

## SANDBOX SEPT ARMY LIST V1.0

Tau 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

### TAU FORMATION COSTS

FORMATION TYPE	UNITS	FORMATION COST	SINGLE UPGRADE COST
Fire Warrior Breacher Cadre/ Tau Fire Warriors	Eight Fire Warriors OR Six Fire Warriors and three Devilfish	225 points	50 pts for two FW 75 pts for two FW + DF
Pathfinders	Four Pathfinder units and two Devilfish	200 points	100 pts for two PF + DF
Recon Formation	Six Tetra or Piranha OR Three Remora Stealth Drones	175 points	25 pts 50 pts
Drone Formation	Six Gun Drones or Sniper Drones	100 points	25 pts for two drones
XV8 Crisis Suits	Four Crisis Suits + Shas'el	250 points	50 pts add one 75 pts add two
XV9 Hazard Suit	Four Hazard Suits + Shas'el	200 points	50 pts
Stealth Group	Six XV15 Stealth Battlesuit Units OR Four XV95 Ghostkeel Units	225 points	25 pts to upgrade a Stealthsuit for a Ghostkeel 75 pts to add two Stealth suits 50 pts to add a Ghostkeel
XV88 Broadside	Six XV88 Broadside Units	300 points	50 pts
Heavy Battlesuit Formation	One Shas'el and three heavy suits: XV104 Riptide, XV107 R'Vara, XV109 Y'Vahra	350 points	100 pts
KV128 Stormsurge Formation	Two KV128 Stormsurge units	250 points	125 pts
KV139 Supremacy Formation	One KV139 Supremacy unit	225 points	200 pts
Kroot Kindred	One Kroot Master Shaper and nine Kroot Warriors	175 points	30 points for two warriors 75 points for five warriors
Kroot Hound Hunting Pack	Nine Kroot Hounds OR Four Knarloc Riders	150 points	50 pts for 3 hounds 75 pts for 2 riders
Krootox Herd	Nine Krootox	150 points	50 pts for 3 Krootox
Greater Knarloc	Four Greater Knarloc	200 points	50 pts
Vespid Stingwing	Six Vespids units	150 points	25 pts
Scorpionfish Battery	One Scorpionfish unit	250 points	225 pts
Armor Support Group	Four Hammerhead units (Ion or Fusion)	200 points	25 pts to upgrade to Rail 50 pts add one Rail or Fusionhead 75 pts add two Ionheads
Skysweep Group	Three Skyray Air Defense Gunship units	250 points	100 pts

### TAU UPGRADES

UPGRADE	DESCRIPTION	POINTS COST
Shas'o Supreme Commander	Replace unit with a Shas'o unit (max one per army)	100 points 75 points if upgrading a Shas'el
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
Shas'el Commander	Add one Shas'El commander to a formation.	25 points

### AIR CASTE FORMATIONS

FORMATION TYPE	UNITS	COST (Formation/Single)
Razorshark Squadron	Three Razorshark Fighters	200 pts/ 50 pts
Barracuda Squadron	Two Barracuda Fighters	150 pts/ 75 pts
Tiger Shark Squadron	Two Tiger Sharks May begin with transporting a formation of six Gun Drones	175 pts/ 75 pts 275pts
Tiger Shark AX-1-0 Squadron	Two Tiger Shark AX-1-0	350 pts/ 175 pts
Sunshark Squadron	Two Sunshark Bombers	200 pts/ 100 pts
Orca Dropship	One Orca Dropship	150 points
0-1 Spacecraft	One Protector II Class Cruiser/Custodian Battlecruiser Protector Class Cruiser	225 points 200 points
Manta Dropship	One Manta	575 points

