

## VIOR'LA TAU ARMY LIST V2.1

Vior'la armies have a strategy rating of 3. Heavy Battlesuit and Crisis Suit formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

Note: Markerlights may not be used to confer a bonus to any barrage attack

### VIOR'LA CORE FORMATIONS

FORMATION TYPE	UNITS	UPGRADES ALLOWED	COST
Fire Warrior Breacher Cadre	Eight Vior'la Fire Warriors OR Six Vior'la Fire Warriors and three Devilfish	Bonded Teams, Fireblade, Shas'O, Ethereal, Broadsides, Gun Drones, Fire Warriors, Skyray, Pathfinders	225 points
Pathfinders	Six Pathfinder units OR Four Pathfinder units and two Devilfish	Gun Drones, Recon	200 points
Vior'la XV8 Crisis Suit Formation	Six Vior'la XV8 Crisis Suits and one Shas'el	Crisis Suits, Gun Drones	325 points

### VIOR'LA SUPPORT FORMATIONS

(Two may be taken per Vior'la Core Formation)

FORMATION TYPE	UNITS	UPGRADES ALLOWED	COST
Heavy Battlesuit formation	One Shas'el character and three heavy battlesuits chosen from the following list: XV104 Riptide, XV107 R'Varna, XV109 Y'Vahra	Heavy Battlesuit	350 points
KV128 Stormsurge formation	Two KV128 Stormsurge units	none	250 points
KV139 Supremacy formation	One KV139 Supremacy unit armed with either a Heavy Rail Cannon or Nexus Missile Array	Upgrade Heavy Rail Cannon or Nexus Missile Array to Pulse Ordinance Multi Driver for +50pts	225 points
XV88 Broadside	Six XV88 Broadside units	Gun Drones	300 points
Stealth Group	Six XV15 Stealth Battlesuit units	XV95 Ghostkeel	225 points

### VIOR'LA UPGRADES

(Four may be taken per Formation)

UPGRADE	DESCRIPTION	POINTS COST
Shas'o Supreme Commander	Replace one Fire Warrior Breacher unit with a Shas'o unit (max one per army)	100 points
Fireblade	Add one Fireblade character, may not be added to a Shas'O unit	50 points each
Ethereal	Add one Ethereal character, may not be added to a Shas'O unit (max one per army)	50 points
Bonded Team	Formation counts as having an additional leader and removes one additional blast marker when rallying or regrouping, this ability is not tied to any one unit in the formation	25 points
XV8 Vior'la Crisis Suits	Add one Vior'la XV8 Crisis Suit Add two Vior'la XV8 Crisis Suits	50 points 75 points
Fire Warriors	Add Two Vior'la Fire Warriors Add Two Vior'la Fire Warriors and one Devilfish	50 points 75 points
Skyray Missile Defence Gunship	Add one Skyray Missile Defence Gunship	75 points
Heavy Battlesuit	Add one XV104 Riptide Battlesuit OR add one XV107 R'Varna Battlesuit OR add one XV109 Y'Vahra Battlesuit	100 points
XV95 Ghostkeel Battlesuit unit	Replace up to three XV15 Stealthsuit units with XV95 Ghostkeel Battlesuit units	25 points each
XV88 Broadside Battlesuit units	Add three XV88 Broadside Battlesuit Units	150 points
Gun Drones	Add two Gun Drone units	25 points
Pathfinders	Replace two fire warrior units with pathfinders	25 points
Recon	Add up to three Tetra/Pirhana	25 points each

### AIR CASTE FORMATIONS

(Up to a third of the total points value of the army may be spent on Air Caste formations)

FORMATION TYPE	UNITS	COST
Razorshark Squadron	Three Razorshark Fighters	200 points
Sunshark Squadron	Two Sunshark Bombers	200 points
Vior'la Assault Orca	One Orca Dropship	150 points
Spacecraft	One Protector II Class Cruiser	225 points
Manta Dropship	One Manta	575 points

