

Ke'Ischan Planetary Force Army List 1.0 (Experimental)

Ke'Ischan have a strategy rating of 3  
Crisis, Hazard, R'Varna, Y'vahn, Rip tide, Manta Initiative 1+  
All other formations 2+



Ke'Ischan Planetary Force

Ke'Ischan Core Formations			Upgrades	
Ke'Ischan Hunter Cadre	6 Ke'Ischan fire warriors , 3 Gun Drones Or 4 Ke'Ischan Fire warriors, 2 Devilfish, 4 Gun Drones	200	Ethereal, Bonded team, Fire Warriors , Ion Head, Fusion Heads,XV109, Marker Drones , Skyray, Pathfinders	
	4 XV9, Shai'd	250	XV9, XV8 , XV109, XV25, Shai'O, Marker Drones, Gun Drones	
Ke'Ischan Hazard Cadre	4 XV9SR , Shai'd	250		
	4 XV9-01, Shai'd	275		
	4 XV9-04, Shai'd	275		
Ke'Ischan Fire base Support Cadre	4 XV88 Broadheads , 1 Ke'Ischan XV107 R Varna	300	Gun Drones, XV107 Shai'd	

Ke'Ischan Support Formations			Uppgrades	
Two for each support formation			Marker Drones	
Drone-Net VX1-0	4 Gun Drones, 2 Sniper Drones, 2 DX-6 Remora	175	XV107 Shai'd	
Ke'Ischan R Varna Cadre	3 Ke'Ischan XV107 R Varna , Shai'd	350	Piranhas, Tetras, DX-6 Remoras, Sniper Drones, Gun Dones	
Recon Cadre	4 Pathfinders , 3 Sniper Drones , 1 Piranha Or 4 Pathfinders , 2 Devilfish	200		
	2 Pathfinders, 1 Devilfish, 2 Tetra, 2 DX-6 Remora	250		
Retaliation Cadre	4 XV8 Crisis , 1 XV104 Rip tide	300	Shai'd, Shai'O , XV8s, XV15, XV25, Gun Drones	
	5 XV8 Crisis suits	250	XV25 upgrade, Gun Drones	
Nighthunter Stealth Group	6 XV15 Stealth suits	225	Ion Heads, Fusion Heads, Rail Heads, Skyray, DX-6 Remoras	
TX7 Interdiction Cadre	3 Ion or Fusion Hammerheads, 1 Skyray Or 4 Hammerhead Railguns	225		
	4 Fusion Hammerheads, 1 DX-6 Remora	250		
	3 Hammerhead Railguns , 1 Skyray	275		

Air and Heavy Ground Support			Uppgrades	
Up to one third of the total points may be spent on Air and Heavy Ground Support			XV104 Rip tides, XV88 Broadheads	
Ke'Ischan KX139 Supremacy	1 Ke'Ischan KX139	375	Gun Drone Squadron, DX-6 squadron	
Tiger Sharks Squadron	2 Tiger Sharks	175	None	
Barracuda Squadron	3 Barracudas	200	None	
Orca Dropship	1 Orca	150	None	
Spacecraft	Protector Class Cruiser	200	None	
Manta Dropship	Manta	575	None	
AX-1-0 Squadron	2 AX-1-0 Tiger Sharks	350	None	

