2 Stinger Pods
- 2 Stinger Guns
- Flechette Discharges
- Landing Gear

Special Rules

- Aerial Assault
- Crew Bailout
- Deep Strike
- Steady Destruction
- Supersonic

Options:

Comber may take:
Target lock
Blacksun filter
Decoy launchers
Disruption pod

HEAVY SUPPORT

Sniper Drone Squad.....50 points

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Up to three teams may be taken as a single squad occupying a single heavy support choice. Each team acts independently. These teams are never a scoring unit. The entire squad must be completely eliminated in order to score one kill point.

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

Composition:

- 1 Spotter
- 3 Drones

Unit Type:

- Infantry

Special Rules:

- Acute Senses
- Hit and run
- Relentless
- Stealth
- Stubborn
- Slow and Purposeful

Wargear:

- MX-01, MX-02, MX-03-3, MX-04, MX-06 Grenades
- Stealth Field Generator
- Networked Markerlight (Spotter)
- Target Array (Spotter)
- Pulse Carbine (Spotter)
- Pulse Pistol (Spotter)
- Drone Controller (Spotter)
- Rail Rifle (Drone)
- Target Lock
- Dark Sun Filters

Options:

May include up to three additional Drones:.....+12pts. per model

Spotter may be equipped with the following:

EMP Grenade:.....+2pts.
MX-02 Grenade:.....+2pts.
MX-08 Grenade:.....+3pts.
EMP Grenade Launcher:.....+10pts.

Heavy Drone Squad.....50 points

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Up to 6 squads may be taken as a single heavy support choice. Each squad acts independently. These teams are never a scoring unit. All squads must be completely eliminated in order to score one kill point.

	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Gun Drone	2	2	3	4	1	4	1	7	4+

Composition:

- 2 Drones

Unit Type:

- Jump Infantry (Jet Pack)

Special Rules:

- Acute Senses
- Fleet
- Hit and Run
- Relentless
- Stubborn

Wargear:

- Drone Armor System
- Twin-linked Burst Cannon
- MX-01, MX-06 Grenades
- Target Lock
- Dark Sun Filters

Options:

May include up to four additional Drones:.....+25pts. Per model

Each drone may replace one burst cannon with:

Markerlight:.....+1pt.
Shield generator:.....+15pts.

Drone Sentry Turret Team.....18 Points

	BS	F	S	R
Drone Sentry Turret	3(4)	12	12	12

Composition:

- 1 Drone

Crew:

- Drone

Unit Type:

- Immobile, (open-topped if fired last turn)

Wargear:

- Twin-linked burst cannons.
- MX-01 Grenade
- Flechette Discharge

Special Rules

- Deep Strike
- Fortifications
- Pop-up Turret
- Reduced Damage

Option:

May add up to 5 Drone turrets +18pts each

May exchange Burst Cannons for:

Missile pods:.....+2 points
Fusion blasters:.....+4 points
Plasma rifles:.....+5 points
Cyclic Ion Rifles:.....+7 points

Make weapon:

Double barreled:.....+3 points
Long barreled:.....+5 points

HEAVY SUPPORT

Heavy Assault Drone Squad.....40 points

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Up to 6 squads may be taken as a single heavy support choice. All squads act together. These teams are never a scoring unit. All squads must be completely eliminated in order to score one kill point.

	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Assault Drone	3	2	4	4	1	5	2	7	4+

Composition:

- 2 Drones

Wargear:

- Twin-linked close combat weapons
- MX-01 Grenades
- MX-06 Grenades

Unit Type:

- Jump Infantry (Jet Pack)

Special Rules:

- Counter Attack
- Fleet
- Hit and Run
- Stubborn

Options:

May include up to four additional Drones:

.....+20pts. Per model

Squad may take:

MX-02 grenades.....+5points.

MX-04 grenades.....+5points.

Each drone may add any twin-linked weapon:

Burst Cannon.....free

Cyclic Ion Rifle.....+5points

EMP Launcher.....+3points

Flamer.....free

Fusion Blaster.....+5points

Missile Pod.....+7points

Plasma Rifle.....+5points

Rail Rifle+10points

Smart Missile Systems.....+5points

Sniper Pulse Rifle.....+10points

May replace any one weapon with:

Markerlight.....free

Seeker Missile Launcher.....+5points

Shield Generator.....+5points

Remote Sensor Tower Team.....20 Points

		Armour			
	BS	F	S	R	
Remote Sensor Tower	3(4)	10	10	10	

Composition:

- 1 Drone Tower

Wargear:

- Twin-linked Markerlight
- Sensor Array
- MX-01 Grenade
- Flechette Discharge

Unit Type:

