

# **CODEX: TAU EMPIRE**

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Fan-Dex Project

**FOR THE GREATER GOOD**

# ARMY LIST SPECIAL RULES

## TAU

All units with this special rule are treated to have the following abilities

- Are the only units to fill Compulsory Force Organisation Chart Slots
- Are able to use Markerlight hits
- Non-Vehicle units are affected by the presence of any Ethereal on the board.
- When assaulted, a Tau non-vehicle unit may make a single shooting attack before engaging in combat (They count as having moved).

These shooting attacks are always at -1 BS, regardless of the Tau's rank, and only one shot from one weapon may be fired.

Casualties count towards combat resolution.

## COMMANDER

At Least one HQ choice must have this special rule

## INDEPENDENT CHARACTER

All models with the Independent Character Universal Special Rule follows the rules as described in the Warhammer 40,000 rulebook, with the following exception.

Models in XV armour may not join units not equipped with XV armour. Inversely, an Independent character not equipped with XV armour may not join a unit equipped with XV armour.

## KOR'KA

If a model with this Special Rule Deep Strikes, it may choose to Deep Strike directly into an enemy unit. When they do so, they immediately inflict a single Strength 5, Power Weapon attack per member of the Squad. The unit is then locked in combat and is treated as if it had assaulted the enemy unit in the players turn.

## DISRUPTORS

All shooting from a unit with this special rule causes a pinning check, unless the firing unit is in open terrain.

## INSPIRATIONAL FIGURE

Any Tau unit with a model within 24", and Line of Sight, is Stubborn

## DREADED FALL

When a model with this rule dies, all units with the Tau rule on the table must take a leadership test or fall back. For all subsequent turns after this, all units with the Tau rule (who were on the table at the time) fire an additional shot with their weapons. Heavy Weapons are unaffected  
The Ethereal's model is left on the board, and counts as another objective.

## BATTLEFIELD SERMONS

Any Tau unit with a model within 12", and Line of Sight, is Stubborn

## FEARED DEATH

When a model with this rule dies, all units with the Tau rule within 18" must take a leadership test or fall back.  
The Ethereal's model is left on the board, and counts as another objective, in objective games.

## GUARDSMEN

Any Imperial Player units (IG, SM, BA, SW, DA, BT, Witch Hunters, Daemon Hunters), gain the Preferred Enemy special rule when in combat against a squad with this special rule.

## DEEP INFILTRATION

A unit with this special rule is always held in Reserve. Before the game starts, after deployment, select a single piece of terrain in the enemy deployment zone, and make a note of it. Keep it secret from your opponent. It cannot be occupied by an enemy unit. When the unit becomes available, they are automatically deployed at the piece of terrain. If an enemy unit occupies the terrain feature when the unit is deployed, they are considered to have "disappeared" within the terrain, and are removed from the table. However, the Deep Infiltrating unit takes an Instant Death causing wound on each model, with saves allowed.  
However, if the enemy deploys his forces into all terrain features in their own deployment zone, the unit with this rule follows the normal rules for Infiltrating.

## **AMBUSH**

Gun Drones are so incredibly quiet that they can bypass enemy lines without so much as disturbing dust.

A unit of Gun Drones arriving via "Ambush" must be declared to the opponent during set-up, and will always be kept in reserve.

When the unit becomes available, set the squad up anywhere on the board, within 6" of a terrain feature, and further then 6" from an Enemy unit

They may Shoot and Run as normal, but may not move or Assault on the turn they arrive.

## **SUPERSONIC**

A model with this rule may move Flat-out 36".

## **INTERCEPTOR**

Skimmers cannot claim the cover save granted due to moving Flat-out against shots fired by a model with this rule.

Similarly, Bikes and Jetbikes cannot claim the cover save gained due to Turbo-boosting.

## **ADVANCED TARGETING**

A model with this rule, unless it moved Flat-out, may always fire all its weapons.

## **SKILLED FLYERS**

Vespid can choose to count as either Jump Infantry, or Jet Pack Jump Infantry.

This choice must be made clear to the opponent, before any moves are made.

## **KROOT**

This is treated as the following Special rules

- Move through Cover
- Acute Senses
- Infiltrate
- Are always considered to have two close combat weapons

## **MASTER SHAPER**

- Kroot Kindreds may now fill compulsory FOC slots. (This supersedes the Tau special rule)
- All close combat attacks made by the Master Shaper are Rending
- Multiples of each Kindred may be selected, and are reassigned to other Force Organisation Chart Slots as follows:

Hunters	-	Troops
Stalkers	-	Elites
Headhunters	-	Elites
Trackers	-	Fast Attack
Hound Packs	-	Fast Attack
Vultures	-	Fast Attack

## **SHAMAN POWER**

The Shaman is treated as a Psyker, and he has the following powers. They may only be used on Kroot units

### **Instinct**

The Shaman Triggers an almost animal instinct for survival in the Kroot.

