

TAU EMPIRE EPIC ARMY LIST

T'au Third Phase Expansion Force

Version 6.30

CONTENTS

Page 1	Title Page
Page 2	Tau Background
Page 5	Tau Special Rules
Page 6	Tau Army List
Page 7	Tau Units
Page 15	Tau Reference Sheet

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TAU EMPIRE: T'au Third Phase Expansion Force

TAU BACKGROUND

THE TAU

The alien race known as the Tau inhabit an area of space near the eastern fringe of the galaxy and are a young, dynamic race, with highly advanced weaponry and technology. Though less than two thousand years old, their fledgling empire is rapidly expanding into space and encountering all the older races of the galaxy. In galactic terms their empire is small, based around a densely packed globular cluster of stars, which enables the Tau to travel between them without many of the dangers normally associated with warp travel. The Tau empire also encompasses several alien races who have been subsumed into the empire voluntarily or whose services are bought through trade agreements.

Tau civilisation is based around a rigid system of castes, each relating to the four elements of nature - fire, water, air and earth - which dictate a Tau's particular role within their society, be it warrior, bureaucrat, pilot or worker. Their rulers form a mysterious fifth caste, translated as the Ethereals, who bind the other castes together. The Tau empire is underpinned by the concept that it is only right and noble for the individual to set their own desires aside to work together for the greater good of the empire. Overall, they're very good at it too.

Unlike most alien races which Humanity has encountered, the Tau are not overtly hostile, though they will fight fiercely to protect those territories they have claimed as their own. The sheer dynamism of the Tau is pushing them further into occupied areas of the galaxy and this has inevitably brought them into conflict with both Humans and other alien races. Tau space borders on many Ork-held systems and several Imperial sectors. Craftworlds have passed through their space and the first tendrils of the Tyranid Hive Fleets are approaching. The ongoing expansion of the Tau empire ensures that they are frequently encroaching into other races' territories and border disputes are quick to flare up on the frontiers.

The Tau way of war is efficient and deadly, combining the advanced technology of their weaponry with the aggression and close combat prowess of their mercenary allies, the Kroot. The Tau dislike close combat, preferring to destroy their enemies at long range as they are neither particularly strong or tough. When the fighting is likely to get close and bloody, the Tau can call upon allies in the shape of the Kroot. The Kroot are ferocious carnivores employed as mercenaries and are capable of holding their own against most opponents. A Tau commander recognises the skills and abilities of all those under his command and uses them to fearsome effect.

We are not here to take your homes, your families and your beliefs away from you. You can even continue to worship your Emperor-god if you want, you must only swear fealty to the advancement of the Greater Good, which will benefit all members of the empire alike.

We are not here to turn you all into soldiers and demand of you to fight against your former kin. Some of you will be asked to join our armed forces, in return for the protection that we grant to your planet. But if you are unwilling to fight against humans from the Imperium, you will not be deployed against them. We are not here to enslave you, but to welcome you into our empire, the empire of the Tau"

**Por'vere Dal'yth Jishu'iro,
addressing the human population of Goron Minor**

THE TAU EMPIRE

The Tau are a relatively young, aspiring race, whose homeworld is situated deep in the galactic eastern rim of Ultima Segmentum. The ancestors of the Tau had been discovered by an Imperial exploratory mission several thousand years ago. At that time, they had been a primitive society which was confined to its homeworld of T'au and had achieved a developmental level similar to the Stone Age on Terra. They were earmarked for routine extermination by the Imperial Navy, but before this could happen, the entire region became isolated by unusually strong warp storms - thus the Tau could escape their premature doom.

It was only thousands of years later that the situation began to calm down and soon after, another 'first contact' with the Tau was made - but now they had progressed to a technological level that was comparable, in some instances even superior, to Imperial standards. There are currently many different theories about how the Tau could develop and expand in so little time, but ultimately this question remains a mystery.

The Tau had already established a considerable empire in their sphere of influence as well as diplomatic and economic relations with various alien races, including human dissidents who had separated themselves from the Imperium in the time of turmoil before. All things considered, they are a peaceful and altruistic race and try to avoid bloodshed if at all possible. However, they do have armed forces and are willing to employ military means for their ends. They are a rapidly expanding and colonising race, and wage wars to get their own way if they deem it necessary. They are reasonable, open to new concepts and have a pronouncedly optimistic outlook on the future and the universe. Still, the universe is a big and violent place and there are many factions far more powerful than the Tau, so not even their survival as a race can be considered certain, even if their immediate future looks promising.

It is not the Tau's way to follow a xenophobic policy of conquest and genocide of aliens as the human Imperium does, instead they are willing to integrate alien races into their empire. This was the case with the warrior race of the Kroot who also hail from this region of space. Following a common battle against Orks, the two races forged an alliance which has seen both parties benefiting until today. The Kroot are fierce and relatively primitive but provide excellent close assault troops for the armies of the Tau, who are themselves not really suited for this kind of warfare. In return, the Tau supply the Kroot with weapons and technology which they are unable to produce themselves. Despite the good relations between both races, their differences are a point that has repeatedly caused friction.