**SANDBOX SEPT REFERENCE SHEET**

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Shas'O Commander	CH	n/a	n/a	n/a	n/a	Experimental Weapons	30cm	AP4+	Character, Coordinated Fire, Supreme Commander
Shas'el Commander	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Character, Commander, 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.
Fireblade	CH	n/a	n/a	n/a	n/a	Commander's Plasma Rifle	30cm	AP4+	Character, Inspiring, Leader, Coordinated fire
Fire Warrior	Inf.	15cm	5+	6+	5+	Pulse Rifles	30cm	AP4+	
						Pulse Carbines	15cm	AP5+, D	
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	
Tetra	LV	35cm	5+	6+	6+	Tetra Pulse Rifles	30cm	AP6+	Coordinated Fire, Markerlights, Scout, Skimmer
Piranha	LV	35cm	5+	6+	6+	Burst Cannon and Drones	15cm	AP5+	Skimmer
						Seeker Missiles	90cm	AT6+, Guided Missiles	
Remora Stealth Drones*	LV	30cm	5+	6+	6+	Twin Linked Burst Cannon	15cm	AP4+	Skimmer, Markerlight, Scout, Tau Jet Packs
						2x Seeker Missiles	90cm	AT6+, Guided Missiles	
Gun Drone	Inf.	20cm	5+	6+	5+	Twin Pulse Carbines	15cm	AP4+, D	Tau Jet Packs
Sniper Drones*	Inf	15cm	5+	6+	6+	Rail Rifle	30cm	AP5+, S	Tau Jet Packs
XV8 Crisis Battlesuit	Inf	20cm	3+	5+	5+	Twin Missile Pods	45cm	AP5+/AT6+	Inv. Save; Tau Jet Packs
						Twin Plasma Rifles	30cm	AP4+	
						Twin Fusion Blasters	15cm	MW4+	
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+	
XV 9 Hazard Suit	Inf	25cm	3+	6+	4+	2x Twin Linked Burst Cannons	15cm	AP4+, D	Tau Deflector Shield, Tau Jetpacks
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+	Walker, First Strike, Teleport, Reinforced Armour, Tau Jet Packs
						Cyclic Ion Raker	15cm	AP5+/AT5+	
XV88 Broadside Battlesuit	LV	15cm	4+	6+	5+	Twin Railguns	90cm	AT3+	Reinforced Armour, Walker
						Smart Missile System	30cm	AP5+ Ignore Cover	
XV104 Riptide Battlesuit	WE	25cm	3+	5+	4+	Ion Accelerator	45cm	MW3+	Tau Deflector Shield, Walker, Thick Rear Armour, Tau Jetpacks
						2x Twin Missile Pods	45cm	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+	Invulnerable Save, 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 and Small Arms	MW4+ TK(1) Ignore Cover EA+1, MW	Tau Deflector Shield, Walker, Thick Rear Armour, Tau Jetpacks Damage Capacity 2, Critical Effect: Destroyed, any units within 5cm take a hit on a 6+
						EMP Discharge Cannon	15cm	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	45cm	4xAP4+/AT5+, Disrupt, Ind.	
Devilfish Troop Carrier	AV	30cm	5+	6+	6+	Burst Cannon & Gun Drones	15cm	AP5+	Skimmer
						Seeker Missiles	90cm	AT6+, GM	Transport (Two firewarriors or pathfinders)
Hammerhead Gunship (Ionhead)	AV	30cm	4+	6+	5+	Smart Missile System	30cm	AP5+, IC	Skimmer
						Seeker Missiles	90cm	AT6+, GM	
						Ion Cannon	60cm	AP4+/AT5+	
Hammerhead Gunship (Fusionhead)	AV	30cm	4+	6+	5+	Smart Missile System	30cm	AP5+, IC	Skimmer
						Seeker Missiles	90cm	AT6+, GM	
						Twin Fusion Cannon	30cm	MW4+	
Hammerhead Gunship	AV	30cm	4+	6+	5+	Burst Cannons	15cm	AP5+	Skimmer