Uppgrades			
Shas'O	Replace a Shai'd with a Shas'O character +75	Sniper Drones	Add 2 Sniper Drones +25
Shai'd	Add a Shai'd character to the formation +50	Ion Heads	Add 2 Ion Hammerheads +75
Eth'ral	Add a Eth'ral character +50	Fusion Heads	Add 2 Fusion Hammerheads +100
Bonded Team	Formation gains the effect of "Leader" +25	Rail Heads	Add 2 Railgun Hammerheads +100
Fire Warriors	Add 2 Firewarriors +50 or Add 2 Firewarriors 1 Devilfish +75 or Add 4 Firewarriors +100 or Add 4 Firewarriors 2 Devilfish +125	Skyray	Add a Skyray +100
		XV9s	Add 1 XV9 +50 or Add 2 XV9 +75
Pathfinders	Add 2 Pathfinders 1 Devilfish +100	XV8s	Add 1 XV8 +50 or Add 2 XV8 +75
Gun Drones	Add 2 Gun Drones +25	XV88 Broadheads	Add 2 XV88 + 100 or Add 4 XV88 +175
Marker Drones	Add 2 Marker Drones +50		
DX6-Remoras	Add 2 DX-6 Remora +100	XV15s	Add 2 XV15 +75
Drone Squadron	6 Gun Drones +100 or 4 DX-6 Remora +200	XV25s	Add 2 XV25 +100
XV107	Add 1 XV107 R Varna +100	XV25 Upgrade	Replace three XV15 with three XV25 +25
Tetras	Add 2 Tetras +50	XV109	Add 1 XV109 Y'Vahn +100
Piranhas	Add 3 Piranhas +75	XV104 Rip tides	Add 2 XV104 Rip tides +200

Special Rules

Coordinated fire

The Tau are masters of ranged warfare and have several very experienced fighters and specially equipped troops that are able to lead other Tau on an attack, expertly directing their fire against the foe, thus Tau are especially adept at outflanking enemy formations and attacking them from several sides with their deadly 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.

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 formations 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

Markerlights are devices carried by many types of Tau infantry and vehicles. They allow their user to mark out enemy targets electronically, so that they can easily be targeted and engaged by other friendly units. Some Tau weapons, such as Seeker missiles are self-guided projectiles that can only be fired on targets marked by a markerlight.

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 are considered marked. When shooting at a marked formation, all ranged firepower attacks add +1 to their to-hit roll.

Tau Jet Packs

Tau Battlesuits and Drones make use of powerful and sophisticated jump packs. These allow them to pounce on the enemy and strafe them before retreating again out of range of the survivors' retaliation. Tau Jet Packs follow all the rules for Jump Packs. Additionally, units with Tau Jet Packs are allowed to make an additional move of up to 10cm at the end of an advance, double or march order. The extra move is allowed whether or not the unit fires and takes 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.

Tau Deflector Shields

Tau deflector shields work in a different way to Imperial or Ork shields in that they do not absorb the incoming energy, but are shaped and positioned in such a way as to deflect the incoming fire (hence the designation). A further noteworthy trait is that the shield's response will be proportionally more powerful with the energy of the attack.

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

Tiger Shark Drone Transport

Tiger Shark Squadrons may be given a Drone formation to transport. Transported Drone formations may be split across multiple Tiger Sharks as an exception to the normal aircraft transport rules. The Tiger Sharks cannot land, make an engagement, or embark units, but can disembark transported Drones after an approach move. The Drone formation may shoot when it disembarks as normal (see Transporting Ground Units), and counts as having activated for that turn. After this initial deployment the Drones are a completely independent formation. Drones being transported by Tiger Sharks do not generate blast markers for being destroyed until after they are disembarked.