As the Tau influence and encroachment in the Imperial sectors surrounding their empire grew too strong, the Imperium assembled an enormous warhost, which became known as the Damocles crusade. Initially, the Imperial Navy was able to remain victorious against several minor Tau colonies, but as the crusade hit the major sept world of Dal'yth, they ran into fierce resistance. After horrendous losses for both sides and reports coming in about the assault from Tyrannid Hive Fleet Behemoth, the Imperials were forced to withdraw.

"It rues me that we have to withdraw here and leave this xenos filth victorious, trampling on the Emperor's will in their foul and ignorant ways. However, the orders from Inquisitor Kryptman and Lord Calgar are clear: a new threat has surfaced from the void and is seemingly rampaging its way towards our very homeworld, so this must be countered first. I took a long last look on Dal'yth on the command bridge and swore under the Emperor's eyes that one day we shall return and cleanse these abominations with fire and bolter, as it is His demand and our sacred duty."

**Personal Log of Captain Lucius Idaeus,
4th Company Ultramarines Chapter**

THE TAU MILITARY

Tau society is separated into five castes: fire, earth, air, water and the mysterious ethereal caste. The fire caste (Shas) are the fighting arm of the empire, providing soldiers and vehicle crews for the military. The earth caste (Fio) are workers and engineers, the air caste (Kor) are responsible for crewing and operating all aircraft and flyers and the water caste (Por) is the caste of the diplomats, judges and politicians. The Ethereal caste or Aun hold the position of ruling caste in Tau society, though what causes the other castes' unquestioning loyalty to them remains unknown.

All Tau are closely linked to each other and have a strong racial conscience. Everyone has his place in society and all work to achieve the same goal, the Tau'va, the Greater Good, which avails all members of the Tau empire. This is also noticeable in their battle tactics, where mutual support and combined arms are prominent issues. The Tau have a more flexible and mobile approach to battle than the Imperium, as they lack the almost limitless personnel resources of the human race. Thus they use mobility to get into position and then employ hi-tech weaponry to eliminate the enemy from afar or in deadly short-range shooting. While Tau do fight close up (a necessity often dictated by terrain, visibility and weapon ranges), they still employ the same doctrine of cautiously moving forward and obliterating the enemy with sustained bursts of suppressive fire instead of storming forwards guns blazing like other, more aggressive races like Humans or Orks. Close combat is generally scorned and left for those with a natural inclination for it, like their Kroot auxiliaries. They also don't employ attrition as the Tau do not recognise the concept of expendable troops. The Tau way of war revolves around relatively small, dedicated specialist teams to hit the enemy with disastrously effective firepower.

To accomplish this, the basis for all Tau strategies and tactics are the two concepts of Kauyon (silent hunter) and Mont'ka (killing blow). Kauyon means getting the enemy to move into a compromising position where he can be picked on and eliminated by the Tau. This is almost invariably achieved by a lure - this might be a Tau formation feigning weakness and retreating to draw the attackers into a well-prepared ambush, an important objective like a city or bridge, or even the demonstrative absence of troops. Mont'ka on the other hand means relocating and deploying the Tau firepower in such a way that the enemy can be destroyed quickly and decisively.

THE THIRD PHASE COLONIZATIONS

Over the recent centuries, the Tau empire has been continually forcing its expansion, colonising and annexing neighbouring systems. The Imperial response in the form of the Damocles crusade has been the only major throwback, and even this failure was quickly amended as the Tau forces reconquered lost systems practically in the wake of the retiring Imperials. Ever since this clash with the human Imperium, the Tau have been preparing another phase of concentrated expansion.

Then the Despoiler struck at the Cadian Gate, and the ripples of this conflict could even be felt on the eastern fringe. This campaign, the 13th Black Crusade, has seen an unprecedented relocation of troops in the entire Imperium, and the Tau saw their opportunity. The Imperium was weakened and wavering as the Tau Third Phase Expansion hit it full force. The first and strongest attack saw the Tau fleets striking systems in the Damocles Gulf and the Perdur Rift and it was there that the greatest number of planets was conquered. Many human populations chose to pledge allegiance to the Tau'va rather than the distant and abstract Imperium. All in all, the Tau have managed to establish five Third Phase (also referred to as Third Sphere) colonies clustered around their existing sept worlds during this period. After this surge of conquest, the Tau empire is currently consolidating its hold on the newly won sectors, preparing for any counter-strikes the Imperium might muster.

TAU 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.

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Some units are noted as being able to call in coordinated fire. Those units can order up to two other formations 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, as long as all of the formations have at least one unit within 15cm of the formation containing unit calling for coordinated fire.

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 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, including the Fire Warriors.

