

TAU EMPIRE EPIC ARMY LIST

Farsight Enclave Eradication Force

Version 1.02

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Army list originally created by:

Jervis Johnson

ERC-appointed army list Champion:

Joe Jephson

With assistance from:

Kevin Allen
Ben Skinner
Gary Carney
'Steele'
'Jaldon'
Trent Bartlem
Zac Berlado
'Schmittty'
'Niyaz'
'KivArn'
'Woke_up_dead'
'Lion in the Stars'
'The Philosopher'
Matt 'Dobbys' Dobbs
Steve 'Onyx' Marr

*As well as many members of the 'Tactical Command'
and 'Specialist Games' web forums.*

And notable Development by:

Jim 'Honda' Kontilis, Chris Reiter and Iain Werry

List developed for the NetEA Project.

TAU SPECIAL RULES

BLOOD BROTHERS

The intense and constant combat experienced by the warriors of the Farsight Enclaves is something that their brethren in the Tau Empire would have trouble dealing with, even with the support of the Ethereal caste. Without access to that emotional and spiritual crutch, the Fire Caste turn to one another – through the Tal'lissara – for support.

One unit in all Crisis Battlesuit and Fire Warrior Cadres in a Farsight Enclave army automatically gains the *Leader* special ability at no extra cost.

All Crisis Battlesuit and Fire Warrior Cadres in a Farsight Enclave army gain +1 to hit with their Firefight values when they are directly involved in an engagement against a marked enemy formation.

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. Their robotic brains allow them to independently find their way to their designated target, avoiding any obstacles in the way.

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 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.

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' retribution.

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 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.

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 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+.

SUPPORT CRAFT

Some units operate above the battlefield, below the airspace used by aircraft, but higher than standard skimmer levels and terrain features.

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.

TAU FARSIGHT ENCLAVE ERADICATION ARMY LIST v 1.02

Tau Farsight Enclave Eradication Armies have a Strategy Rating of 3. Crisis Battlesuit Cadres and the Manta Dropship are Initiative 1+, all other formations are Initiative 2+.

Enclave Core Formations—Any amount of core formations may be selected.

FORMATION	UNITS	UPGRADES ALLOWED	COST
Crisis Battlesuit Cadre	Four Enclave XV8 Crisis Battlesuit units	Commander, Crisis Suits, Gun Drones	250pts
Fire Warrior Cadre	Eight Tau Fire Warrior units <u>or</u> Six Tau Fire Warrior units and three Devilfish	Broadsides, Fire Warriors, Gun Drones, Hammerheads, Pathfinders, Piranhas	225pts

Enclave Support Formations—Up to two may be selected per core formation.

FORMATION	UNITS	UPGRADES ALLOWED	COST
0-1 Armour Support Group	Four Hammerhead Gunships	Hammerheads	200pts
Broadside Group	Six XV88 Broadside Battlesuits	None	300pts
Pathfinder Group	Four Enclave Pathfinder units and two Devilfish	Gun Drones, Pathfinders, Piranhas	175pts
Recon Skimmer Group	Six Piranhas	Gun Drones, Piranhas	175pts
0-1 Skysweep Support Group	Three Skyray Air Defence Gunships	None	250pts
Stealth Group	Six XV15 Stealth Battlesuit units	Gun Drones	225pts

Enclave Upgrades—Up to three upgrades may be selected to be added to each formation.

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

FORMATION	UNITS / EFFECT	COST
Broadsides	Add three XV88 Broadside Battlesuits	150pts
Commander	Add one Enclave Shas'el Commander to a Crisis Battlesuit unit <u>or</u> Add one Enclave Shas'o Commander to a Crisis Battlesuit unit (Max One Per Army)	25pts 100pts
Crisis Suits	Add one to four Enclave XV8 Crisis Battlesuit units	50pts each
Fire Warriors	Add four Fire Warrior units <u>or</u> Add four Fire Warrior units and two Devilfish	100pts 125pts
Gun Drones	Add two Gun Drone units	25pts
Hammerheads	Add two Hammerhead Gunships	100pts
Pathfinders	Add two Enclave Pathfinder units and one Devilfish	100pts
Piranhas	Add three Piranhas	75pts

Air Caste Formations—1/4th of your army list may be Air Caste formations.

