

TAU FIO'KA ARMoured STRIKE FORCE ARMY LIST

v0.4. Sub-Army Champion: "Dobbsy"

Fio'Ka Armies have a Strategy Rating of 3. The Manta Dropship is Initiative 1+; all other formations are Initiative 2+.

| TAU HUNTER CADRES | | | |
|---|--|---|------------|
| <i>(A Fio'Ka Army may contain any number of Hunters Cadres)</i> | | | |
| FORMATION | CORE UNITS | UPGRADES | COST |
| Armoured Cadre | 6 Hammerhead Gunships | Command Node, Hammerhead, Skyray | 275 points |
| | - Twin Missile Pod or Ion Cannon variant | | 300 points |
| | - Fusion Cannon variant | | 325 points |
| | - Rail Gun variant | | |
| Mechanised Cadre | 4 Hammerhead Gunships(any variant), plus 6 Fire Warrior units and 3 Devilfish | Skyray, Command Node, Ethereal, Gun Drones | 425 points |

| TAU SUPPORT CADRES | | | |
|--|---|----------------------------------|------------|
| <i>(You may take up to two Support Cadre per Hunter Cadre)</i> | | | |
| FORMATION | CORE UNITS | UPGRADES | COST |
| Harassment Cadre | 6 Stealth Battlesuit units | Gun Drones | 225 points |
| Recon Cadre | 6 Tetra | Piranha | 175 points |
| Scorpionfish Cadre | 1 Scorpionfish Super-Heavy Missile Gunships | Commander , Scorpionfish, Skyray | 200 points |
| 0-1 Sentry Drone Network | 4 Sentry Drone Turrets | None | 150 points |
| Skysweep Cadre | 3 Skyrays | None | 250 points |

| TAU UPGRADES | | |
|--|---|-----------------|
| <i>(Up to three upgrades may be taken per formation. No upgrade may be taken more than once per formation)</i> | | |
| UPGRADE | UNITS | COST |
| Commander | Add the <i>Supreme Commander</i> ability to 1 Scorpionfish (Max 1 per Army) | +50 points |
| Ethereal | Add 1 Ethereal to a Fire Warrior unit (Max 1 per Army) | +75 points each |
| Gun Drone | Add 1 or 2 Gun Drone units or | +25 points each |
| | Add 4 Gun Drone units | +75 points |
| Hammerhead | Add 2 Hammerhead Gunships (Rail Gun or Fusion Cannon variant) | +100 points |
| | Add 2 Hammerhead Gunships (Ion Cannon or Twin Missile variant) | +75 points |
| Command Node | Add the <i>Leader</i> ability to a Hammerhead | +25 points |
| Piranha | Replace up to 3 Tetras with 1 Piranha each | Free |
| Scorpionfish | Add 1 Scorpionfish | +175 points |
| Skyray | Add 1 Skyray | +100 points |

| AIR CASTE FORMATIONS | | |
|---|--|----------------|
| <i>(Up to 1/3 of an army's points may be spent on Air Caste formations)</i> | | |
| FORMATION | UNITS | COST |
| AX-1-0 Squadron | 2 Tiger Shark AX-1-0 | 375 points |
| Barracuda Squadron | 2-3 Barracuda Fighters | 75 points each |
| Manta Dropship | 1 Manta | 675 points |
| Moray | 1 Moray | 300 points |
| Orca Dropship | 1 Orca | 150 points |
| 0-1 Spacecraft | 1 Hero Class Cruiser or | 200 points |
| | 1 Custodian Class Battleship | 250 points |
| Tiger Shark Squadron | 2 Tiger Sharks | 175 points |
| | May begin the game transporting a formation of 6 Gun Drone units | +100 points |