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 the Seeker and Hunter 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 not be fired unless the target formation 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 has become broken. The +1 to-hit 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.

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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 after [the end of an advance, double, or March order](#). The extra move is allowed whether or not the unit fires, and may be used to move in any direction. This extra move 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 order other than advance or double.

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+.

T'AU THIRD PHASE EXPANSION ARMY LIST

Tau Armies have a Strategy Rating of 3. All formations are Initiative 2+, except for:
 Any Crisis Battlesuit formation and any Manta are Initiative 1+.

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

FORMATION	UNITS	UPGRADES ALLOWED	COST
Fire Warrior Cadre	8 Tau Fire Warrior units <i>or</i> 6 Tau Fire Warrior units and three Devilfish	Ethereal, Fire Warriors, Skyray, Pathfinders, Drones, Piranhas, Hammerheads, Bonded Team, Broadsides.	225pts
Crisis Battlesuit Cadre	4 XV8 Crisis Battlesuit units.	Commander, Supreme Commander, Crisis Suits, Gun Drones.	250pts

Tau Support Formations—Up to three may be selected per Core formation.

FORMATION	UNITS	UPGRADES ALLOWED	COST
Gun Drone Group	6 Gun Drone units	Gun Drones	150pts
Pathfinder Group	4 Pathfinder units and two Devilfishes	Gun Drones, Piranhas	175pts
Stealth Group	6 XV15 Stealth units	Gun Drones	275pts
Broadside Group	6 XV88 Broadside units	None	300pts
Recon Skimmer Group	6 Tetras or Piranhas, in any combination	Piranhas, Gun Drones	175 pts
Armour Support Group	4 Hammerheads	Skyray, Hammerheads	200pts
Skysweep Support Group	3 Skyrays	None	275pts
Kroot Kindred	1 Kroot Master Shaper unit and 9 Kroot units.	Kroot, Hounds, Krootox	175pts

Tau 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 each.

UPGRADE	UNITS / EFFECT	COST
0-1 Ethereal	Add one Ethereal to a Fire Warrior unit	75pts
Commander	Add one Shas'el to a Crisis unit	50pts
0-1 Supreme Commander	Add one Shas'o to a Crisis unit	100pts
Fire Warriors	Add 4 Fire Warrior units <i>or</i> Add 4 Fire Warrior units and two Devilfishes	100pts 150pts
Gun Drones	Add 1-4 Gun Drone units	25pts each
Hammerheads	Add 2 Hammerheads	105pts
Skyray	Add 1 Skyray	100pts
Piranhas	Add 3 Piranhas	75pts
Bonded Team	Add the <i>Leader</i> ability to one Fire Warrior unit	25pts
Pathfinders	Add 2 Pathfinder units and one Devilfish	125pts
Broadside Suits	Add 3 XV88 Broadside units	150pts
Crisis Suits	Add 1, 2, 3 or 4 XV8 Crisis Suit units	50pts each
Kroot	Add 5 Kroot Warrior units	75pts
Hounds	Add 3 Kroot Hound packs	50pts
Krootox	Add 3 Krootox Herds	75pts

Air Caste Formations—1/3rd of your army list may be Air Caste formations.

FORMATION	UNITS	COST
Barracuda Squadron	2 Barracuda Fighters	150 pts
Tiger Shark Squadron	2 Tiger Shark aircraft	225 pts
AX-1-0 Squadron	2 AX-1-0 aircraft	350 pts
Manta Dropship	1 Manta	650 pts
0-1 Spacecraft	1 Hero Class Cruiser <i>or</i> 1 Custodian Class Battleship	200 pts 250 pts
Orca Dropship	1 Orca	150 pts

TAU UNITS

ETHEREAL CASTE MEMBER

Ethereals (Aun) are not members of the Fire Caste, but form a separate caste ruling all others. The loyalty all other Tau display towards them is total, their views and commandments are never questioned, save in council by a fellow Aun. Unsurprisingly, they have a profound psychological influence on fighting troops around them, motivating them to acts of bravery or unflinching defence. However, this does not happen out of fear but out of deep respect. Ethereals sometimes accompany a Fire Warrior Cadre into battle, though whether their presence on the field is to command or to observe their troops is difficult to say.

In battle, they are accompanied by shield drones programmed to protect them by physically getting in the way of incoming shots or blows if necessary, and they carry the ceremonial weapons of the Ethereal caste, the Honour Blade and the Symbols of Office. But these are ritual weapons mainly and more used to denote rank than for actual combat. It is the Ethereals' role to lead and inspire, not so much to fight themselves, even if they are perfectly capable to do so should the need arise.

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Honour Blade	(base contact)	Assault Weapons	Extra Attacks (+1)	

Notes: *Character, Invulnerable Save, Leader. A formation joined by an Ethereal becomes Fearless. If the Ethereal is killed then the formation breaks automatically.*

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.