They have a 4+ Invulnerable Save in close combat

### **Eagle Eyes**

With precise movements and psychic focus, the Shaman awakens the natural hunting avian ability, increasing the Kroots vision.

In the shooting phase, the squad always rolls to hit on a 3+

## **SOLO ELITE**

Predator Kroot Kindreds are a rare site to see on the battlefield, even among a Kroot Warband. Only one squad of Predator Kindred may be used, ever, regardless of scenario special rules.

Each member Predator Kroot Kindred is also treated as a one man unit, as they take pride in their craft, and prefer not to be accused of copying each other.

# WARGEAR

## INFANTRY CLASS WEAPONS

### PULSE WEAPONS

Pulse Weapons are the basic equipment given to Fire

Warriors. Using an Induction Field to propel a particle, which reacts by breaking down, to create a plasma pulse as it leaves the barrel.

The newly invented Carbine Grenade allows squads to target larger, and grouped together units. It relies more on the strength of the blast, then the armour penetration. (A pulse Carbine may be fired in either mode, but never both in the same shooting phase)

Weapon	Range	Str	AP	Type
Pulse Pistol	12"	5	5	Pistol
Pulse Rifle	30"	5	5	Heavy 2
Pulse Carbine	18"	5	5	Assault 2
Carbine Grenade	12"	5	-	Assault 1, Pinning, Blast

### RAIL RIFLE

A Rail Rifle uses similar technology as to the Railgun.

Weapon	Range	Str	AP	Type
Rail Rifle	36"	6	3	Heavy 1, Sniper

### LAS-WEAPONS

Las-Weapons are common to former Imperial worlds. Easy to build and maintain, they are only ever used by Tau guard.

Weapon	Range	Str	AP	Type
Laspistol	12"	3	-	Pistol
Lasgun	24"	3	-	Rapid Fire

## DRONES

Drones used in units, always have the same Toughness and Save as the model they follow (Shown by using X as a value) This does not apply to the Gun Drone and Heavy gun Drone squadrons which are independent of a Drone Controller, and so will have their own Toughness and Save values.

### DRONE CONTROLLER

Allows the user to control up to two Drones (of any type) If the controller is killed, any, and all, remaining drones must be taken off as casualties also.

### GUN DRONE

	WS	BS	S	T	W	I	A	Ld	Sv
Gun-Drone	2	2	3	X	1	4	1	7	X

Is equipped with Twin-linked Pulse Carbines

### KROOT WEAPONS

Kroot use primitive slug throwers. Being highly skilled, they can also use a rifle in combat. The Hunting Rifle has a higher strength round. The Chem Rifle has slugs which contained highly volatile poisons and chemicals

Weapon	Range	Str	AP	Type
Kroot Pistol	12"	4	6	Pistol
Kroot rifle	24"	4	6	Rapid fire
Kroot Shotgun	18"	4	-	Assault 2
Kroot Gun	48"	7	3	Heavy 2
Hunting Rifle	12"	7	3	Assault 1
Chem Rifle	36"	X	6	Heavy 1, Sniper
	18"	3	5	Assault 1, Poisoned (5+)

The Kroot Gun has two profiles. When stationary, it may fire two shots up to 48", when moving it may only fire one shot up to 12".

### NEUTRON BLASTER

A Neutron Blaster is a hybrid of both Tau and Vespida technology. A small crystal mounted at the guns tip, creates a Neutron blast when fired

Weapon	Range	Str	AP	Type
Neutron Blaster	18"	5	3	Assault 2

### NEUTRON RIFLE

A modified Neutron Blaster, often rebuilt by the Vespida who owns it. It is almost identical to the Blaster, but has increased range, and induces a faster transference of energy when a shot hits.

Weapon	Range	Str	AP	Type
Neutron Rifle	24"	6	3	Assault 2

### SHIELD DRONE

	WS	BS	S	T	W	I	A	Ld	Sv
Shield Drone	2	-	3	X	1	4	1	7	X

Has, and confers, a 4+ invulnerable save

This save is conferred to the whole unit, including any Independent characters that join it.

### MARKER DRONE

	WS	BS	S	T	W	I	A	Ld	Sv
Marker Drone	2	3	3	X	1	4	1	7	X

Is equipped with a Markerlight, and Target Lock

# BATTLESUIT CLASS WEAPONS

## DUAL POINT WEAPONS

Some weapons have the "Dual Point" weapon type, and are usually only equipped to XV Battlesuits. This means they require two points to connect to the Battlesuit, and use much more power to fire.