Name	Type	Speed	Armour	CC	FF	Weapons	Range	Frequency	Notes
Shur'co	CH	n/a	n/a	n/a	n/a	Experimental weapons	15cm	MW+	Character, Coordinated Fire, Supreme commander
Shur'el	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Character, Coordinated Fire, Leader, Commander
Ebberal	CH	n/a	n/a	n/a	n/a	n/a	n/a	n/a	Invulnerable Spec. Leader, All units in formation joined by an Ebberal gain Fearless. If the Ebberal is killed then all these units lose Fearless and the formation receives an additional D3 blast markers
XV9 Hammer	Inf	25cm	6+	6+	5+	2x Twin-linked Burst Cannon	15cm	AP+ D	Tau Deflector shield, Tau jet packs,
XV9 PSR	Inf	25cm	4+	6+	5+	Twin-linked Burst Cannon	15cm	AP+ D	
XV9 SR	Inf	25cm	4+	6+	5+	Pulse Submunition Rifle	15cm	BP1 IC	Tau deflector shield, Tau jet packs,
XV9 SR	Inf	25cm	4+	6+	5+	2x Fusion Cascade	15cm	2x AP+ / AT+ L	Tau deflector shield, Tau jet packs,
XV9 SR	Inf	25cm	4+	6+	5+	2x Twin-phased Ion Gun	15cm	MW+	Tau deflector shield, Tau jet packs,
K'chi'an Fire warrior	Inf	15cm	5+	6+	5+	2x Pulse Carbine	15cm	AP+ D	
Pathfinder	Inf	15cm	5+	6+	5+	Rail rifle	30cm	AP+ S	Scout, Markerlights, Coordinated fire
						Pulse carbine	15cm	AP+ D	
Gun Drone	Inf	25cm	5+	6+	5+	Twin-linked Pulse Carbine	15cm	AP+ D	Tau Jetpacks
Marker Drone	Inf	30cm	5+	6+	6+	Pulse pistol	15cm	AP+	Scout, Markerlights, Tau Jetpacks
Sniper Drone	Inf	25cm	5+	6+	6+	Rail Rifle	30cm	AP+ S	Tau Jetpacks
XV8 Crisis	Inf	20cm	3+	5+	5+	Twin Missile Pods	45cm	AP+ / AT+	Tau jetpacks, Invulnerable save
						Twin Plasma Rifles	30cm	AP+ / AT+	
						Twin Fusion	15cm	MW+	
XV15 Strahls	Inf	20cm	5+	6+	5+	Silenced Burst Cannon	15cm	AP+ D	First strike, Scout, Markerlights, Tau Jetpacks, Reinforced Armour Transport
K'chi'an XV25	Inf	20cm	5+	6+	5+	XV25 Burst cannon	15cm	AP+ D	Tau Deflector Shield, Scout, Markerlights, Tau Jetpacks, Transport,
						XV25 Fusion Blaster	15cm	MW+	First Strike
Terra	LV	35cm	5+	6+	6+	Terra Pulse Rifle	30cm	6+	Scout, Skimmer, Markerlights, Coordinated fire
Praxia	LV	35cm	5+	6+	6+	Burst cannons	15cm	AP+	Skimmer
						Seeker Missiles	90cm	AP+ GM	
DX-6 Remora	LV	30cm	5+	6+	6+	Long-barrel Burst cannons	30cm	AP+	Scout, Skimmer, Markerlights, Tau Jetpacks
						2x Defector Missiles	90cm	AT+ GM	
XV8 Broadside	LV	15cm	4+	6+	5+	Twin Railguns	60cm	AT+	Reinforced Armour, Walker
						Smart Missile System	30cm	AP+ IC	
Devilfish Transport	AV	30cm	5+	6+	6+	Burst Cannon and Drones	15cm	AP S	Skimmer, Transport (May transport two Firewarrior or Pathfinders)
						Seeker Missiles	90cm	AT+ GM	
Ion Hammerhead	AV	30cm	4+	6+	5+	Ion Cannon	60cm	AP+ / AT+	
						Smart Missile System	30cm	AP+ IC	
						Seeker Missiles	90cm	AT+ GM	
Fusion Hammerhead	AV	30cm	4+	6+	5+	Twin Fusion Cannon	30cm	MW+	
						Smart Missile System	30cm	AP+ IC	
						Seeker Missiles	90cm	AT+ GM	
Railgun Hammerhead	AV	30cm	4+	6+	5+	Railgun	75cm	AP+ / AT+ L	
						Burst Cannon	15cm	AP+	
						Seeker Missiles	90cm	AT+ GM	
Skyray	AV	30cm	5+	6+	5+	Smart Missile System	30cm	AP+ IC	Skimmer, Markerlights
						2 x Seeker Missiles	90cm	AT+ GM	
						2 x Hunter Missiles	60cm	AA+	
