

VIOR'LA TAU ARMY LIST

Tau Vior'la Armies have a Strategy Rating of 3. Crisis Battlesuits, XV104, KV128 and the Manta are Initiative 1+; all other formations are Initiative 2+.

Dev 1.8b

VIOR'LA TAU CORE FORMATIONS

Any amount of core formations may be selected.

FORMATION	UNITS	UPGRADES ALLOWED	COST
Crisis Battlesuit Cadre	One Shas'el Commander character and Four XV8 Crisis Battlesuit units	Crisis Suits, Cadre Fireblade, Gun Drones, Shas'o	250pts
Vior'la Fire Warrior Cadre	Eight Fire Warrior units <u>or</u> Six Fire Warrior units and three Devilfish	Bonded Teams, Cadre Fireblade, Ethereal, Fire Warriors, Gun Drones, Pathfinders, Shas'o, Skyray	225pts

VIOR'LA TAU SUPPORT FORMATIONS

Up to three may be selected per core formation

FORMATION	UNITS	UPGRADES ALLOWED	COST
Armour Group	Four Hammerhead (Ionhead) or (Fusionhead) Gunships Four Hammerhead (Railhead) Gunships	Hammerheads, Skyray	200pts 225pts
Broadside Group	Six XV88 Broadside Battlesuits	Gun Drones	300pts
Pathfinder Group	Four Pathfinder units and two Devilfish <u>or</u> Six Pathfinder units	Devilfish, Gun Drones	200pts
Recon Group	Five Tetra or Piranha, in any combination	Piranhas	150pts
Skysweep Support Group	Three Skyray Air Defence Gunships	None	250pts
Stealth Group	Six XV15 Stealth Battlesuit units	Gun Drones, Cadre Fireblade	225pts
KV128 Stormsurge	Two KV128 Stormsurge units		250pts
KX139 Ta'unar Supremacy	One KX139 Ta'unar Supremacy unit		225pts
XV104 Riptide Formation	One Shas'el character and three XV104 Riptides	XV104 Riptide	350pts

VIOR'LA TAU UPGRADES

No upgrade may be taken by a formation more than once.

FORMATION	UNITS / EFFECT	COST
Bonded Teams	The formation counts as containing an additional <i>Leader</i> and removes an extra blast marker when rallying or regrouping. This is not tied to any one unit in the formation	25pts
Cadre Fireblade	Add one Cadre Fireblade	25pts
Shas'o (Max one per army)	Add a Shas'o Commander Character to a Vior'la Firewarrior formation <u>or</u> Replace a Crisis Battlesuit Shas'el Commander with a Shas'o Commander Character	100pts 75pts
Crisis Suits	Add one to Four Crisis Battlesuit units for 50pts each	50pts each
Ethereal	Add one Ethereal to a Fire Warrior unit (maximum one per army)	50pts
Fire Warriors	Add Six Fire Warrior units or Add Six Firewarrior units and Three Devilfish	150pts 200pts
Gun Drones	Add Two Gun Drone units	25pts
XV104 Riptide	Add One XV104 Riptide	100pts
Hammerheads	Add Two Hammerhead (Ionhead) Gunships <u>or</u> Add one or two Hammerhead (Railhead) or Hammerhead (Fusionhead) Gunships	75pts 50pts each
Pathfinders	Add Two Pathfinders and one Devilfish <u>or</u> Three Pathfinders	100pts
Devilfish	Add Three Devilfish to a Pathfinder formation (maximum of 1 Devilfish per two Pathfinders in the formation)	100pts
Piranhas	Add Three Piranhas	75pts
Skyray	Add One Skyray Air Defence Gunship	100pts

AIR CASTE FORMATIONS

1/3 of your army's points may be spent on Air Caste formations.