FORMATION	UNITS	COST
Barracuda Squadron	Two Enclave Barracuda Fighters	175pts
Manta Dropship	One Manta	675pts
Orca Dropship	One Orca	150pts
0-1 Spacecraft	One Hero Class Cruiser <u>or</u> One Explorer Class Battleship	225pts 225pts
Tiger Shark Squadron	Two Tiger Sharks May begin the game transporting a formation of six Gun Drone units	175pts +100pts
Tiger Shark Strike Squadron	Two Tiger Shark Missile Strikes	200pts

TAU UNITS

ENCLAVE SHAS'O COMMANDER

Shas'o is the highest rank that a Fire Caste member can attain. Only those Shas'el who have proven themselves worthy by repeated success in the field are considered for promotion. Shas'o not only lead a Cadre, they are the supreme commanders for an entire Tau army and co-ordinate entire campaigns and planetary annexations. Furthermore, they are battle-scarred warriors, supremely dangerous opponents in their XV8 Crisis Battlesuit.

Commanders from the Enclave are veterans even amongst the ranks of Tau Shas'o. They are supremely comfortable in the deadly swirl of close range fire fights and even close combat and in homage to their legendary leader Commander Farsight have adopted the use of lethal close combat power weapons.

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Plasma Rifle	30cm	AP5+	-	
Power Weapon	(base contact)	Assault Weapon	Extra Attacks (+1), Macro Weapon	



Notes: Character, Supreme Commander.

ENCLAVE SHAS'EL COMMANDER

Shas'el, the second highest rank of the Shas, are Tau military commanders of the Fire Caste. They are experienced both in battle and in commanding troops, and usually lead by example. All Fire Caste warriors of rank Shas'vre or higher are equipped with a Crisis Battlesuit, and they actually employ it to support their army in battle, unlike most Imperial officers. They are seasoned fighters and expert suit pilots, making them a fearsome prospect at short ranges as they lead their Ta'ro'cha into attacks.

Although Shas'el from the Enclave are more comfortable with close combat weapons, they still favour the traditional officer weapon of the Plasma Rifle. They are also often supported by accompanying shield drones, which protect them from enemy attacks.

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Plasma Rifle	30cm	AP5+	-	



Notes: Character, Commander, Leader.

FIRE WARRIOR TEAM

The indisputable mainstays of any Tau army, Fire Warriors or Shas'la are solid and dependable core troops. They are well armoured and equipped with deadly Pulse Rifles and Pulse Carbines, which provide them with a definitive edge over almost any other type of infantry in ranged combat. They are certainly not the fastest, bravest or most endurable troopers by nature, but their technology and extensive training goes a long way to counter any biological disadvantage they might have compared to Humans or Orks. The result is proficiently deadly infantry. Shas'la are equally capable of stout defence with their accurate, long-ranged Pulse Rifles or fighting up close using Pulse Carbines with built-in Photon Grenade launchers. Together with their tightly-knit nature and mutual support attitude, they are a force to be reckoned with.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Pulse Rifles	30cm	AP4+	-	
Pulse Carbines	15cm	AP5+	Disrupt	



Notes:

ENCLAVE XV8 CRISIS BATTLESUIT TEAM

Of all weapon systems employed by the Tau, the Crisis Battlesuit is easily the most distinctive and recognisable. On the battlefields of the eastern rim, enemies have learned to identify and fear the shape of the XV8. It confers exceptional protection to the troopers within, as well as mounting a vast array of deadly weapons. The Crisis Battlesuits greatest strengths lie in mobility and short-ranged firepower, it is their role to get to the right place and take out the right targets. To this end, they are equipped with a selection of weapons that allow them to engage and damage anything the enemy might have; Crisis are there to tackle any units that the normal Shas'la teams cannot deal with.

Only seasoned veterans are granted the honour of donning a Crisis Battlesuit, fighting together as teams of three called Ta'ro'cha ('three minds, one purpose'). Becoming a Crisis pilot is the first step in becoming a Tau officer, which amply demonstrates the significance of the XV8 for the Fire Caste.

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	3+	5+	4+
Weapon	Range	Firepower	Notes	
Twin Burst Cannons	15cm	AP5+	-	
Twin Tau Flamers	(15cm)	(Small Arms)	Ignore Cover	
Twin Fusion Blasters	15cm	MW4+	-	



Notes: *Invulnerable Save, Tau Jetpacks.*

XV15 STEALTH BATTLESUIT TEAM

Of all the various Battlesuit variants of the Tau, the XV15 Stealth is the smallest. A Tau in an XV15 is hardly larger than a Fire Warrior in standard armour; however this perfectly suits their role as infiltrators and saboteurs. In addition to the Tau Jet Pack, which is common to most Battlesuits, the Stealth suit has the unique capability of camouflaging its wearer. This is achieved by a number of holographic disruptors which are arrayed all over the suit and distort the wearer's form, blending him into the background like a high-tech chameleon.