TAU FIO'KA ARMoured STRIKE FORCE ARMY REFERENCE 1

| STRATEGY 3 | | | | | | | | | |
|---------------------|-------|----------|--------|-----|-----|-------------------------------------|----------------|------------------------------------|---|
| NAME | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER | NOTES |
| Ethereal | CH | n/a | n/a | n/a | n/a | Honour Blade | (base contact) | (Assault Weapons), EA(+1) | <i>Invulnerable Save, Leader.</i> <i>Formation gains Fearless. Formation loses Fearless and automatically Broken if killed</i> |
| Fire Warriors | INF | 15cm | 5+ | 6+ | 5+ | Pulse Rifles | 30cm | AP4+ | |
| | | | | | | Pulse Carbines | 15cm | AP5+, Disrupt | |
| Gun Drones | INF | 20cm | 5+ | 6+ | 5+ | Twin Pulse Carbines | 15cm | AP4+, Disrupt | <i>Tau Jet packs, Drones</i> |
| Stealth Battlesuits | INF | 20cm | 5+ | 6+ | 5+ | Silenced Burst Cannons | 15cm | AP4+, Disrupt | <i>First Strike, Markerlights, Reinforced Armour, Scout, Tau Jet Packs, Teleport</i> <i>Unit may re-roll the dice once for determining if a blast marker is receive for Teleporting.</i> |
| Pathfinder Tetra | LV | 35cm | 5+ | 6+ | 6+ | Tetra Pulse Rifles | 30cm | AP6+ | <i>Co-ordinated Fire, Markerlights, Skimmer, Scout</i> |
| Piranha | LV | 35cm | 5+ | 6+ | 6+ | Burst Cannon & Drones | 15cm | AP5+ | <i>Skimmer</i> |
| | | | | | | Seeker Missiles | 90cm | AT6+, Guided Missiles | |
| Sentry Drone Turret | LV | Immobile | 5+ | 6+ | 5+ | Twin Burst Cannon <u>OR</u> | 15cm | AP5+ | <i>Markerlights, Teleport</i> |
| | | | | | | Twin Fusion Blasters <u>OR</u> | 15cm | MW4+ | |
| | | | | | | Twin Missile Pods <u>OR</u> | 45cm | AT5+ / AT6+ | |
| | | | | | | Twin Plasma Rifles | 30cm | AP4+ | |
| Devilfish | AV | 30cm | 5+ | 6+ | 6+ | Burst Cannon & Drones | 15cm | AP5+ | <i>Skimmer, Transport: (May carry 2 Fire Warrior units)</i> |
| | | | | | | Seeker Missiles | 90cm | AT6+, Guided Missiles | |
| Hammerhead | AV | 30cm | 4+ | 6+ | 5+ | Smart Missile System | 30cm | AP5+, Ignore Cover | <i>Skimmer</i> |
| | | | | | | Seeker Missiles | 90cm | AT6+, Guided Missiles | |
| | | | | | | <i>Plus one of the following:</i> | | | |
| | | | | | | Hammerhead Rail Gun <u>OR</u> | 75cm | AP5+ / AT4+ | <i>Non-infantry units with Reinforced Armour hit by a Hammerhead Rail Gun are not allowed to re-roll failed armour saves.</i> |
| | | | | | | Ion Cannon <u>OR</u> | 60cm | AP4+ / AT5+ | |
| | | | | | | 2x Twin Missile Pods <u>OR</u> | 45cm | AP5+ / AT6+ | |
| | | | | | | Twin Fusion Cannons <u>OR</u> | 30cm | MW4+ | |
| Skyray | AV | 30cm | 5+ | 6+ | 5+ | Smart Missile System | 30cm | AP5+, Ignore Cover | <i>Skimmer, Markerlights</i> |
| | | | | | | 2x Hunter Missiles | 60cm | AA5+ | |
| | | | | | | 2x Seeker Missiles | 90cm | AT6+, Guided Missiles | |
| Scorpionfish | WE | 25cm | 5+ | 6+ | 5+ | 2x Twin Missile Pods | 45cm | AT5+ / AT6+ | <i>DC3, Reinforced Armour, Skimmer. May fire either Seeker, Submunition or</i> |
| | | | | | | Either 4x Tracer Missiles <u>OR</u> | 75cm | MW6+ Guided Missiles | <i>Tracer Missiles per turn.</i> |
| | | | | | | 6x Seeker Missiles <u>OR</u> | 90cm | AT6+ Guided Missiles | <i><u>Critical Hit Effect:</u> Destroyed. Any units within 5cm of the model suffer a single hit on 6+.</i> |
| | | | | | | 6x Submunition Missiles | 75cm | AP5+ Guided Missiles, Ignore Cover | |
| Manta | WE | 20cm | 5+ | - | 4+ | Twin Heavy Rail Cannons | 90cm | MW2+, Titan Killer (D3), FxF | <i>DC8, Support Craft, Markerlights, Planetfall, Reinforced Armour, Fearless, Tau Deflector Shield</i> |
| | | | | | | 3x Heavy Ion Phalanx | 75cm | AP3+ / AT4+, FxF | <i>Transport: (May carry 20 of the following: Stealth Battlesuit or Gun Drone units. In addition may carry four</i> |
| | | | | | | 4x Manta Burst Cannons | 30cm | AP5+ / AA6+ | <i>vehicles of the following types: Skyray, Piranha or Tetra. Three Tetras may be carried in each vehicle slot).</i> |
| | | | | | | Twin Missiles Pods | 45cm | AP5+ / AT6+, FxF | <i><u>Critical Hit Effect:</u> The Tau Deflector Shield is knocked offline and may not be used for the</i> |
| | | | | | | 2x Seeker Missiles | 90cm | AT6+, Guided Missiles | <i>remainder of the game. Further critical hits cause an additional point of damage</i> |
| Moray | WE | 20cm | 5+ | - | 5+ | Heavy Rail Cannon | 90cm | MW3+ TK(D3), FxF | <i>DC3, Tau Deflector, Support Craft, Planetfall, Fearless, Reinforced Armour</i> |
| | | | | | | Ion Cannon | 60cm | AP4+ / AT5+, FxF | <i><u>Critical Hit Effect:</u> The Tau Deflector Shield is knocked offline and may not be used for the</i> |
| | | | | | | Manta Burst Cannon | 30cm | AP5+ / AA6+ | <i>remainder of the game. Further critical hits destroy the Moray.</i> |
| | | | | | | Seeker Missile | 90cm | AT6+ Guided Missile | |
| Orca | WE/AC | Bomber | 4+ | 6+ | 6+ | Twin Burst Cannons | 15cm | AA6+ | <i>DC2, Planetfall, Transport: (May carry 12 Stealth Battlesuits and Gun Drones)</i> |
| | | | | | | Twin Missile Pods | 45cm | AT5+ / AT6+ | <i><u>Critical Hit Effect:</u> The Orca and all units aboard are destroyed.</i> |
| | | | | | | Aircraft Seeker Missiles | 45cm | AT6+, Guided Missiles | |