FORMATION	UNITS	COST
Barracuda Squadron	Two Barracuda Fighters	150pts
Manta Dropship	One Manta Dropship	625pts
Strike-modified Orca	One Strike-modified Orca	175pts
0-1 Spacecraft	One Protector Class II Cruiser	200pts
Tiger Shark AX-1-0	One Tiger Shark AX-1-0 (maximum one per 3000 points)	175pts
Sun Shark Squadron	Two Sun Shark Bombers	200pts

VIOR'LA TAU FORCE											
CHARACTER	NAME	TYPE	SPEED	ARM	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES	
	Ethereal	Character	n/a.	n/a	n/a	n/a	Honour Blade	(base contact)	Assault Weapon, Extra Attacks (+1)	Character, Invulnerable Save, Inspiring Leader. A formation joined by an Ethereal becomes fearless, but loses fearless and takes an extra D3 blast markers if he is killed	
	Shas'o Commander	Character	n/a	n/a	n/a	n/a	Commander's Plasma Rifle	30cm	AP4+	Character, Coordinated Fire, Supreme Commander	
	Shas'el Commander	Character	n/a	n/a	n/a	n/a				Character, Coordinated Fire, Leader.	
	Cadre Fireblade	Character	n/a	n/a	n/a	n/a	Commander's Plasma Rifle	30cm	AP4+	Character. Infantry in a formation joined by a Cadre Fireblade gain FF 4+ permanently	
INFANTRY	Fire Warrior unit	Infantry	15cm	5+	6+	5+	Pulse Rifles Pulse Carbines	30cm 15cm	AP4+ AP5+, Disrupt		
	Pathfinder unit	Infantry	15cm	5+	6+	5+	Rail Rifles Pulse Carbines	30cm 15cm	AP5+, Sniper AP5+, Disrupt	Coordinated Fire, Markerlights, Scouts	
	Gun Drone unit	Infantry	20cm	5+	6+	5+	Twin Pulse Carbines	15cm	AP4+, Disrupt	Tau Jet Packs	
	XV8 Crisis Battlesuit unit	Infantry	20cm	3+	5+	5+	Twin Missile Pods Twin Plasma Rifles Twin Fusion Blasters	45cm 30cm 15cm	AP5+/AT6+ AP4+ MW4+	Invulnerable Save, Tau Jet Packs	
	XV15 Stealth Battlesuit unit	Infantry	20cm	5+	6+	5+	Silenced Burst Cannons	15cm	AP4+, Disrupt	First Strike, Markerlights, Reinforced Armour, Scouts, Tau Jet Packs, Teleport	
LIGHT VEHICLES	Tetra Light Skimmer	Light Vehicle	35cm	5+	6+	6+	Tetra Pulse Rifles	30cm	AP6+	Coordinated Fire, Markerlights, Scouts, Skimmer	
	Piranha Light Skimmer	Light Vehicle	35cm	5+	6+	6+	Burst Cannon & Gun Drones Seeker Missiles	15cm 90cm	AP5+ AT6+, Guided Missiles	Skimmer	
	XV88 Broadside Battlesuit	Light Vehicle	15cm	4+	6+	5+	Twin Railguns Smart Missile System	60cm 30cm	AT3+ AP5+, Ignore Cover	Reinforced Armour, Walker	
	Devilfish Troop Carrier	Armoured Vehicle	30cm	5+	6+	6+	Burst Cannon & Gun Drones Seeker Missiles	15cm 90cm	AP5+ AT6+, Guided Missiles	Skimmer Transport (Two Fire Warrior or Pathfinder units).	
	Hammerhead Gunship (Ionhead)	Armoured Vehicle	30cm	4+	6+	5+	Smart Missile System Seeker Missiles Ion Cannon	30cm 90cm 60cm	AP5+, Ignore Cover AT6+, Guided Missiles AP4+/AT5+	Skimmer	
ARMoured VEHICLES	Hammerhead Gunship (Fusionhead)	Armoured Vehicle	30cm	4+	6+	5+	Smart Missile System Seeker Missiles Twin Fusion Cannon	30cm 90cm 30cm	AP5+, Ignore Cover AT6+, Guided Missiles MW4+	Skimmer	
	Hammerhead Gunship	Armoured Vehicle	30cm	4+	6+	5+	Smart Missile System Seeker Missiles Hammerhead Railgun	30cm 90cm 75cm	AP5+, Ignore Cover AT6+, Guided Missiles AP5+/AT4+	Skimmer Lance	
	Skyray Air Defence Gunship	Armoured Vehicle	30cm	5+	6+	5+	Smart Missile System 2 × Hunter Missiles 2 × Seeker Missiles	30cm 60cm 90cm	AP5+, Ignore Cover AA5+ AT6+, Guided Missiles	Markerlights, Skimmer	