Stealth teams range ahead of the main army, as 'lone wolves' of the Tau. They are encouraged to fight independently and have great autonomy within their mission parameters, as befits their style of fighting. They ambush enemy units and disrupt their supply lines, like vengeful ghosts striking at will.

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Silenced Burst Cannons	15cm	AP4+	Disrupt	



Notes: *First Strike, Markerlights, Reinforced Armour, Scouts, Tau Jetpacks, Teleport.*

XV88 BROADSIDE BATTLESUIT

The XV88 is a variant of the Crisis, designed for long range heavy fire support. To this end, the standard Jet Pack has been removed and replaced with even thicker armour and even more, heavier weapons. The main weapon system of the Broadside are its twin-linked Railguns, linear particle accelerators capable of punching through virtually any amount of armour. The projectiles are accelerated to a substantial percentage of light speed and leave trails of fire where their passing has ignited the air. Only very few vehicles are able to withstand a direct hit without suffering critical damage. Broadside are much more massive and slower than Crisis, so they take up the role of stationary fire support against enemy armoured threats. They are often employed in association with Fire Warriors to form defence lines or solid fire bases for the Tau advance.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Railguns	75cm	AT3+	-	
Smart Missile System	30cm	AP5+	Ignore Cover	



Notes: *Reinforced Armour, Walker.*

ENCLAVE PATHFINDER TEAM

Compared to the Fire Warriors, Tau Pathfinders have a more specialised role on the battlefield. The Markerlight, their main weapon, is not a weapon as such, but instead used to electronically mark enemy units and thus increase the accuracy of their fellow Tau against those targets. This concept of working for the Tau'va at the expense of personal glory is very prominent in Tau society (and also warfare) and makes Pathfinders very popular with other Tau units. In short, Pathfinders are out there to guide their comrade's aim, not to win the battle themselves.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Pulse Carbines	15cm	AP5+	Disrupt	



Notes: *Markerlights, Scouts.*

GUN DRONE SQUAD

Tau Gun Drones (Kor'vesa) are small, disc shaped, semi-sentient robots employed alongside Tau units in battle. They are equipped with a smaller and much modified Tau Jet Pack, which allows them to hover over the ground and fly over most obstacles. As weapons they carry twin-linked Pulse Carbines, a formidable weapon at short ranges. Drones are often controlled by a Tau warrior, acting as his robotic bodyguard. To be able to function independently, they need to combine their processors into a network, so only larger groups of Drones are able to fight on their own. However, their main use is not to fight, but to provide protection for Tau soldiers, especially Battlesuit pilots. Drones are programmed to protect Tau lives, by physically interposing themselves between the Tau and incoming fire or assailants.

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Pulse Carbines	15cm	AP4+	Disrupt	



Notes: *Tau Jetpacks.*

HAMMERHEAD GUNSHIP

The Hammerhead is the main battle tank of the Tau Fire Caste, like the Leman Russ for the Imperial Guard and the Predator for the Space Marines, and it is a close match for both. Unlike its Imperial counterparts, it is not a tracked vehicle, but a skimmer, which allows it to pass over difficult terrain with impunity. Despite this, it is heavily armoured and carries a lethal amount of firepower. Its main weapon systems are a Railgun, Ion Cannon or Twin Fusion Cannons, with self-guiding Smart Missiles as back up. The Hammerhead mounted Railgun differs from the one mounted on Broadside Battlesuits in that it can fire a solid slug or a bundle of sophisticated submunitions, which can prove deadly against massed infantry. The Ion Cannon is a very versatile weapon, with a high rate of fire and advanced targeting systems. More recently Twin Fusion Cannons have been employed for close support.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Smart Missile System	30cm	AP5+	Ignore Cover	
Seeker Missiles	90cm	AT6+	Guided Missiles	
<u>Plus one from the following</u>				
Hammerhead Railgun	75cm	AP5+/AT4+	-	
Ion Cannon	60cm	AP4+/AT5+	-	
Twin Fusion Cannons	30cm	MW4+	-	