TAU FIO'KA ARMoured STRIKE FORCE ARMY REFERENCE 2

STRATEGY 3

| NAME | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER | NOTES |
|----------------------|------|---------|--------|-----|-----|--------------------------|-------|---------------------------|---|
| Barracuda Fighter | AC | Fighter | 6+ | n/a | n/a | Ion Cannon | 30cm | AP4+/AT5+, FxF | |
| | | | | | | Twin Burst Cannons | 15cm | AA6+ | |
| | | | | | | Twin Missile Pods | 45cm | AP5+/AT6+, FxF | |
| Tigershark | AC | Bomber | 5+ | n/a | n/a | Twin Ion Cannons | 30cm | AP3+/AT4+/AA4+, FxF | Transport: (May carry 3 Gun Drone units). Transported Gun Drone formations may be split across multiple Tigersharks as an exception to the normal aircraft transport rules. The Tiger shark cannot land, make an Engagement, or embark units, but can disembark transported Drones after an approach move. Drone formation may shoot when it disembarks as normal and counts as having activated for that turn. After this initial deployment the Gun Drones are a completely independent formation. Gun Drones being transported by Tiger Sharks do not generate blast markers for being destroyed until after they are disembarked |
| | | | | | | Twin Burst Cannons | 15cm | AA6+ | |
| | | | | | | Twin Missile Pods | 45cm | AP5+/AT6+, FxF | |
| Tigershark AX-1-0 | AC | Bomber | 5+ | n/a | n/a | Twin Rail Cannons | 45cm | MW3+, TK(D3), FxF | |
| | | | | | | Twin Burst Cannons | 15cm | AA6+ | |
| | | | | | | Twin Missile Pods | 45cm | AP5+/AT6+, FxF | |
| | | | | | | Aircraft Seeker Missiles | 45cm | AT6+, Guided Missiles | |
| Hero Cruiser | SC | n/a | n/a | n/a | n/a | 2x Pin-point attack | n/a | MW2+, TK(D3) | Transport: (May carry up to 6 Orcas plus any troops carried in them. Mantas and any embarked troops can also be carried but count as 3 Orcas for transport purposes) |
| Custodian Battleship | SC | n/a | n/a | n/a | n/a | 2x Gravitic Tracer Salvo | n/a | 3 × MW4+, Guided Missiles | Slow and Steady, Transport: (May carry up to 18 Orcas plus any troops carried in them. Mantas and any embarked troops can also be carried but count as 3 Orcas for transport purposes). |