	XV104 Riptide	War Engine	25cm	3+	5+	4+	Ion Accelerator 2x Heavy Burst Cannon	45cm 45cm	MW3+ AP4+/AT5+	Tau Deflector field. Walker. Damage Capacity 2. Thick Rear Armour. Tau Jet Packs Critical Hit: The Nova Reactor overloads, destroying the Riptide and doing a hit to any unit within 5cm on a 6+.	
	KV128 Stormsurge	War Engine	15cm	3+	5+	5+	Pulse Driver Cannon 4x Destroyer Missiles	75cm 90cm	MW3+ AT5+, One Shot, Guided Missiles	Tau Deflector field. Walker. Damage Capacity 2. Critical Hit: Destroyed, doing a hit to any unit within 5cm on a 6+.	
BATTLE SUITS	KX139 Ta'unar Supremacy	War Engine	15cm	3+	5+	5+	Pulse Ordnance Multi-driver 2 × Seeker Missiles	60cm 90cm	3BP, Indirect AT6+, Guided Missiles	Tau Deflector field. Walker. Damage Capacity 3. Critical Hit: Destroyed, doing a hit to any unit within 5cm on a 6+.	
	Strike-Modified Orca	War Engine Aircraft	Bomber	4+	6+	6+	Twin Burst Cannons Twin Missile Pods Aircraft Seeker Missiles	15cm 45cm 45cm	AA6+ AP5+/AT6+ AT6+, Guided Missiles	Planetfall. Tau Deflector Shield. Damage Capacity 2. Critical: Orca and all units aboard are destroyed. Transport: (Up to twelve: Fire Warriors, Pathfinders, Stealth, Crisis, Gun Drones, Broadships, Kroot, Kroot Master Shaper and Kroot Hounds. Crisis take two slots each).	
	Manta Dropship	War Engine	20cm	5+	-	4+	Twin Heavy Railcannons 3 × Heavy Ion Phalanx 4 × Twin Manta Burst Cannon Twin Missile Pods 2 × Seeker Missiles	90cm 75cm 30cm 45cm 90cm	MW2+, Fixed Forward Arc, Titan Killer (D3) AP3+/AT4+, Fixed Forward Arc AP5+/AA6+ AP5+/AT6+, Fixed Forward Arc AT6+, Guided Missiles	Fearless, Markerlights, Planetfall, Reinforced Armour, Tau Deflector Shield Support Craft, Damage Capacity 8. Critical: Tau Deflector Shield destroyed; further critical hits cause a point of damage. Transport (Up to twenty: Fire Warriors, Pathfinders, Stealth, Gun Drones, Crisis and Broadships. Crisis units take up two slots each. In addition the Manta may carry four vehicles of the following types: Devilfish, Hammerhead, Skyray, Piranha or Tetra. Three Tetras may be carried in each vehicle slot).	
	Barracuda Fighter	Aircraft	Fighter	6+	n/a	n/a	Ion Cannon Twin Burst Cannons Twin Missile Pods	30cm 15cm 45cm	AP4+/AT5+/AA5+, Fixed Forward Arc AA6+ AP5+/AT6+, Fixed Forward Arc		
	Tiger Shark AX-1-0	Aircraft	Bomber	4+	n/a	n/a	Twin Railcannons Twin Burst Cannons Twin Missile Pods Aircraft Seeker Missiles	45cm 15cm 45cm 45cm	MW3+, Fixed Forward Arc, Titan Killer (D3) AA6+ AP5+/AT6+, Fixed Forward Arc AT6+, Guided Missiles		
AIR CASTE	Sun Shark Bomber	Aircraft	Bomber	4+	n/a	n/a	Pulse Bomb Generator Twin Missile Pods Twin Burst Cannons	15cm 45cm 15cm	2BP Fixed Forward Arc AP5+/AT6+, Fixed Forward Arc AA6+		
	Protector Class II Battleship	Spaceship	n/a	n/a	n/a	n/a	2x Pin-Point Attack <u>or</u> Gravitic Trace Salvo	n/a n/a	MW2+ Titan Killer (D3) 3x MW3+, Ignore Cover, Guided Missiles	Transport (may carry up to Three Orcas plus any troops carried in them. Mantas and any embarked troops can also be carried but count as 3 Orcas for transport purposes). A Gravitic Tracer Salvo may be fired at a markerlit formation of any type.	