A model with a Dual Point weapon may not fire any other weapons in the same turn, but is otherwise unaffected.

## BURST CANNON

Burst Cannon utilises plasma induction technology, similarly found in Pulse weapons. It is a multi-barrel weapon, allowing it to sustain high rates of firepower.

Weapon	Range	Str	AP	Type
Burst Cannon	18"	5	5	Assault 4

## FIRESTORM CANNONS

This is a pair of specially modified Burst cannons.

Weapon	Range	Str	AP	Type
Firestorm Cannon	24"	5	5	Assault 10

## TAU FLAMER

The humble Flamer is extremely useful against tightly packed and low-armoured opponents.

Weapon	Range	Str	AP	Type
Tau Flamer	Template	5	5	Assault 1

## ION DISRUPTOR

Using a stable Ion radiation source, the Ion Disruptor can get through nearly all armour.

Weapon	Range	Str	AP	Type
Ion Disruptor	36"	6	3	Assault 3, Rending, Dual Point

## ION BLASTER

The Ion Blaster has a lower power level, compared to the Disruptor. It does however maintain a slightly higher rate of fire.

Weapon	Range	Str	AP	Type
Ion Blaster	24"	5	3	Assault 4

## HELIOS RIFLE

The Helios Rifle is a much larger variant of the Fusion Blaster. It is designed for greater range and rate of fire; however it cannot be combined with smaller weapons due to its incredible energy consumption.

Weapon	Range	Str	AP	Type
Helios Blaster	24"	8	1	Assault 3, Melta, Dual Point

## FUSION BLASTER

The primary role of the Fusion Blaster is Anti-Tank. No small wonder that Crisis teams devoted to Tank-Hunting have become true adepts at stalking enemy armour.

Weapon	Range	Str	AP	Type
Fusion Blaster	12"	8	1	Assault 1, Melta

## PLASMA RIFLE

Foregoing the raw stopping power that the Gue'la and other races use with their plasma technology, The Tau have made this technology safe, but still quite as deadly.

Weapon	Range	Str	AP	Type
Plasma Rifle	24"	6	2	Assault 2

## SMART MISSILE SYSTEM

Smart Missile Systems do not require Line of Sight to target. The target does however still receive cover saves. It is also unaffected by Night Fighting

Weapon	Range	Str	AP	Type
Smart Missile	24"	5	5	Heavy 4

## MISSILE PODS

Missile Pods are primarily used to take out lightly armour vehicles, or medium armour troops.

Weapon	Range	Str	AP	Type
Missile Pods	36"	7	4	Assault 2

## DEATHRAIN PODS

Deathrain Pods are larger cousins of the Missile Pod. Able to fire a larger salvo, they can be quite fearsome to those at the receiving end.

Weapon	Range	Str	AP	Type
Deathrain Pods	36"	6	4	Assault 4, Blast, Pinning

## BROADSIDE RAILGUN

Weapon	Range	Str	AP	Type
Railgun	60"	10	1	Heavy 1, Dual Point

### PLASMA LANCE

The Plasma Lance is an astonishing piece of Wargear. When aimed correctly, it can pierce enemy armour like tissue paper.

Weapon	Range	Str	AP	Type
Plasma Lance	48"	7	3	Assault 2, Dual Point

When rolling to hit with this weapon if a roll of 6 is scored, the weapon counts as a Lance Weapon.

### TANK-HUNTER RIFLE

If the Railgun is equivalent to a Pulse Rifle, the Tank-Hunter Rifle would be equivalent to a Pulse Carbine. It sacrifices range and penetration power, for a higher rate of fire. It is often carried onto the battlefield by trusted Broadside Shas'Vre, or more Mont'ka focussed Commanders.

Weapon	Range	Str	AP	Type
Tank-Hunter Rifle	36"	9	2	Heavy 3

### WAPR-RIFT GENERATOR

The Warp-Rift Generator is the result of the Tau experiments with Warp Travel. They discovered that the smaller the opening created, the easier it became to send a subject through.

Weapon	Range	Str	AP	Type
Warp-Rift Generator	18"	8	5	Assault 1, Blast, Pinning, Dual Point

Hits caused by a Warp-Rift Generator roll to wound against the targets Ld, and only invulnerable saves may be. Thus the AP negates invulnerable saves 5+ or worse. If a model has no invulnerable save to take, they are removed from the table automatically.