Tau make almost no use of close combat weapons, instead the most traditional officer weapon is the Plasma Rifle. They are also 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	
Commander's Plasma Rifle	30cm	AP4+	-	

Notes: *Character, Invulnerable Save, Coordinated Fire, Leader.*

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 do 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.

They have similar weapons and equipment as the slightly junior Shas'el, but their rank and importance often means that they have access to more non-standard equipment, like several different hard-wired support systems, shield generators or upgraded weapon systems.

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Commander's Plasma Rifle	30cm	AP4+	-	

Notes: *Character, Invulnerable Save, Coordinated Fire, Leader. The Shas'O allows the Tau player to re-roll one Initiative test (of any type) per turn.*

FIRE WARRIOR TEAM

The indisputable mainstay of any Tau army, Tau Fire Warriors or Shas'la are solid and dependable core troops. They are well armoured and equipped with the 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 as of fighting up close with their Pulse Carbines with built-in Photon Grenade launchers. Together with their tightly-knit nature and 'mutual support' attitude,

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

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 comrades' aim, not to win the battle themselves.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Pulse Carbines	15cm	AP5+	<i>Disrupt</i>	
Rail Rifles	30cm	AP4+	<i>Disrupt</i>	

Notes: Scouts, Coordinated Fire, Markerlights

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' 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	20	3+	6+	5+
Weapon	Range	Firepower	Notes	
Twin Missile Pods	45cm	AP5+ / AT6+	-	
Twin Plasma Rifles	30cm	AP4+	-	
Twin Fusion Blasters	15cm	MW5+	-	

Notes: 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 either work in support of larger formations or 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	
Multiple Silenced Burst Cannons	15cm (15cm)	AP4+ and Small Arms	<i>Disrupt</i> <i>First Strike</i>	

Notes: Tau Jetpacks, Teleport, Scouts, Markerlights, Reinforced Armour

XV88 BROADSIDE SUIT

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 only 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 Broadside Railguns	75cm	AT3+		
Smart Missile System	30cm	AP5+	<i>Ignores Cover</i>	

Notes: Reinforced Armour, Walker

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 version of Tau Jet Packs, which allows them to hover over the ground and fly over most obstacles. As weapons they carry twin-linked Pulse Carbines, a formidable weapon for short-ranged firing. 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 with their own 'body' (for want of a better term) by physically interposing themselves between the Tau and incoming fire or assailants.

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Pulse Carbines	15cm	AP5+	<i>Disrupt</i>	

Notes: Tau Jetpacks

DEVILFISH TROOP CARRIER

The Devilfish is the trusty troop transport of 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 Guns 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 Tau infantry to the front, or to evacuate them when the enemy is in a position to overwhelm the Tau line. Seeing as how Tau often have to rely on mobility, 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 Cannons & Gun Drones	15m	AP5+	-	
Seeker Missiles	90cm	AT6+	<i>Guided Missiles</i>	

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

HAMMERHEAD GUNSHIP

The Hammerhead is the main battle tank of the Tau Fire Caste, like the Lemn Russ for the Imperial Guard and the Predator for the Space Marines, and it is a close match for both. Contrary to 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 system is either a Railgun or an Ion Cannon, with the self-guiding Smart Missiles as back-up. The Hammerhead-mounted Railgun differs from the one mounted on Broadside Battlesuits in that it can not only fire a solid slug, but also a bundle of sophisticated submunitions, which proves deadly against massed infantry. The Ion Cannon is a very versatile weapon, with a high rate of fire and advanced targeting systems.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Seeker Missiles	90cm	AT6+	<i>Guided Missiles</i>	
Smart Missile System	30cm	AP5+	<i>Ignores Cover</i>	
Plus one from the following list:				
Railgun	75cm	AP5+ / AT4+	-	
Ion Cannon	60cm	AP4+ / AT5+	-	
Twin Fusion Cannon	30cm	MW5+	-	

Notes: Skimmer

SKYRAY AIR DEFENCE GUNSHIP

The Skyray gunship is the Tau version of ground-based air defence. It uses the hull of the Hammerhead as a basis, but doesn't mount a main gun in the turret, but 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 carries Seeker Missiles which can be employed versus tanks, as well as the Hunter missiles which can also be fired at armoured ground targets with good effect, as the targeting systems allow for quick re-calibration. It is therefore a reliable tank hunter / air defence and has become indispensable for the Tau military against opponents with 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+	<i>Ignores Cover</i>	
2x Hunter Missiles	60cm	AA5+	-	
2x Seeker Missiles	90cm	AT6+	<i>Guided Missiles</i>	

Notes: Skimmer, Markerlights.