Notes: *Skimmer.*

DEVILFISH TROOP CARRIER

The Devilfish is the trusty troop transport of the Fire Warriors and Pathfinders, able to carry a full squad of them into battle. It is relatively well armoured for a transport vehicle, but only has a single Burst Cannon for self defence. In addition, it mounts Gun Drones in special carriages on the sides, which can be detached in battle to provide support for disembarking teams. It is based on the same chassis as the Hammerhead, but the greatest part of the tank has been reconfigured to passenger space. It is used to carry infantry to the front, or to evacuate them when the enemy threatens to overwhelm their position. Considering the Tau military's reliance on mobility in battle, the Devilfish is a key element of their armed forces.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Burst Cannon & Gun Drones	15cm	AP5+	-	
Seeker Missiles	90cm	AT6+	Guided Missiles	



Notes: Skimmer, Transport (Two Fire Warrior or Pathfinder units).

SKYRAY AIR DEFENCE GUNSHIP

The Skyray is the primary Tau ground based air defence. Based on the Hammerhead but instead of mounting a main gun in the turret it is fitted with a Hunter Missile Launcher and Markerlights to acquire enemy aircraft. Its targeting systems are very sophisticated and allow it to send Hunter missiles with enormous accuracy against low flying aircraft from great distances. It also carries Seeker Missiles which can be employed versus armoured ground targets with good effect, as its targeting systems allow for quick re-calibration. It is therefore reliable in both a tank hunter and air defence capacity and has become indispensable for the Tau military against opponents with a strong airforce, like the Imperium of Man.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Smart Missile System	30cm	AP5+	Ignore Cover	
2 x Hunter Missiles	60cm	AA5+	-	
2 x Seeker Missiles	90cm	AT6+	Guided Missiles	



Notes: Markerlights, Skimmer.

PIRANHA LIGHT SKIMMER

The Piranha is a military adaptation of a two seated, open topped light skimmer normally only employed in civilian roles. It has had some armour added, as well as the light armament of a Burst Cannon and detachable Gun Drones, identical to those mounted on a Devilfish. It is mostly being employed for reconnaissance duties, as a platform for launching Seeker missiles, or when there is a lack of battlesuits or vehicles, mostly on sparsely populated colonies. In the regular army cadres from the main Septs, which do not lack such equipment, they are traditionally employed only to a lesser extent. However, they have proven to be a real asset to the normally small Tau formations. They are easy to produce and maintain and can be used to perform a plethora of different duties, with remarkable success.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Burst Cannon & Gun Drones	15cm	AP5+	-	
Seeker Missiles	90cm	AT6+	Guided Missiles	



Notes: Skimmer.

ENCLAVE BARRACUDA FIGHTER

The Barracuda is the Tau standard fighter plane employed by the Kor (Air) Caste for space and aerial combat missions. It carries a wide array of weapons and is therefore able to attack enemy aircraft as well as ground targets, however historically its main role has been for combat air patrol to secure air superiority.

It is a very agile and manoeuvrable craft, and the Tau Air Caste pilots are physiologically better adapted to air and space combat than most other races, as they spend practically their entire life in space or at least airborne. Until the introduction of the Skyray Gunship, the Barracudas have been solely responsible for air defence of Fire Caste ground forces.

Barracudas from the Farsight Enclave are still equipped with weapons allowing them to excel at their traditional role of air superiority. Fitted with Hunter missiles combined with the deadly Ion Cannon they are a feared sight amongst enemy pilots, as they are an extremely effective interceptor.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	6+	-	-
Weapon	Range	Firepower	Notes	
Ion Cannon	30cm	AP4+/AT5+/AA5+	Fixed Forward Arc	
Twin Burst Cannons	15cm	AA6+	-	
Aircraft Hunter Missiles	30cm	AA5+	Fixed Forward Arc	



Notes:

TIGER SHARK

The Tiger Shark is not a dedicated bomber, but fulfils the dual role of bomber and drone transport craft. In addition to its usual weapons, its bays can hold a great number of Gun Drones that can be dispersed during flight. This allows the Tau to drop small formations of (relatively expendable) troops behind enemy lines where they can sow confusion, simulate offensives and generally cause havoc.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	4+	-	-
Weapon	Range	Firepower	Notes	
Twin Ion Cannons	30cm	AP3+/AT4+/AA4+	Fixed Forward Arc	
Twin Burst Cannons	15cm	AA6+	-	
Twin Missile Pods	45cm	AP5+/AT6+	Fixed Forward Arc	



Notes: 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 embark units, but can disembark transported Drones after an approach move. The Drone formation may shoot when it disembarks as normal (see 4.2.5), 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.