As Tau are not psychically inclined, the Blast scatters the full 2D6" distance.

## KINDREDS

“Kindreds” is the name given to the sects of Kroot warbands, who specialise in different fields of combat and hunting.

### TRACKERS

All upgraded members of the unit become Cavalry

### STALKERS

All members of the unit replace their Stealth USR, with the Stalker special rule.

Stalker – models gain +2 to their cover save, when in cover.

### HUNTERS

All Kroot members of the unit replace their Kroot Rifle (Or Kroot Shotgun), with a Kroot Hunting rifle.

The Shaper also has a Hunting Rifle, but still may still replace it with a Pulse Rifle or Carbine.

### HEADHUNTERS

All Members of the unit gain the “Poisoned Weapons” (4+) special rule when in close combat

### HOUND PACK

All Kroot, except the Shaper, are replaced by Hounds.

The max number of additional Hounds is now 20.

Regular Kroot may not be added to the unit.

### VULTURES

All members of the unit are equipped with Wings, and become Jump Infantry.

## ARMOUR

Note, some armour types change a model’s Stats, Unit Type, and confer different Special rules (for example, additional wounds). Statline and Special rules changes only apply to models taking the armour as a replacement.

### XV25 STEALTH ARMOUR

Confers a 3+ Armour save

Grants the Relentless, Acute Senses, Deep Strike and Stealth USRs

XV25 Stealth Armour increases the wearers Toughness characteristic by 1. Note that this increase does not affect the models Toughness for the purposes of Instant Death. It also increases the model’s Strength to 4

The model becomes Jet Pack Jump Infantry  
Any roll to hit (Shooting) of 6, causes Pinning.

### XV3 STEALTH SUIT

Confers a 3+ Armour save

Grants the Relentless, Acute Senses, Deep Strike, and Stealth USRs

Makes the wearer Toughness 4, and Strength 4

The model becomes Jet Pack Jump Infantry

Any roll to hit (Shooting) of 5+, causes Pinning.

### SHAS ARMOUR

Confers a 4+ Armour Save

### EXOSKELETAL ARMOUR

Confers a 5+ Armour Save

### KROOT ARMOUR

Confers a 6+ Armour Save

### XV8 CRISIS SUIT

Confers a 3+ Armour save

Grants the Relentless, Acute Senses, and Deep Strike USRs

Makes the wearer Toughness 4, and makes them Strength 5.

The model becomes Jet Pack Jump Infantry, and gains an additional Wound

- A model in XV8 armour may always fire two weapons. When firing two same weapons, they count as twin-linked
- All models with XV8 armour may fire independently from the rest of their squad.

### XV9 HAZARD SUIT

Confers a 3+ Armour save

Grants the Relentless, Acute Senses, Fearless, Hit & Run, and Deep Strike USRs

Makes the wearer Toughness 5, and Strength 5

The model becomes Jet Pack Jump Infantry, and gains an additional Wound

A model in XV9 armour may fire both pairs of weapons, at independent targets, and ignores the Dual Point weapon type.

### XV88 BROADSIDE SUIT

Confers a 2+ Armour save

Grants the Acute Senses, and Slow and Purposeful USRs

Makes the wearer Toughness 5, but is considered Toughness 4 against Strength 8 or higher weapons

It also makes the model Strength 5

- A model in XV88 armour may only ever fire one weapon.
- If it doesn’t fire its Railgun, then it may make a D6” assault move

# VEHICLE WARGEAR

## DESTROYER RAILGUN

A new variant of the Railgun technology, designed specifically to take out the most heavily armour Tanks, or biggest Tyranids.

Weapon	Range	Str	AP	Type
Destroyer Shot	72"	X	1	Heavy 1

The Destroyer Railgun automatically penetrates all vehicles.

Monstrous Creatures, or Targets with a Toughness 6 or higher, take D3 Wounds, and lose the same number of Attacks (To a minimum of 1).

## AURORA CANNON

A new variant of the Ion cannon. Its ability to eradicate a wide area in a brilliant flash of light makes it a highly sort after weapon by Tau Commanders

Weapon	Range	Str	AP	Type
Aurora Cannon	72"	7	2	Ordnance 2, Large Blast, Rending

## ION CANNON

An Ion Cannon is always mounted on a Hammerhead. It creates a stream of highly charged particles, accelerated with electromagnetic fields. It reacts explosively on contact with anything, due to the high rate of energy transfer.

Weapon	Range	Str	AP	Type
Ion Cannon	60"	7	3	Heavy 3, Rending

## DISRUPTION POD

Confers a 4+ Cover save, unless the enemy unit is within 12"

## SHIELD ARRAY

Confers a 5+ invulnerable save, unless the enemy unit is within 6"

## RAILGUN

The Railgun mounted on a Hammerhead can use both modes of firing.