TETRA LIGHT SKIMMER

The Tetra also is a two-seated light skimmer, similar to the Piranha, but crewed by Pathfinders. Its armament, in the form of Pulse Rifles, is considerably weaker, but it is equipped with markerlights as a recompense. Thus it can fulfil the same role as Pathfinders on foot, and its extra speed and mobility come in very handy in certain circumstances, for example as the recon section for an armoured cadre. Still it is a rather rare occurrence with most Tau armies, as it's still a relatively new piece of equipment. They are also employed under difficult battlefield conditions, where their mobility and smaller size allows them to go where regular Pathfinder units in their Devilfish would find the going extremely difficult.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Tetra Pulse Rifles	30cm	AP6+	-	

Notes: Skimmer, Scouts, Coordinated Fire, Markerlights

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 light armour added, as well as a 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 only 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 Cannons & Gun Drones	15m	AP5+	-	
Seeker Missiles	90cm	AT6+	Guided Missiles	

Notes: Skimmer

KROOT MASTER SHAPER

Master Shapers are the leaders of Kroot kindreds, they oversee the genetic development of their kindred as well as felling any important decisions together with the other senior Shapers of the tribe. Their main duty is to lead their tribe to new prey species that can be assimilated into the Kroot genome so that the kindred evolves, gaining new abilities and traits (hence the designation of 'Shaper'). Kroot normally hire themselves out as mercenaries, and it is the Master Shaper's business to negotiate the terms of the contract with the employers. They also lead their tribe in battle, using their superior physiology, numerous evolutionary adaptations (enhanced reflexes, being able to spit venom, etc.) as well as the exotic and deadly weaponry gifted by their employers in exchange for their service.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	5+
Weapon	Range	Firepower	Notes	
Mercenary Weapons	(base contact)	Assault Weapons	Macro-Weapon, Extra Attacks (+1)	
Kroot Rifles	(15cm)	Small Arms	-	

Notes: Leader, Infiltrators, Scouts

KROOT CARNIVORE SQUAD

Kroot are a relatively primitive race, but excellent infiltration and close combat troops. Their arboreal origins means they are experts in fieldcraft, as well as tracking and ambushing enemies in dense terrain. Though Kroot are fierce and skilled fighters in close combat and short-ranged firefights, they lack armour and must rely on the protection of their surroundings. They fight using their Kroot rifles, originally very primitive but now adapted and upgraded by the Tau Earth Caste. However, the rifle's main use is in close combat, where the numerous blades attached to it make it an effective weapon, used in the manner of the traditional Kroot fighting staves of old.

They are carnivorous and devour their victims after a won battle, as, according to their beliefs, this will confer their enemies' strength and courage to them. In fact, they are able to assimilate part of their prey's genetic make-up and learn new abilities in this way or even provoke artificial evolutionary leaps. But unsurprisingly, this behaviour is a constant cause of friction between them and the Tau, who deeply despise such acts of savagery.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	4+	5+
Weapon	Range	Firepower	Notes	
Kroot Rifles	(15cm)	Small Arms	-	

Notes: Infiltrators, Scouts

KROOT HOUND PACK

Kroot Hounds are a different evolutionary branch of the Kroot Carnivores, a Kroot form that has evolved into a four-legged hunting beast. Hounds are exceptionally ferocious and vicious and need handlers to take care of them, lest they turn on other Kroot or Tau. This makes them somewhat troublesome to take along into battle and is the reason why they are singularly detested by the Tau. They are a very animalistic, non-sentient life form exclusively used for battle and hunting purposes. They cannot make use of any weapons or equipment, but their sharp fangs are adequate weapons for tearing apart enemies in close combat and mercilessly pursuing any survivors.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	4+	-
Weapon	Range	Firepower	Notes	
Fangs	(base contact)	Assault Weapons	-	

Notes: *Scouts, Infiltrators*

KROOTOX HERD

Krootox are another Kroot form that has evolved from the main branch of the humanoid Carnivores. They, too, are stuck at a lower level of evolutionary development, being essentially lumbering herbivores. However, they have a strong bond to their Kroot masters and will fight alongside them savagely.

In battle, the Kroot lash a heavy weapon version of the Kroot Rifles, the Kroot Gun, to the Krootox's back so they gain some sort of fire support for their kindred. Krootox are very large and strong and can rip apart most enemies in close combat, while able to absorb heavy return blows.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Claws	(base contact)	Assault Weapons	<i>Extra Attacks (+1)</i>	
Kroot Guns	45cm	AP5+ / AT6+	-	

Notes:

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 its main role is 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. It is only now that they are slowly adapting for other roles as well, like ground support with their Ion Cannons and Burst Cannons. Their primary weapon for aerial combat is a modified version of the Hunter missile (used by Skyrays) called Interceptor missile, which doesn't require a markerlight to lock on to a target but is self-guided, but also shorter-ranged as a consequence.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	6+	-	-
Weapon	Range	Firepower	Notes	
Ion Cannon	30cm	AP4+/AT5+/AA5+	<i>Fixed Forwards Arc</i>	
Twin Burst Cannons	15cm	AA6+		
Twin Missile Pods	45cm	AP5+/AT6+	<i>Fixed Forwards Arc</i>	