TIGER SHARK MISSILE STRIKE VARIANT

Cut off from the greater Tau Empire, the Farsight Enclaves never developed the Tiger Shark AX-1-0 to counter the presence of enemy Titans, Gargants and other super heavy vehicles. Instead they depend on the old solution of replacing the drone racks of the standard Tiger Shark with a payload of Seeker Missiles, using mass firepower to bring down such targets.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	4+	-	-
Weapon	Range	Firepower	Notes	
Twin Ion Cannons	30cm	AP3+/AT4+/AA4+	Fixed Forward Arc	
Twin Burst Cannons	15cm	AA6+	-	
Twin Missile Pods	45cm	AP5+/AT6+	Fixed Forward Arc	
2 x Aircraft Seeker Missiles	45cm	AT6+	Guided Missiles	



Notes:

ORCA DROPSHIP

The Orca is a dropship, normally used to carry Tau troops from orbiting spacecraft to a planet's surface. It relies more on its massive engine power than aerodynamics to keep it airborne, as it is usually dropped from larger craft and only uses thrusters to slow its descent. Tau planetary landings can take the form of a massive, concerted drop of whole cadres, or the insertion of small, infiltrating teams into enemy held territory.

To fulfil this role of troop shuttle, the Orca has a large transport capacity and can even hold the larger battlesuits. However, it is only lightly armoured and is not particularly suited for combat drops during battle, where it runs the risk of being shot down. Usually, any landing zone is prepared either by bombardment from other aircraft or infiltrators on the ground, so the Orca can disembark its cargo in relative safety.

Type	Speed	Armour	Close Combat	Firefight
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War Engine, Aircraft	Bomber	4+	6+	6+
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Weapon	Range	Firepower	Notes
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Twin Burst Cannons	15cm	AA6+	-
Twin Missile Pods	45cm	AP5+/AT6+	-
Aircraft Seeker Missiles	45cm	AT6+	Guided Missiles



Damage Capacity 2. Critical Hit Effect: The Orca and all units aboard are destroyed in a spectacular explosion.

Notes: Planetfall, Transport (up to twelve: Fire Warriors, Pathfinders, Stealth, Crisis, Gun Drones, Broadsides, Kroot Warriors, Kroot Master Shaper and Kroot Hounds. Crisis units take up two slots each).

MANTA DROPSHIP

Instead of Titans, Tau make use of small spacecraft as heavy support units to their battle lines. Fighting so close to the surface, the greatest part of their energy must be expended to keep them airborne, so they are not capable of fast manoeuvres once they are committed to ground combat. The ubiquitous Manta Missile Destroyer is the most commonly used of these, and can be employed as a transport craft to land troops or as a dedicated support craft. Its firepower is a match for the largest Imperial Titans or Ork Gargants, as it sports Heavy Railcannons as a main armament, as well as Heavy Ion Phalanxes, Missile Pods, Seeker Missiles and smaller defence weapons for close range.

The Manta is also widely employed in space engagements as a bomber craft, where it is designated as a 'Missile Destroyer'. In addition to its impressive armament, the Manta can transport a full fighting Cadre with support vehicles into battle and deploy them under heavy covering fire. It is heavily constructed with reinforced armour and even has a powerful deflector shield (similar to those installed on larger Tau Spacecraft) to absorb incoming fire.

Type	Speed	Armour	Close Combat	Firefight
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War Engine	20cm	5+	-	4+
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Weapon	Range	Firepower	Notes
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Twin Heavy Railcannons	90cm	MW2+	Fixed Forward Arc, Titan Killer (D3)
3 × Heavy Ion Phalanx	75cm	AP3+/AT4+	Fixed Forward Arc
4 × Twin Manta Burst Cannons	30cm	AP5+/AA6+	-
Twin Missile Pods	45cm	AP5+/AT6+	Fixed Forward Arc
2 × Seeker Missiles	90cm	AT6+	Guided Missiles



Damage Capacity 8. Critical Hit Effect: The Tau Deflector Shield is knocked offline and may not be used for the remainder of the game. Further critical hits cause an additional point of damage.