Weapon	Range	Str	AP	Type
Solid-Shot	72"	10	1	Ordnance 1
Submunition	72"	6	4	Heavy 1, Large Blast

## SEEKER MISSILE RACK

A Seeker Missile Rack holds 6 Seeker Missiles. Each Seeker missile may be fired at a single target marked by a Markerlight. A max of 4 Seeker Missiles may be launched per turn, and 2 missiles are "reloaded" every turn.

## SEEKER MISSILES

They are fired when a model with a Markerlight calls for one.

They are fired at BS 5. They ignore cover saves, but when determining which side of a vehicle has been hit, make a line from the carrier, to the target.

Weapon	Range	Str	AP	Type
Seeker Missile	Unlimited	8	3	Heavy 1

## MARKERLIGHT ARRAY

The vehicle has two Markerlights that can be fired independently of each other. They are Defensive Weapons.

## MULTI-TRACKER

The vehicle counts as a Fast Vehicle in the Shooting Phase

## ABLATIVE ARMOUR

-1 to enemy Penetration rolls.

Melta Weapons only lose the extra D6 for Armour Penetration.

## SENSOR SPINES

The Vehicle treats all terrain, except impassable terrain, as open ground.

## TARGET LOCK

Allows all the weapons on a Vehicle (including any Drones) to fire independently of each other

## TARGETING ARRAY

Increases the BS of the vehicle by +1. This does not affect weapons carried by drones.

## ATMOSPHERIC RE-ENTRY SHIELDING

Melta weapon don't gain the extra D6 armour penetration when shooting at a model equipped with this wargear.

## NICCASSAR PILOT

Clearly not a piece of Wargear, the Niccassar Pilots that volunteer for service in the Fire Caste are often young and "Hot-Blooded".

The Vehicles BS is reduced to 1, but the vehicle ignores Crew Shaken and Stunned results, and gains the Fast Vehicle type (If it wasn't already).



## COMBAT WARGEAR

### STAFF OF TAU'VA

Adds +2 strength to the Ethereal's attacks, in the first round of combat. Is a Two-Handed Weapon

### SYMBOLS OF OFFICE

Counts as two Close Combat weapons.

### STAFF OF PECH

A Ceremonial Stave that the Master Shaper must carry with him as a Symbol of his rank. The Master Shaper is extremely proficient with its use. He can even deflect the deadliest of blows with it.

It is treated as a Two-Handed Power Weapon, and also grants him a 5+ Invulnerable Save.

### SHAMAN STAFF

This is a Two-Handed Witchblade that confers a 5+ invulnerable save onto the wielder.

### HUNTING STAVE

This is a Two-handed Close Combat Weapon that confers +1 Attack, and re-rolls failed to hit rolls in combat.

### EMP GRENADES

Used only against vehicles.

After rolling to see if the grenade hits, roll again to determine its effects.

D6 Result	Effect
1-3	None
4-5	Inflicts a glancing hit
6	Inflicts a Penetrating hit

### DEFENSIVE AND OFFENSIVE GRENADES

Use the rules as described in the Warhammer 40k Rulebook

### CLOSE COMBAT WEAPONS

Use the rules as described in the Warhammer 40k Rulebook

### CLAWS

Counts as a single Close Combat Weapon with the Rending Special Rule

### POISONED BLADES

In Close Combat, the wielder has Poisoned (5+) attacks.

### JUMP PACK

Makes the model Jet-pack Jump Infantry

### PATHFINDER JET-BIKE

Used the rules for Jet-bikes as described in the Warhammer 40k Rulebook

Is equipped with Twin-linked Pulse Carbines

### COMMUNION HELM

So long as the Strain Leader is alive, the squad may use Markerlight hits, as if it had the Tau Special Rule.

### ADVANCED TARGETING SCOPES

See entry (Honour guard) for details

### TARGET LOCK

Allows an individual in a squad to fire independently from the rest of the squad

### STEALTH FIELD GENERATOR

Any unit firing at this unit must roll a spotting distance, same as the Night Fighting rules.

This effect can be negated by the Acute Senses/Night Vision universal special rule.

### SHIELD GENERATOR

Confers a 4+ Invulnerable Save to the Wielder

### ULYSSES SHIELD

Confers a 4+ Invulnerable Save to the Wielder, and members of their unit, including Drones

### PERSONAL SHIELD

Confers a 5+ invulnerable save

### STRIKE BEACON

Any unit Deep Striking within 12", and Line of Sight, doesn't roll for scatter.