TIGERSHARK

The Tiger Shark is not a dedicated bomber, but fulfils the dual role of bomber and drone transport craft. In addition to its usual board 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 in the back of the enemy 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 Cannon	30cm	AP4+/AT5/AA4+	<i>Fixed Forwards Arc</i>	
Burst Cannons	15cm	AA6+		
Twin Missile Pods	45cm	AP5+/AT6+	<i>Fixed Forwards Arc</i>	

Notes: *Transport (May carry three Gun Drone units). The Tigershark cannot land, make Engagement actions, or embark units, but can disembark transported Drones after an approach move. The disembarked Drones formation may shoot when it disembarks as normal, and counts as having had its action for that turn. Transported Gun Drone formations may be split across multiple Tigersharks in a formation as an exception to the normal transport rules.*

TIGERSHARK—MISSILE STRIKE VARIANT

When not equipped for the Drone carriage mission, the Tiger Shark is a powerful strike aircraft that can effectively counter ground formations with its twin-linked Ion Cannons, Burst Cannons and Markerlight-guided missiles. Sometimes they are the only support for Pathfinders working deep behind enemy lines, increasing their firepower with their missile salvos that can be carried to a marked target within a moment's notice.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	4+	n/a	n/a
Weapon	Range	Firepower	Notes	
Twin Ion Cannons	30cm	AP4+/AT5+/AA4+	<i>Fixed Forwards Arc</i>	
Burst Cannons	15cm	AA6+		
Twin Missile Pod	45cm	AP5+/AT6+	<i>Fixed Forwards Arc</i>	
4x Aircraft Seeker Missiles	45cm	AT6+	<i>Fixed Forwards Arc, Guided Missiles</i>	

TIGERSHARK—AX-1-0 VARIANT

A more recent variant of the Tiger Shark, jointly developed by the Earth and Air Castes in secret, replaces the drone racks and Ion cannons with two light calibre Railcannons. These massive weapons, usually mounted on support craft, turn the Tiger Shark into a formidable ground attack strike craft, capable of engaging and destroying super heavy tanks and Titans.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Bomber	4+	n/a	n/a
Weapon	Range	Firepower	Notes	
Twin Tigershark Railcannon	45cm	MW3+	<i>Fixed Forwards Arc, Titan-Killer (D3)</i>	
Burst Cannons	15cm	AA6+	-	
Twin Missile Pod	45cm	AT6+	<i>AT6+, Fixed Forwards Arc</i>	

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's usually dropped from larger craft and only uses its 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 troops shuttle, the Orca has a large troop carrying capacity and can even hold the larger battlesuits. However, it is only lightly armoured and is not partially suited for combat drops during battle, where it runs risk of being shot down. Usually, the landing zone is being 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
War Engine, Aircraft	Bomber	4+	6+	6+
Weapon	Range	Firepower	Notes	
Twin Burst Cannon	15cm	AA6+	-	
Twin Missile Pod	45cm	AP5+/AT6+	<i>Forwards Arc</i>	
Aircraft Seeker Missiles	45cm	AT6+	<i>Guided Missiles</i>	

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, Gun Drones, Kroot, Kroot Master Shaper, Crisis, Broadside units. 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 transport craft to land troops as well as dedicated support craft. Its firepower is withering and easily a match for the largest Imperial Titans or Ork Gargants, as it sports a Heavy Railcannon as main armament, as well as Heavy Ion Phalanxes and smaller defence weapons for close range. The Manta is also widely employed in space engagements as 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 (akin to those installed on the major Tau Spacecraft) to absorb incoming fire.

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	5+	-	5+
Weapon	Range	Firepower	Notes	
Heavy Railcannon	90cm	MW2+	<i>Titan-Killer (D3), Fixed Forwards Arc</i>	
3x Heavy Ion Phalanx	75cm	AP3+/AT4+	<i>Fixed Forwards Arc</i>	
4x Twin Manta Burst Cannons	15cm	AA6+	-	
Twin Linked Missile Pods	45cm	AP5+/AT6+	<i>Fixed Forwards Arc</i>	

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: *Support Craft, Tau Deflector Shield, Reinforced Armour, Planetfall, Transport (may carry up to 20: Fire Warriors, Pathfinders, Stealth, Gun Drones, Crisis, Broadside units, Kroot, Kroot Master Shaper. Crisis units take up two slots each. In addition the Manta may carry 4 vehicles of the following types: Devilfish, Hammerhead, Skyray, Piranha or Tetra. 3 Tetras may be carried in each vehicle slot).*

HERO CLASS CRUISER (LAR'SHI), VASH'YA CONFIGURATION

In the Kor'vattra Ileath'fannor - Commerce and Exploration Fleet, the 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 powerfully gunned cruiser 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 Moray assault ships, Orca dropships or even the huge 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 bombardment strikes used by other spaceborne races during ongoing ground battles, to avoid friendly fire accidents and collateral damage - as they normally don't wish to destroy what they are fighting for. Instead, they employ highly accurate pin-point attacks and ship-launched Tracer Missiles to take out enemy formations and war engines with high precision.