- Immobile

Page

Special Rules

- Deep Strike
- Fortifications
- Pop-up Turret
- Reduced Damage

Vespid Scraper.....150 Points

		Armour			
	BS	F	S	R	
Scraper	3	11	10	10	

Composition:

- 1 Scraper

Weapons:

- Twin-Linked Neutron Guns
- Twin-linked Missile Pod
- 2 Twin-Linked Stinger Guns

Unit Type:

- Vehicle (Fast, Skimmer, Interceptor)

Crew:

- 1 Vespid Warrior

Special Rules

- Aerial Assault
- Crew Bailout
- Deep Strike
- Steady Destruction
- Supersonic

Page

Options:

May add up to 2 additional scrapers:

.....+150points each

Scraper May take:

Target lock

Blacksun filter

Decoy launchers

Disruption pod

HEAVY SUPPORT

Vespid Comb.....250 points

Page

	Armour			
	BS	F	S	R
Comber	3	11	10	10

Composition:

- 1 Comber

Transport Capacity:

- 25 infantry or 11 jump infantry

Unit Type:

- Vehicle (Open Top, Skimmer, Transport)

Weapons:

- 2 Twin-Linked Neutron Guns
- 2 Stinger Pods
- 2 Stinger Guns
- Flechette Dischargers
- Landing Gear

Crew:

- 4 Vespid Warriors

Special Rules

- Aerial Assault
- Crew Bailout
- Deep Strike
- Steady Destruction
- Supersonic

Options:

May add up to 2 additional Combers:
.....250 points each
Each comber may take:
Target lock
Blacksun filter
Decoy launchers
Disruption pod
.

Vespid Morah.....235 Points

Page

	Armour			
	BS	F	S	R
Morah	3	11	11	11

Composition:

- 1 Morah

Weapons:

- Twin-linked Neutron Gun
- Turret Mounted Twin-linked Stinger Cannon
- 36 smoke bombs

Unit Type:

- Vehicle (Fast, Bomber)

Crew:

- 2 Vespid Warrior Drones

Special Rules

- Aerial Assault
- Bombing run
- Crew Bailout
- Deep Strike
- Steady Destruction
- Supersonic

Options:

May add 2 more Morahs
...235 points each
Smoke bombs may be replaced:
chemical bombs...free
Target lock.....+5pts
Blacksun filter...+10pts
Decoy launchers...+5pts
Disruption pod....+5pts

Tau Heavy Gunship.....350 Points

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	Armour			
	BS	F	S	R
Heavy Gur'eve	3(4)	12	11	11

Composition

- 1 Heavy Gur'eve

Weapons:

- Twin-linked Rail Gun,
- 3 Long Barrel Burst Cannon Turrets
- 4 Rail Rifle Turrets
- 2 Seeker Missile Launchers
- Multitracker
- Target lock
- Blacksun filter
- Flechette Dischargers

Unit Type:

- Vehicle (Fast, Heavy, Skimmer, Tank, Transport)

Crew:

- 4 Air caste

Transport Capacity:

- 36 models*

Special Rules

- Aerial Assault
- Crew Bailout
- Deep Strike
- Steady Destruction
- Supersonic

Options:

Decoy launchers
Disruption pod

Barracuda Air Superiority Fighter Squadron.....180 points

	Armour			
	BS	F	S	R
Barracuda	3(4)	10	10	10

Composition:

- 1 Barracuda

Special rules:

- Aerial Assault
- Crew Bailout
- Deep Strike
- Steady Destruction
- Supersonic

Type:

- Vehicle (Fast, Interceptor, Skimmer)

Weapons:

- Ion cannon
- 2 long barreled burst cannons
- twin-linked missile pod
- Markerbeam
- Targeting Array

Options:

Add up to2 Barracudas:
.....180 points each
Each Barracuda may take:
Up to 4 Seeker Missiles
Target lock.....+5pts
Blacksun filter.....+5pts
Decoy launchers.....+5pts
Disruption pod.....+5pts

Crew:

- 1 Tau Air Caste

HEAVY

Skyflash Air Superiority Fighter Squadron...220 Points

	Armour			
	BS	F	S	R
Makor	3(4)	11	11	10

Composition:

- 1 Skyflash

Type:

- Vehicle (Fast, Interceptor, Skimmer)

Crew:

- 1 Tau Air Caste

Weapons:

- Railgun
- 2 long barreled burst cannons
- twin-linked missile pod
- Networked markerlight
- Targeting Array

Special Rules

- Aerial Assault
- Crew Bailout
- Deep Strike
- Steady Destruction
- Supersonic

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Options:

Squadron: 1-3 Skyflashes form a flight squadron exchange its long barrel burst cannons for Plasma cannons for +10 points.
upgraded to carry four Seeker Missiles for +10 points
Target lock.....+5pts
Blacksun filter.....+5pts
Decoy launchers.....+5pts
Disruption pod.....+5pts

Makor'la Strike Squadron

Consists of 1 bomber and 0-2 strike fighters per squadron.