### POSITION RELAY

From the second turn onwards, as long as the bearer is on the table at the beginning of the turn, a single unit may be deployed on a D6 of 2+, though no other units in reserve may be deployed this turn.

### VECTORED-RETRO THRUSTERS

Confers the Hit & Run special rule

### IRIDIUM ARMOUR

Confers a 2+ Armour Save, but makes the wearer heavier. The wearer must always make a Slow and Purposeful move, should it wish to move at all.

## SPECIAL CHARACTERS

### MIRAGE COMMANDER SWIFTWIND

#### SPECIAL RULES

Relentless, Acute Senses, Tau, 4+ Invulnerable Save, Stealth, Infiltrators, Hit & Run, Commander, and Independent Character

#### Stealth Cadre

Up to three units in the army (Chosen from the following: Ethereal and Honour Guard, Fire Warrior Teams, Gun Drone Squadrons, Pathfinder Teams, and Piranha Squadrons) must be upgraded to the Stealth Cadre for 15pts per model which grants the units Stealth field Generators, and confers the Stealth and Infiltrator Universal Special Rules.

### COMMANDER SHADOWSUN

#### SPECIAL RULES

Commander, Relentless, Acute Senses, 4+ Invulnerable Save, Deep Strike

#### - Strike of Falling Fire

When O'Shaserra Deep Strikes, she may an additional shooting attack at a single target within 12" of her final Deep Strike position

#### WARGEAR

#### - Command-Link Drone

Follows the rules or Drones, as described on page 3  
Any, and all, Tau units on the Table may re-roll any failed tests that use the Leadership Characteristic

### AUN'VA

#### AUN'VA SPECIAL RULES & WARGEAR

#### - High Ethereal of the Tau'Va

So long as Aun'Va is alive, All Tau units on the Battlefield gain the Fearless Special Rule.

#### - Non-Combatant

Aun'Va never fights in combat, but may be hit himself

#### - Ultimate Price of Failure

Should Aun'Va be removed from the table as a casualty, every Tau unit on the table at the beginning of the turn, must take a Leadership Check. Any unit whom had Line of Sight to Aun'Va, has -2 to their Leadership for this check.

After this, all units with the Tau rule may fire three additional shots with their weapons. Weapons mounted on vehicles are unaffected.

#### ETHEREAL GUARD SPECIAL RULES & WARGEAR

#### - Lightning Halberds

These are weapons that can smash an opponent's body beyond recognition.

In the first Round of Combat, the Ethereal Guard gain +2 to their Strength.

The Halberds also negate armour saves of 4+ or worse, similarly to ranged weapons with AP 4.

#### WARGEAR

#### - Twister Cannon

Weapon	Range	Str	AP	Type
Twister Cannon	36"	6	4	Assault 5, Dual Point

#### - XV38 Hurricane Stealth suit

Follows all the normal rules for XV3 Stealth Suits, with the following changes;  
The model is additionally equipped with a Stealth Field Generator and also confers the Infiltrators and Hit & Run Universal Special rules.

#### WARGEAR (CONTINUED)

#### - XV35 Battlesuit

After extensive field testing, and many modifications, O'Shaserra's Stealtsuit was put into mass production as the XV3. Shadowsun was then granted a specially modified Battlesuit, with both an Integrated Shield Generator, and a Stealth Field Generator.

She has an improved Toughness value. Note that this increase does not affect her Toughness for the purposes of Instant Death.

She may always fire both of her Fusion Blasters, and may target two different units, but only one target may benefit from Markerlight Hits

#### - Paradox of Duality

The Paradox of Duality contains a truly remarkable, ancient, and incalculably powerful device.

It increases the Toughness of the entire Squad by 2. Note that this increase does not affect the models Toughness for the purposes of Instant Death.

It also distorts the light around the unit, adding +1 to any cover save the squad gains. (in open ground they have a 6+ Cover Save)

#### - Seat of the Council

This circular platform has enough space to carry Aun'Va, and his Guard around the battlefield, at incredible speed.

The unit may move 18" in the Movement phase, but may not do anything in the shooting phase, or charge into combat.

It also has an Integrated Shield Generator

#### - Counter-Attack

#### - Protectors

## KAIS

### SPECIAL RULES

**Tau, Independent Character**

#### Pathfinder Force

A second unit of Fire Warriors may be upgraded to Pathfinders

#### Unswerving Loyalty

Kais, and any unit he leads, automatically pass any Morale Checks.