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

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)*

CUSTODIAN CLASS BATTLESHIP (OR'ES EL'LEATH)

The recent rapid expansion of the Tau Empire placed significantly increased pressure on the Kor'vattra, the Tau fleet. The Kor'vattra's early setbacks against the Imperial Navy during the Lithesh War, as well as the emerging threat of the Tyranid splinter fleets, had called Kor'vattra's prior engagement tactics into question. The very best Fio (Earth) Caste scientists of the Tau Sept were tasked with developing the program known as the Kor'or'vesh, incorporating new technologies and combat doctrines into a new series of starships.

The Or'es El'Leath (Custodian) battleship is the largest starship class of this next generation of Tau vessels, the Kor'vattra Qath'fannor - the Commerce Protection Fleet. It is a huge carrier, transporting squadrons of Barracuda fighters and Manta Missile Destroyers, which fly in support of the rest of the Tau fleet. When providing close support to planetary landings or other ground-based campaigns, it can bring its powerful shipboard Ion Cannons to bear against enemy war engines. In addition, its prow Gravitic Launcher is capable of launching waves of Tracer Missiles to the surface, guided to their targets by allied Markerlight armed ground units, in order to maximise their ability to lay waste to suitable enemy formations.

Type	Speed	Armour	Close Combat	Firefight
Spacecraft	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
2x Gravitic Tracer Salvo	n/a	3x MW5+	<i>Guided Missiles</i>	

Notes: *Slow and steady, Transport (may carry up to 18 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 targeted at different formations.*

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.

Tau Miniatures: The Epic Tau miniatures range is available from ForgeWorld. You can find out more about the Forge World range at their website: www.forgeworld.com.

Basing Tau Units: Crisis Battlesuits, Heavy Drones 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.

Support Craft: Some large war engines of the Tau operate above the battlefield, below the airspace used by aircraft, but higher than standard skimmer levels/terrain features. The vehicles which loom over the fight in this way have this stated in their individual notes. They operate exactly as skimmers which are 'popped up' at all times.