XV109 VValea	WE	25cm	3+	5+	5+	Phased Plasma Flamer	15cm	MW+, TK(D), IC	Tau Deflector Shield, Tau Jetpacks, Walker, Thick Rear Armour
						and Small Arms		MW, IA	DC2
						EMP Discharge Cannon	15cm	AT+, D	Crit: Destroyed, units within 5cm take a hit on 6+
K'chi'an XV107 R-Vane	WE	20cm	4+	5+	5+	2x Pulse Submunition Cannon	45cm	2x AP+ / AT+	Reinforced Armour, Thick Rear Armour, Invulnerable Save, Walker
						Velocity Tracker	30cm	AA+	DC2 Crit: Destroyed, units within 5cm take a hit on 6+
XV104 Ripstix	WE	25cm	3+	5+	5+	Ion Accelerator	45cm	MW+	Tau Deflector Shield, Tau Jetpacks, Walker, Thick Rear Armour
						Twin Missile Pods	45cm	AP+ / AT+	DC2
						Velocity Tracker	30cm	AA+	Crit: Destroyed, units within 5cm take a hit on 6+
K'chi'an XX139 Supremacy	WE	15cm	3+	5+	5+	2 x Tri-axis Ion Cannon	60cm	2 x AP+ / AT+ or MW+, TK(D)	Tau Deflector Shield, Thick Rear Armour, Walker
						0-1 Neura Missile Array	90cm	3 x MW+, GM	DC3 Crit: Roll a D6
						OR			1-2 The Tau Deflector shield is down for the rest of the game
						0-1 Pulse Ordnance Multi Drive	45cm	BP1, Ind	If already down destroy a weapon of your choice
									3-6 Take an extra point of damage
Manta Dropship	WE	20cm	5+	-	4+	2x Heavy Rail Cannon	90cm	MW+, Fd, TK(D)	Damage Capacity 8, Deflector Shield, Fearless, Markerlights, Planefall, Reinforced Armour, Support Craft, Transport. May transport 20 infantry units or Broadside Battleunits, plus four armed vehicle or light vehicle units (except Broadside Battleunits). Terra count as one third unit each, remaining up. Crisis Battleunits and Ghoulwalk count as two units each. Heavy Battleunits count as four units each. Critical Hit Effect: The units loses Tau Deflector Shield, subsequent critical hits cause an extra point of damage.
						4x Heavy Ion Plasma	75cm	AP+ / AT+, Fd	
						Twin Manta Burst Cannon	30cm	AP+ / AA+	
						Twin Missile Pods	45cm	AP+ / AA+ Fd	
						2x Seeker Missiles	90cm	AT+ GM	
Barracuda Fighter	AC	Fighter	6+			Ion Cannon	30cm	AP+ / AT+ / AA+, Fd	
						Twin Burst Cannon	15cm	AA+	
						Twin Missile Pod	45cm	AP+ / AT+, Fd	
Tiger Shark Bomber	AC	Bomber	4+			Twin Ion Cannon	30cm	AP+ / AT+ / AA+	*May transport a Drone squadron, see special rules
						Twin Burst Cannon	15cm	AA+	
						Twin Missile Pod	45cm	AP+ / AT+, Fd	
Tiger Shark AX-0.1	AC	Bomber	4+			Twin Railcannon	45cm	MW+, TK(D), Fd	
						Twin Burst Cannon	15cm	AA+	
						Twin Missile Pod	45cm	AP+ / AT+, Fd	
						Aircraft Seeker Missiles	45cm	AA+	
Ocea Dropship	AC	Bomber	4+	6+	6+	Twin Burst Cannon	15cm	AA+	Planefall
						Twin Missile Pods	45cm	AP+ / AT+	Transport up to 12 of the following (Vice's Fire Warriors, Pathfinders, Broadside, Strahls units, Gun Drones, Ghoulwalk, Crisis Units. Ghoulwalk and Crisis Units take up 2 slots each)
						Aircraft Seeker Missiles	45cm	AA+	Damage Capacity 2, Critical Effect: The Ocea and any transported units are destroyed
Protecter Class Gunter	SC	n/a	n/a	n/a	n/a	2 x Pin-Point Attack	n/a	MW2+, TK(D)	Transport
									May transport up to three Ocea and any troops they carry, or one Manta and any troops within.