#### Divine Destiny

Whilst Kais is part of a unit, he may re-allocate a single wound onto another Fire Warrior/Pathfinder, showing Kais dodging the shot, or the warrior selflessly sacrificing himself for the Greater Good

## BROADSIDE COMMANDER STRONGSWORD

### SPECIAL RULES

**Commander, Acute Senses, Tau, 4+ Invulnerable Save, Hit & Run, Independent Character**

## AUN'SHI

### SPECIAL RULES

**Tau, Commander, Dread Fall, 4+ Invulnerable Save**

#### Inspirational Figure

Aun'shi follows the same rules for Inspirational Presence, with the following addition:

If Aun'Shi joins a unit, they gain +1 Attack and +1 Initiative in combat, to show them hurling themselves at the enemy in total confidence of victory.

#### Blade Master

After the opponent has made his "To Hit" rolls, Aun'shi may sacrifice any number of his attacks to Parry any hits scored.

Aun'Shi has the Rending universal special rule in close combat.

## WARGEAR

### Modified Rail Rifle

Kais has modified his own Rail Rifle to be lighter and more streamlined. It has the following profile

Weapon	Range	Str	AP	Type
Rail Rifle	30"	6	3	Assault 2, Rending, Pinning

## WARGEAR

### - 02 Broadside Railgun

This variant of the Broadside Railgun has the Following profiles, chosen when declaring shooting.

Weapon	Range	Str	AP	Type
Solid shot	72"	10	1	Heavy 1, Dual Point
Submunition	36"	6	4	Assault 1, Blast, Dual Point

## WARGEAR

### Hard-Wired Shield Generator

A smaller version of a Battlesuits Shield Generator, It confers a 4+ Invulnerable save.

#### Aun'Nan

A masterfully crafted Staff of Tau'va, it adds +2 to Aun'Shi's Attacks in the first round of combat, and is a two-handed weapon.

Aun'shi has carried this Stave into many a battle, and has learned how to use it as ranged weapon. It has the following profile

Weapon	Range	Str	AP	Type
Aun'Nan	Template	4	6	Assault 1, Pinning

**Designer's note:-** think of Aun'Shi using his stave as a boomerang, it follows the outer edge of the flamer template. It causes pinning, because not many races would expect a stave to be flying at their heads at speed.

## MARKERLIGHTS

Markerlights are hand-held, or barrel-mounted, devices that project a beam of light onto the target. It has the following profile

	Range	Str	AP	Type
Markerlight	36"	N/A	N/A	Heavy 1

For each "Hit" scored using a Markerlight, a "Marker Token" is placed next to the target unit. They are expended by subsequent shooting, and tokens last until the end of the player turn.

When a Tau unit targets a "Marked" enemy unit they may expend tokens to gain each of the following bonuses. The bonuses are cumulative.

- Call a seeker missile from a vehicle, resolved at BS 5. For the purposes of Cover, and Armour Facings, make a line from the vehicle to the target. No Line of Site is required.
- Increase the BS of the Tau unit by +1. This can be done to a maximum of BS 5
- Reduce the "Marked" units cover save by -1. This can negate a cover save entirely.
- Reduce the "Marked" units Ld by -1. To a minimum of 5.
- Allow the Tau unit to ignore the Night Fighting rule.
- A single Marker Token may be expended to allowing the Tau unit to target an Independent Character.
- Units firing Blast or Large Blast weapons at a "marked" unit may reduce the distance scattered by 1" for each token expended.

All token expenditure must be declared to the opponent before any dice rolls are made. You may never use a Marker Token to improve a Markerlight shot.



## MIRAGE COMMANDER SWIFTWIND

95PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Swiftwind	4	5	4	4	5	4	3	10	3+

### COMPOSITION

- 1 (unique)

### UNIT TYPE

- Jump Infantry (Jet Pack)

### SPECIAL RULES

- Commander
- Relentless
- Independent Character
- Hit & Run
- Infiltrators
- Tau
- Acute Senses
- 4+ Invulnerable Save
- Stealth
- Stealth Cadre

### WARGEAR

- Long Barrelled Burst Cannon
- XV38 Hurricane Stealth Suit
- Markerlight
- Shield Generator
- Strike Beacon

## COMMANDER SHADOWSUN

200PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Shadowsun	4	6	4	4(5)	5	4	2	10	3+
Command-Link Drone	2	0	3	4(5)	1	2	1	-	3+

### COMPOSITION

- 1 Shadowsun (unique)

### UNIT TYPE

- Jump Infantry (Jet Pack)

### SPECIAL RULES

- Commander
- Relentless
- Independent Character
- Deep Strike
- Tau
- Acute Senses
- 4+ Invulnerable Save
- Strike of Falling Fire