# TAU VIOR'LA REFERENCE SHEET

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Shas'o Supreme Commander	INF	15cm	3+	5+	4+	Commander's Plasma Rifle	30cm	AP4+	Supreme Commander, Coordinated fire, Invulnerable Save
Shas'el Commander	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Character, Commander, Leader, Coordinated fire
Fireblade	CH	n/a	n/a	n/a	n/a	Commander's Plasma Rifle	30cm	AP4+	Character, Inspiring, Leader, Coordinated fire
Ethereal	CH	n/a	n/a	n/a	n/a	Honour Blade	(base contact)	Assault Weapon, EA+1	Invulnerable Save, Leader, All units in a formation joined by an Ethereal gain <i>Fearless</i> . If the Ethereal is killed then all these units loose <i>Fearless</i> and the formation receives an additional D3 blast markers.
Fire Warrior Breachers	INF	15cm	5+	6+	4+	2x Pulse Blasters	15cm	AP4+	
Pathfinders	INF	15cm	5+	6+	5+	Rail Rifles	30cm	AP5+ Sniper	Scouts, markerlights, Coordinated fire
						Pulse Carbines	15cm	AP5+ Disrupt	
Piranha	LV	35cm	5+	6+	6+	Burst Cannon and Drones	15cm	AP5+	Skimmer
						Seeker Missiles	90cm	AT6+, Guided Missles	
Tetra	LV	35cm	5+	6+	6+	Tetra Pulse Rifles	30cm	AP6+	Coordinated Fire, Markerlights, Scout, Skimmer
Devilfish	AV	30cm	5+	6+	6+	Burst Cannon and Drones	15cm	AP5+	Skimmer
						Seeker Missles	90cm	AT6+, GM	
Skyray Missile Defence Gunship	AV	30cm	5+	6+	6+	Smart Missile System	30cm	AP5+ Ignore Cover	Markerlights, Skimmer
						2x Hunter Missiles	60cm	AA5+	
						2x Seeker Missiles	90cm	AT6+ Guided Missiles	
Vior'la XV8 Crisis Battlesuit	INF	20cm	3+	5+	4+	Twin Linked Flamer	15cm	AP4+ Ignore Cover	Invulnerable Save, Tau Jet Packs
						Twin Plasma Rifles	30cm	AP4+/AT6+	
						Twin Fusion Blasters	15cm	MW4+	
XV88 Broadside Battlesuit	LV	15cm	4+	6+	5+	Twin Railguns	90cm	AT3+	Reinforced Armour, Walker
						Smart Missile System	30cm	AP5+ Ignore Cover	
XV15 Stealth Battlesuit	INF	20cm	5+	6+	5+	Silenced Burst Cannons	15cm	AP4+ Disrupt	Scouts, Markerlights, First Strike, Teleport, Reinforced Armour, Tau Jet Packs
XV95 Ghostkeel Battlesuit	AV	15cm	4+	6+	4+	Twin Fusion Blasters	15cm	MW4+	Invulnerable Save, Walker, First Strike, Teleport, Reinforced Armour, Tau Jet Packs
						Cyclic Ion Raker	15cm	AP5+/AT5+	
XV104 Riptide Battlesuit	WE	25cm	3+	5+	4+	Ion Accelerator	45cm	MW3+	Tau Deflector Shield, Walker, Thick Rear Armour, Tau Jetpacks
						2x Plasma Rifles	30cm	AP5+/AT6+	Damage Capacity 2, Critical Effect: Destroyed, any units within 5cm take a hit on a 6+
						Velocity Tracker	30cm	AA6+	
XV107 R'varna Battlesuit	WE	20cm	4+	5+	4+	2x Pulse Submunition Cannon	45cm	2xAP3+/AT5+	Tau Deflector Shield, Walker, Reinforced Armour, Thick Rear Armour
									Damage Capacity 2, Critical Effect: Destroyed, any units within 5cm take a hit on a 6+
XV109 Y'vakra Battlesuit	WE	25cm	3+	5+	4+	Plasma Flamer	15cm	MW4+ TK(1) Ignore Cover	Tau Deflector Shield, Walker, Thick Rear Armour, Tau Jetpacks
						EMP Discharge Cannon	15cm	EA+1	Damage Capacity 2, Critical Effect: Destroyed, any units within 5cm take a hit on a 6+
								AT4+ Disrupt	
KX128 Stormsurge Battlesuit	WE	15cm	3+	5+	5+	Pulse Driver Cannon	75cm	MW3+	Tau Deflector Shield, Walker
						2x Destroyer Missiles	90cm	AT5+ Guided Missiles	Damage Capacity 2, Critical Effect: Destroyed, any units within 5cm take a hit on a 6+
						Burst Cannons	30cm	AP5+	
KX139 Supremacy Suit	WE	15cm	3+	5+	5+	2x Seeker Missiles	90cm	AT6+ Guided Missiles	Tau Deflector Shield, Walker
						Heavy Rail Cannon	90cm	MW2+ TK(D3)	Damage Capacity 3, Critical Effect: Destroyed, any units within 5cm take a hit on a 6+
						OR Nexus Missile Array	90cm	3xMW5+ Guided Missiles	
						OR Pulse Ordinance Multi Driver	60cm	3BP, Indirect Fire	
Razorshark Fighter	AC	Fighter	6+	n/a	n/a	Quad Ion Turret	30cm	AP4+/AT5+/AA5+ FA	
						Twin Burst Cannons	15cm	AA6+	
Sunshark Bomber	AC	Bomber	4+	n/a	n/a	Pulse Bomb Generator	15cm	2BP FxF	
						Twin Missile Pods	45cm	AP5+/AT6+ FxF	
						Twin Burst Cannons	15cm	AA6+	
Vior'la Orca Dropship	AC	Bomber	4+	6+	6+	Twin Burst Cannons	15cm	AA6+	Planetfall
						Twin Missile Pods	45cm	AP5+/AT6+	Transport up to 12 of the following (Vior'la Fire Warriors, Pathfinders, Broad sides, Stealth suits, Gun Drones, Ghostkeels, Crisis Suits. Ghostkeels and Crisis Suits take up 2 slots each)
						Aircraft Seeker Missiles	45cm	AT6+ Guided Missiles	Damage Capacity 2. Critical Effect: The Orca and any transported units are

Protector II Class Cruiser	SC	n/a	n/a	n/a	n/a	2x Pinpoint attack OR 1x Gravitic Tracer Salvo	n/a n/a	MW2+ TK(D3) 3x MW3+ Guided Missiles	destroyed May Transport up to 3 orcas plus any embarked troops
Manta	WE	20cm	5+	-	4+	2x Heavy Rail Cannons 3x Heavy Ion Phalanx 4x Twin Manta Burst Cannons Twin Missile Pods 2x Seeker Missles	90cm 75cm 30cm 45cm 90 cm	MW3+, FxF, TK(D3) AP3+/AT4+, FxF AP5+/AA6+ AP5+/AT6+, FxF AT6+, GM	Damage Capactiy 8. Deflector Shield, Fearless, Markerlights, Planetfall, Reinforced Armor, Support Craft, Transport. May transport 20 infantry units or Broadside Battlesuits; plus four armored vehicle or light vehicle units (except Broadside Battlesuits); Tetra count as one-third unit each, rounding up. Crisis Battlesuits and Ghostkeels count as two units each. Heavy Battlesuits count as four each. Critical Hit Effect: The units losses Tau Deflector Shield, subsequent critical hits cause an extra point of damage.