VIOR'LA TAU SPECIAL RULES

Coordinated Fire

Some units are noted as being able to call in coordinated fire. These units can order up to two other formations within 15cm that have not taken an action this turn, and which are not broken, to follow their own formation when they take an advance, double or sustained fire action.

Make a single initiative roll for all formations, counting a single -1 modifier if any have blast markers. If the test is failed then the original formation (containing the unit calling for coordinated fire) receives a Blast marker and must take a hold action, but the other formations are unaffected (and may take an action later in the turn). If the test is passed then all formations concerned are allowed to take either an advance, double or sustained fire action.

There is no obligation for all formations to take the same action, and these actions may be resolved in any order, but they must all fire at the same target formation. The formations don't have to stay within a given distance of each other and will complete their actions one after the other. Each formation's action is declared and resolved (including testing to see if the target formation is broken) before moving on to the next Tau formation.

Note that units with this ability confer the Coordinated Fire ability to any formation that they join. For example, a Pathfinder upgrade purchased to be added to a Fire Warrior Cadre, adds the Coordinated Fire ability to all units in the Cadre.

Markerlights

All enemy formations with at least one unit within 30cm range and Line of Fire (LOF) of at least one Tau unit with the markerlights ability is considered to be marked. When shooting at a marked formation, all ranged firepower attacks add +1 to

Guided Missiles may only be fired at a target formation that is marked, but Guided Missiles may be fired without LOF if the target is marked. A Tau formation may not mark an enemy formation if it has used the March order during the turn, or if it is broken. This bonus for shooting at a marked enemy may not be used when making Anti-Aircraft attacks.

Voir'la Tau Barrage Weapons do not benefit from bonus to-hit effect of markerlights.

Tau Jet Packs

Tau Jet Packs follow all the rules for Jump Packs. Additionally, units with Tau Jet Packs are allowed to make an additional move of 10cm at the end of an advance, double or march order. The extra move is allowed whether or not the unit fires

In formations where only some of the units have Tau Jet Packs, the units without Tau Jet Packs are not allowed the extra move.

Tau Deflector Shields

Tau deflector shields work like an invulnerable save in all respects, except that this invulnerable save is always at 5+.

Support Craft

Support craft are skimmers, which for all line of sight and terrain purposes count as 'popped up' at all times. If the Support Craft has a transport option, it may embark and disembark units as normal, embarked units are allowed a save (see 1.7.5) if the Support Craft is destroyed.

Support Craft do not block line of sight, must always use their Skimmer ability to force a firefight in engagements and Infantry in base contact with a Support Craft may not use it to count as being in cover.

Lance

When units with reinforced armour are hit by a weapon with the lance ability they do not get to re-roll failed armour saves.

Voir'la Tau Barrage Weapons

Voir'la Tau Barrage Weapons do not benefit from bonus to-hit effect of markerlights.