Notes: Fearless, Markerlights, Planetfall, Reinforced Armour, Support Craft, Tau Deflector Shield, Transport (up to twenty: Fire Warriors, Pathfinders, Stealth, Gun Drones, Crisis, Broadsides, Kroot, Kroot Master Shaper, Kroot Hounds, Krootox. Crisis units take up two slots each. In addition the Manta may carry four vehicles of the following types: Devilfish, Hammerhead, Skyray or Piranha).

HERO CLASS CRUISER

In the Kor'vattra lleath'fannor (Commerce and Exploration Fleet) a fleet of starships which has served the Empire since its first expansion into space, the Lar'shi (Hero) is the pinnacle of modular Tau stellar technology. Designed as a match for Imperial ships of the line, it is a powerful gunship capable of facing most cruiser-sized opposition in space, being the first large starship the Tau built for the sole purpose of combat. In addition to its numerous weapon systems, it has troop transport capabilities and can deploy several Orca dropships or Manta Missile Destroyers by Planetfall.

In keeping with the Shas'ar'tol's and Kor'vattra's shared concept of surgical warfare, Tau starships eschew the massed orbital bombardments used by other races in support of ground forces. They have no wish to destroy what they are fighting for and take great effort to avoid friendly fire accidents and collateral damage; instead they employ multiple deadly accurate pin-point attacks to take out enemy war engines.

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
2 × Pin-point attack	n/a	MW2+	Titan Killer (D3)	

Notes: 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).

EXPLORER CLASS BATTLESHIP

The Farsight Enclaves have little capability for research and development with the vast percentage of their resources being devoted to production and maintenance of war goods. They have had little time or cause to move on from the older designs and their primary battleship remains the venerable Explorer class. Although never intended as a combat vessel of the line the Explorer remains a proven design that is simple to replicate and should not be underestimated as a carrier or torpedo ship.

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
2 × Gravitic Tracer Salvo	n/a	3 × MW4+	Ignore Cover, Guided Missiles	

Notes: Transport (may carry up to 12 Orcas plus any troops carried in them. Mantas and any embarked troops can also be carried but count as 3 Orcas for transport purposes). Each of the two tracer salvos may be fired at a different ground formation, of any type

DESIGN NOTES

Tau Drones: The effect of Drones is often built into the shooting values and armour values of Tau units, rather than being listed separately. For example, the effect of Gun Drones is built into the firepower for the pulse weapons used by Tau infantry, and the presence of Shield Drones accounts for the higher than average armour values of Tau infantry and Tau battlesuits.

Basing Tau Units: Crisis Battlesuits and Krootox should be mounted 2-4 to a base. Fire Warriors, Pathfinders, Stealth, Gun Drones, Kroot, Kroot Hounds, Kroot Master Shapers are based as regular infantry. All other units are based individually. Feel free to add a Drone to infantry and Battlesuit stands, as well as light vehicle bases and armoured vehicles, if you wish. The Broadside unit assumes a single battlesuit accompanied by controlled shield drones.

Firefight Values: This has come up a number of times, and so it would be a good idea to set out the reasoning for this. The Tau in Epic Armageddon have low firefight values, and strengthened ranged firepower, as compared to their Warhammer 40,000 incarnation. This seems counter-intuitive to some players. This has been implemented to reflect the 'stand off' nature of the Tau battle plan, and to encourage the use of stand-off fire exchanges. While it is true that the standard side arms of other races equates to a high firefight value, they also have various other weapons at their disposal, such as grenades and pistols. In addition, high firefight values are equally good in anti-armour assaults, which is not something that the Fire Warriors excel at. In addition, high firefight values would make the Tau a strong assaulting force.