(Railhead)						Seeker Missiles	90cm	AT6+, GM	
Skyray Air Defense Gunship	AV	30cm	5+	6+	6+	Hammerhead Railgun	75cm	AP5+/AT4+(L)	Skimmer, Markerlights
						Smart Missile System	30cm	AP5+, IC	
						2x Hunter Missiles	60cm	AA5+	
						2x Seeker Missiles	90cm	AT6+, GM	
Kroot Warrior	Inf.	15cm	-	4+	5+	Kroot Rifles	(15cm)	Small Arms	Infiltrators, Scouts
Knarloc Riders*	Inf	25cm	5+	4+	5+	Kroot Rifles	15cm	Small arms	Mounted, Infiltrator
						Claws and Teeth	(bc)	EA + 1	
						Fangs	(bc)	Assault Weapons	Infiltrators, Scouts
Kroot Hound	Inf	20cm	-	3+	-	Mercenary Weapons	(bc)	Assault Weapons, EA+1	Infiltrators, Leader, Scouts
Kroot Master Shaper	Inf	15cm	6+	4+	5+	Kroot Rifles	(15cm)	Small Arms	
						Kroot Guns	45cm	AP5+/AT6+	
						Claws	(bc)	Assault Weapons, EA+1	
Greater Knarloc*	AV	20cm	4+	4+	5+	2x Kroot Bolt Thrower	30cm	AP5+/AT6+	Reinforced Armor, Walker
						Claw and Beak	(bc)	Assault Weapons, EA+1, MW	
Vespid*	Inf	30cm	5+	5+	5+	Neutron Blaster	15cm	AP5+/AT5+, IC	Jump Infantry
Scorpionfish*	WE	25cm	5+	6+	6+	2x Twin Missile Pods	45cm	AP5+/AT6+	Damage Capacity 3, Markerlights, Reinforced Armor, Skimmer, Tau Deflector Shield. May fire either Seeker, Sub-munition, or Tracer missiles per turn. Critical Hit Effect: Take additional 1DC damage.
						4x Tracer Missiles OR	75cm	MW6+, GM	
						6x Seeker Missiles OR	90cm	AT6+, GM	
						6x Sub-munition Rounds	75cm	AP5+, GM, IC	
Manta	WE	20cm	5+	-	4+	2x Heavy Rail Cannons	90cm	MW3+, FxF, TK(D3)	Damage Capacity 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.
						3x Heavy Ion Phalanx	75cm	AP3+/AT4+, FxF	
						4x Twin Manta Burst Cannons	30cm	AP5+/AA6+	
						Twin Missile Pods	45cm	AP5+/AT6+, FxF	
						2x Seeker Missiles	90 cm	AT6+, GM	
Orca Dropship	WE/ AC	Bomber	4+	6+	6+	Twin Burst Cannons	15cm	AA6+	Planetfall. Damage Capacity 2. Critical: Orca and all units aboard are destroyed. Transport (Up to twelve: Fire Warriors, Pathfinders, Stealth, Crisis, Gun Drones, Broadside, Kroot, Kroot Master Shaper and Kroot Hounds. Crisis take two slots each.)
						Twin Missile Pods	45cm	AP5+/AT6+	
						Aircraft Seeker Missiles	45cm	AT6+, GM	
Barracuda Fighter	AC	Fighter	6+	n/a	n/a	Ion Cannon	30cm	AP4+/AT5+/AA5+, FFA	-
						Twin Burst Cannons	15cm	AA6+	
						Twin Missile Pods	45cm	AP5+/AT6+, FFA	
Razorshark Fighter	AC	Fighter	6+	n/a	n/a	Quad Ion Turret	30cm	AP4+/AT5+/AA5+ FFA	
						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+	
Tiger Shark Bomber	AC	Bomber	4+	n/a	n/a	Twin Ion Cannons	30cm	AP3+/AT4+/AA4+, FFA	Transport (Three Gun Drone units.) Transported Gun Drone formations may be split across multiple Tiger Sharks as an exception to the normal aircraft transport rules. The Tiger Shark cannot land, make an Engagement, or embarkunits, but can disembark transported Drones after an approach move. The Drone formation may shoot when it disembarks as normal (see 4.2.25), and counts as having activated for that turn. After this initial deployment the Gun Drones are a completely independent formation. Transported Drones do not generate blast markers for being destroyed until after they are disembarked.
						Twin Burst Cannons	15cm	AA6+	
						Twin Missile Pods	45cm	AP5+/AT6+, FFA	
Tiger Shark Bomber AX-1-0	AC	Bomber	4+	n/a	n/a	Twin Railcannons	45cm	MW3+, TK(D3), FFA	-
						Twin Burst Cannons	15cm	AA6+	
						Twin Missile Pods	45cm	AP5+/AT6+, FFA	
						Aircraft Seeker Missiles	45cm	AT6+, GM	
Protector Class Cruiser	SC	n/a	n/a	n/a	n/a	2 x Pin-Point Attack	n/a	MW2+, TK(D3)	Transport (may carry up to 3 Orcas plus any troops carried in them. Mantas and any embarked troops can also be carried but count as 3 Orcas for Transport purposes.)

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	Transport. May transport three of the following units and the units being transported on them: Orca, Manta; Manta counts as three units each. The Gravitic Tracer Salvo may be fired at a marked formation of any type. May fire the pinpoint attack for Gravitic Tracer Salvo the turn it arrives.
Custodian Class Battleship	SC	n/a	n/a	n/a	n/a	Pin-Point Attack Gravitic Tracer Salvo	n/a n/a	MW2+, TK(D3) 3 x MW4+, IC, GM	Transport (may carry up to 18 Orcas plus any troops carried in them. Mantas and any embarked troops can also be carried buy count as 3 Orcas for Transport purposes.) A Gravitic Tracer Salvo may be fired at a marked formation of any type.

Units designated with the \* symbol are experimental and do not appear in any Tournament approved lists.

## 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 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 the target formation 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 their to-hit roll.
- 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 uses 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.
- 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 and take place after any firing. This extra move may be in any direction and follows all the normal movement rules, so unit coherency and zones of control must be adhered to as usual. No extra movement is allowed on any orders other than advance, double, or march.
- In formations where only some units have Tau Jet packs, the units without Tau Jet Packs are not allowed the extra move.
- 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 to 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 armor are hit by a weapon with the Lance ability they do not get to re-roll failed armor saves.
- Tau Deflector Shields:** Tau deflector shields work like an invulnerable save in all respects, except that this invulnerable save is always 5+.