TAU ARMY LIST REFERENCE SHEET—V6.20

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
<i>Ethereal</i>	Character	n/a	n/a	n/a	n/a	Honour Blade	(Base Contact)	Assault Weapon, Extra Attacks (+1)	Invulnerable Save. Leader, a formation joined by an Ethereal becomes Fearless, but breaks instantly if he is killed.
<i>Shas'O Commander</i>	Character	n/a	n/a	n/a	n/a	Commander's Pulse Rifle	30cm	AP4+	Invulnerable Save, Coordinated Fire, Leader. May re-roll one failed initiative test per turn.
<i>Shas'EI Commander</i>	Character	n/a	n/a	n/a	n/a	Commander's Pulse Rifle	30cm	AP4+	Invulnerable Save, Coordinated Fire, Leader
<i>Fire Warrior unit</i>	Infantry	15cm	5+	6+	5+	Pulse Rifles Pulse Carbines	30cm 15cm	AP4+ AP5+, Disrupt	
<i>Gun Drone unit</i>	Infantry	20cm	5+	6+	5+	Pulse Carbines	15cm	AP4+, Disrupt	Tau Jet Packs
<i>Pathfinder unit</i>	Infantry	15cm	5+	6+	5+	Pulse Carbines Rail Rifles	15cm 30cm	AP4+, Disrupt AP5+, Disrupt	Scouts, Coordinated Fire, Markerlights
<i>Kroot Master Shaper unit</i>	Infantry	15cm	6+	4+	5+	Mercenary Weapons Kroot Rifles	(Base Contact) (15cm)	Assault Weapons, Macro-Weapon, Extra Attacks (+1) Small Arms	Leader, Infiltrators, Scout
<i>Kroot Carnivore unit</i>	Infantry	15cm	-	4+	5+	Kroot Rifles	(15cm)	Small Arms	Infiltrators, Scout
<i>Kroot Hound unit</i>	Infantry	15cm	-	4+	-	Fangs	(Base Contact)	Assault Weapons	Infiltrators, Scouts
<i>Krootox Herd unit</i>	Infantry	15cm	4+	4+	4+	Claws Kroot Guns	(base contact) 45cm	Assault Weapons, Extra Attacks (+1) AP5+/AT6+	
<i>XV8 Crisis Battlesuit unit</i>	Infantry	20cm	3+	6+	5+	Twin Missile Pod Twin Plasma Rifles Twin Fusion Blasters	45cm 30cm 15cm	AP5+/AT6+ AP4+ MW4+	Tau Jet Packs, Invulnerable Save
<i>XV15 Stealth Battlesuit unit</i>	Infantry	20cm	5+	6+	5+	Multiple Silenced Burst Cannons	15cm (15cm)	AP4+, Disrupt and Small Arms, First Strike	Tau Jet Packs, Scouts, Reinforced Armour, Markerlights, Teleport
<i>XV88 Broadside Battlesuit</i>	Light Vehicle	15cm	4+	6+	5+	Twin Broadside Railguns Smart Missile System	75cm 30cm	AT3+ AP5+, Ignores Cover	Reinforced Armour, Walker
<i>Tetra Light Skimmer</i>	Light Vehicle	35cm	5+	6+	6+	Tetra Pulse Rifles	30cm	AP6+	Skimmer, Scouts, Coordinated Fire, Markerlights
<i>Piranha Light Skimmer</i>	Light Vehicle	35cm	5+	6+	6+	Burst Cannon & Gun Drones Seeker Missiles	15cm 90cm	AP5+ AT6+, Guided Missiles	Skimmer
<i>Devilfish Troop Carrier</i>	Armoured Vehicle	30cm	5+	6+	6+	Burst Cannon & Gun Drones Seeker Missiles	15cm 90cm	AP5+ AT6+, Guided Missiles	Skimmer, Transport (Two Fire Warrior units or Pathfinder units)
<i>Hammerhead Gunship</i>	Armoured Vehicle	30cm	4+	6+	5+	Smart Missile System Seeker Missiles Plus one turret from the list below: Railgun Ion Cannon Twin Fusion Cannon	30cm 90cm 75cm 60cm 30cm	AP5+, Ignore Cover AT6+, Guided Missiles AP5+ / AT4+ AP4+/AT5+ MW4+	Skimmer, A Hammerhead may have one Railgun or one Ion Cannon or one Twin Fusion Cannon.
<i>Skyray</i>	Armoured Vehicle	30cm	4+	6+	6+	Smart Missile System 2x Hunter Missiles 2x Seeker Missiles	30cm 60cm 90cm	AP5+, Ignores Cover AA5+ AT6+, Guided Missiles	Skimmer, Markerlights
<i>Orca Dropship</i>	WE, Aircraft	Bomber	4+	6+	6+	Twin Burst Cannon Twin Missile Pods Aircraft Seeker Missiles	15cm 45cm 45cm	AA6+ AP5+ / AT6+, Forward Arc AT6+, Guided Missiles	Damage Capacity 2. Critical: Orca and all models aboard are destroyed. Planetfall, Transport (12, see datasheet)
<i>Manta Dropship</i>	WE	20cm	5+	-	4+	Twin Heavy Railcannon 3x Heavy Ion Phalanx 4x Twin Manta Burst Cannons Twin Missile Pod	90cm 75cm 15cm 45cm	MW2+, Titan Killer (D3), Fixed Forwards Arc AP3+ / AT4+, Fixed Forwards Arc AA6+ AP5+ / AT6+, Fixed Forwards Arc	Damage Capacity 8. Critical: Deflector shield removed. Further Criticals cause an extra point of damage. Support Craft, Tau Deflector Shield, Reinforced Armour, Planetfall, Transport (20, see datasheet), Markerlight, Fearless
<i>Barracuda Fighter</i>	Aircraft	Fighter	6+	n/a	n/a	Ion Cannon Twin Burst Cannons Twin Missile Pod	30cm 15cm 45cm	AP4+ / AT5+ / AA5+, Fixed Forwards Arc AA6+ AP5+/AT6+, Fixed Forwards Arc	Transport (3 Gun Drones). Drones are disembarked after the approach move is complete and may shoot immediately.
<i>Tigershark</i>	Aircraft	Bomber	4+	n/a	n/a	Twin Ion Cannon Burst Cannons Twin Missile Pod	30cm 15cm 45cm	AP4+ / AT5+ / AA4+, Fixed Forwards Arc AA6+ AP5+ / AT6+, Fixed Forwards Arc	
<i>Tigershark (AX-1-0)</i>	Aircraft	Bomber	4+	n/a	n/a	Twin Tigershark Railcannon Burst Cannons Twin Missile Pod	45cm 15cm 45cm	MW3+, Fixed Forwards Arc, Titan Killer (D3) AT6+, Fixed Forwards Arc	
<i>Hero Class Cruiser</i>	Spaceship	n/a	n/a	n/a	n/a	2x Pin-Point Attack	n/a	MW2+, Titan Killer (D3)	Transport (6 Orcas and Mantas, plus transported troops. Mantas take up 3 slots each)
<i>Custodian Class Battleship</i>	Spaceship	n/a	n/a	n/a	n/a	2x Custodian Tracer Salvo	n/a	3x MW5+, Guided Missiles	Slow and Steady, Transport (18 Orcas and Mantas plus transported troops. Mantas take up 3 slots each)