TAU FARSIGHT ENCLAVE ERADICATION FORCE v 1.02

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Enclave Shas'o Commander	Character	n/a	n/a	n/a	n/a	Plasma Rifle Power Weapon	30cm (base contact)	AP5+ Extra Attacks (+1), Macro Weapon	Character, Supreme Commander.
Enclave Shas'el Commander	Character	n/a	n/a	n/a	n/a	Plasma Rifle	30cm	AP5+	Character, Commander, Leader
Fire Warrior unit	Infantry	15cm	5+	6+	5+	Pulse Rifles Pulse Carbines	30cm 15cm	AP4+ AP5+, Disrupt	-
Gun Drone unit	Infantry	20cm	5+	6+	5+	Twin Pulse Carbines	15cm	AP4+, Disrupt	Tau Jet Packs
Enclave Pathfinder unit	Infantry	15cm	5+	6+	6+	Pulse Carbines	15cm	AP5+, Disrupt	Markerlights, Scouts
Enclave XV8 Crisis Battlesuit unit	Infantry	20cm	3+	5+	4+	Twin Burst Cannons Twin Tau Flamers Twin Fusion Blasters	15cm (15cm) 15cm	AP5+ Small Arms, Ignore Cover 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
XV88 Broadside Battlesuit	Light Vehicle	15cm	4+	6+	5+	Twin Railguns Smart Missile System	75cm 30cm	AT3+ AP5+, Ignore Cover	Reinforced Armour, Walker
Piranha Light Skimmer	Light Vehicle	35cm	5+	6+	6+	Burst Cannon & Gun Drones Seeker Missiles	15cm 90cm	AP5+ AT6+, Guided Missiles	Skimmer
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	Armoured Vehicle	30cm	4+	6+	5+	Smart Missile System Seeker Missiles <u>Plus one from the following</u> Hammerhead Railgun Ion Cannon Twin Fusion Cannons	30cm 90cm 75cm 60cm 30cm	AP5+, Ignore Cover AT6+, Guided Missiles AP5+/AT4+ AP4+/AT5+ MW4+	Skimmer
Skyray Air Defence Gunship	Armoured Vehicle	30cm	5+	6+	6+	Smart Missile System 2 x Hunter Missiles 2 x Seeker Missiles	30cm 60cm 90cm	AP5+, Ignore Cover AA5+ AT6+, Guided Missiles	Markerlights, Skimmer
Orca Dropship	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 Damage Capacity 2. Critical: Orca and all units aboard are destroyed. Transport (Up to twelve: Fire Warriors, Pathfinders, Stealth, Crisis, Gun Drones, Broad-sides, Kroot, Kroot Master Shaper and Kroot Hounds. Crisis units take up two slots each).
Manta Dropship	War Engine	20cm	5+	-	4+	Twin Heavy Railcannons 3 x Heavy Ion Phalanx 4 x Twin Manta Burst Cannons Twin Missile Pods 3 x 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, Support Craft, Tau Deflector Shield Damage Capacity 8. Critical: Tau Deflector Shield is destroyed; further critical hits cause a point of damage. Transport (Up to twenty: Fire Warriors, Pathfinders, Stealth, Gun Drones, Crisis, Broad-sides, Kroot, Kroot Master Shaper, Kroot Hounds and Krootox. Crisis units take up two slots each. In addition the Manta may carry four vehicles of the following types: Devilfish, Hammerhead, Skyray or Piranha).
Barracuda Fighter	Aircraft	Fighter	6+	n/a	n/a	Ion Cannon Twin Burst Cannons Aircraft Hunter Missiles	30cm 15cm 30cm	AP4+/AT5+/AA5+, Fixed Forward Arc AA6+ AA5+, Fixed Forward Arc	-
Tiger Shark	Aircraft	Bomber	4+	n/a	n/a	Twin Ion Cannons Twin Burst Cannons Twin Missile Pods	30cm 15cm 45cm	AP3+/AT4+/AA4+, Fixed Forward Arc AA6+ AP5+/AT6+, Fixed Forward Arc	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 embark units, but can disembark transported Drones after an approach move. The Drone formation may shoot when it disembarks as normal (see 4.2.5), 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.
Tiger Shark Missile Strike	Aircraft	Bomber	4+	n/a	n/a	Twin Ion Cannons Twin Burst Cannons Twin Missile Pods 2 x Aircraft Seeker Missiles	30cm 15cm 45cm 45cm	AP3+/AT4+/AA4+, Fixed Forward Arc AA6+ AP5+/AT6+, Fixed Forward Arc AT6+, Guided Missiles	-
Hero Class Cruiser	Spaceship	n/a	n/a	n/a	n/a	2 x Pin-Point Attack	n/a	MW2+, Titan Killer (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).
Explorer Class Battleship	Spaceship	n/a	n/a	n/a	n/a	2 x Gravitic Tracer Salvo	n/a	3 x MW4+, Ignore Cover, Guided Missiles	Slow and steady, Transport (may carry up to 12 Orcas plus any troops carried in them. Mantas and any embarked troops can also be carried but count as 3 Orcas for transport purposes). Each of the two tracer salvos may be fired at a different formation.