Makor Strike Bomber350 Points

	Armour			
	BS	F	S	R
Makor	3(4)	11	11	11

Unit Composition:

- 1 Makor

Unit Type:

- Vehicle (Bomber, Fast, Skimmer)

Crew:

- 1 Tau Air Caste

Wargear:

- 10 fusion bombs
- 2 twin-linked Railguns
- Targeting Array
- Target Lock
- Dark Sun Filters

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Special Rules

- Aerial Assault
- Crew Bailout
- Deep Strike
- Escort
- Steady Destruction
- Supersonic

Options:

May be escorted by up to two Mako:
.....250pts per model
Carry up to four Seeker Missiles for
Target lock.....+5pts
Blacksun filter.....+5pts
Decoy launchers.....+5pts
Disruption pod.....+5pts

Mako Strike Fighter250 Points

	Armour			
	BS	F	S	R
Mako	3(4)	11	11	10

Unit Composition:

- 1 Mako

Type:

- Vehicle (Bomber, Fast, Skimmer)

Crew:

- 1 Tau Air Caste

Wargear:

- 10 Tracer Missiles
- Ionic Pulse Cannon
- 2 networked markerlights
- Targeting Array
- Target Lock
- Dark Sun Filters

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Special Rules

- Aerial Assault
- Deep Strike
- Steady Destruction
- Supersonic

Options:

Add up to five additional Makos:
.....250pts per model
Target lock.....+5pts
Blacksun filter.....+5pts
Decoy launchers.....+5pts
Disruption pod.....+5pts

Hammerhead Tank Squadron

Consists of 1-6 Hammerhead tanks, Swordfish tanks, or combination of the two.

Hammerhead Tank.....65 Points

Page

	Armour			
	BS	F	S	R
Hammerhead	3(4)	13	12	11

Composition:

- 1 Hammerhead

Unit Type:

- Vehicle (Fast, Skimmer, Tank)

Special Rules:

- Deep Strike

Wargear:

- Main turret
- Twin-Linked Missile Pod
- 2 Burst Cannon
- Target Array
- Flechette Discharges
- Landing Gear

Options:

Select main turret weapon:

- 2 Long Barrel Burst Cannon..+15pts
- Fusion Cannons.....+25pts
- Ion Cannon.....+20pts
- 2 Ionic Pulse Cannons.....+15pts
- Plasma Cannons.....+25pts
- Railgun.....+35pts
- May exchange Burst Cannon for:
- Fusion blaster.....+2pts
- Missile pod.....+4pts
- Smart Missile Launcher.....+7pts
- Sniper rifle.....+10pts
- May upgrade secondary weapon:
- Long barreled.....+10pts
- Target lock.....+5pts
- Blacksun filter.....+5pts
- Decoy launchers.....+5pts
- Disruption pod.....+5pts
- Coaxial Marker Beam.....+7pts

Swordfish Heavy Assault Tank.....150

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	Armour			
	BS	F	S	R
Swordfish	3(4)	13	13	13

Composition:

- 1 Swordfish

Unit Type:

- Vehicle (Heavy, Skimmer, Tank)

Special rules:

- Crew Bailout

Wargear:

- Twin-Linked Hammerhead Railgun
- Twin-Linked Missile Pod
- Burst Cannon
- Target Array
- Flechette Discharges
- Landing Gear
- Target Lock
- Target Finder
- Multitracker

Options:

Remove twin-link mount railgun to coaxial mount:

- Long Barrel Burst Cannon.....+5pts
- Fusion Cannon.....+10pts
- Ion Cannon.....+20pts
- Ionic Pulse Cannon.....+8pts
- Plasma Cannon.....+15pts
- Exchange twin-linked Missile Pod for:
- 2 Long Barrel Burst Cannon..+15pts
- Fusion Cannons.....+25pts
- 2 Ionic Pulse Cannons.....+15pts
- Plasma Cannons.....+25pts
- May exchange Burst Cannon for:
- Fusion blaster.....+2pts
- Missile pod.....+4pts
- Smart Missile Launcher.....+7pts
- Sniper rifle.....+10pts
- May upgrade secondary weapon:
- Long barreled.....+10pts
- Target lock.....+5pts
- Blacksun filter.....+5pts
- Decoy launchers.....+5pts
- Disruption pod.....+5pts
- Coaxial Marker Beam.....+7pts