### WARGEAR

- Two Fusion Blasters
- Strike Beacon
- Two Shield Drones
- XV35 Shadowsuit
- Command-Link Drone
- Drone Controller

## AUN'VA

200PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Aun'va	1	3	2	3(5)	3	1	-	10	4+
Ethereal Guard	4	4	3(5)	3(5)	1	3	4	9	4+

### COMPOSITION

- 1 Aun'Va (unique)
- 2 Ethereal Guard

### UNIT TYPE

- Infantry

### SPECIAL RULES

#### Aun'Va

- High Ethereal of the Tau'Va
- Stubborn
- Non-Combatant

#### Ethereal Guard

- Counter-Attack
- Stubborn

### WARGEAR

- Paradox of Duality
- Lightning Halbards
- EMP Grenades
- Seat of the Council
- Pulse Pistol
- Shas Armour

## BROADSIDE COMMANDER STRONGSWORD

200PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Stronsword	3	6	5	4	5	4	2	10	2+

### COMPOSITION

- 1 (unique)

### UNIT TYPE

- Infantry

### SPECIAL RULES

- Commander
- Acute Senses
- Independent Character
- Tau
- 4+ Invulnerable save
- Hit & run

### WARGEAR

- 02 Broadside Railgun
- XV88 Broadside Battlesuit
- Vectored-Retro Thrusters
- Shield Generator
- Strike Beacon
- Smart Missile System

### Broadside Cadre

Units of Broadside, in an army containing Strongsword, may be taken as Elites choices

## COALITION COMMANDER

150PTS

PAGE

## CADRE COMMANDER

100PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Coalition Commander	4	6	4	4	5	4	2	10	3+
Cadre Commander	3	5	4	4	3	3	2	10	3+

### COMPOSITION

- 1 Coalition or Cadre Commander

### UNIT TYPE

- Jump Infantry (Jet Pack)

### SPECIAL RULES

- Commander
- Acute Senses
- Independent Character
- Deep Strike
- Relentless
- Kor'Ka
- 4+ Invulnerable Save
- Tau

### WARGEAR

- Burst Cannon
- XV3 Stealth Suit
- Ulysses Shield
- Strike Beacon

### Coalition Commander only

- Position Relay

### OPTIONS

May replace XV3 Stealth Suit with a XV8 Crisis Suit and second Burst Cannon for 20pts

May take Iridium Armour for 15pts

May take a Drone Controller for free, but must select up to two Drones from the following list

- Gun Drone .....10pts each
- Shield Drone .....15pts each

### OPTIONS (Continued)

May replace a Burst Cannon for

- Tau Flamer ..... free
- Fusion Blaster ..... 10pts
- Plasma Rifle ..... 15pts
- Ion Blaster ..... 20pts
- Helios Blaster ..... 20pts
- Plasma Lance ..... 25pts
- Tank-Hunter Rifle ..... 25pts
- Warp-Rift Generator Rifle ..... 30pts

If wearing XV 8 Armour, may replace one Burst Cannon for one of the following:

- Firestorm Cannons ..... 10pts
- Twin-Linked Fusion Blaster ..... 15pts
- Helios Blaster ..... 15pts
- Deathrain Pods ..... 20pts
- Twin-Linked Plasma Rifle ..... 25pts
- Ion Disruptor ..... 25pts
- Plasma Lance ..... 35pts

May replace XV3 Battlesuit and Burst Cannon with a XV9 Battlesuit, and two Twin-linked Burst Cannons for 50pts

May replace each Twin-linked Burst Cannon for

- Twin-linked Fusion Blasters ..... 20pts
- Twin-linked Plasma Rifles ..... 25pts
- Twin-Linked Ion Disruptor ..... 25pts
- Twin-linked Helios Blaster ..... 30pts
- Plasma Lance ..... 35pts

### Hazard Support

If the Commander is equipped with XV9 Hazard Suit, then XV9 Hazard Teams count as Scoring units

## VESPID MATRIARCH

95PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Vespid Matriarch	5	5	4	5	3	6	4	10	5+
Vespid Elder	4	4	4	4	2	5	2	9	5+

### COMPOSITION

- 1 Infantry

### UNIT TYPE

- Infantry

### SPECIAL RULES

- Commander
- Independent Character
- Fleet
- Deep Strike
- Rending
- Skilled Flyers

### OPTIONS

May be accompanied by up to five Vespid Elder for 30pts per model (it stops counting as an Independent Character)

### WARGEAR

- Communion Helm
- Claws
- Elders have Neutron Blasters
- Neutron Rifle
- Exoskeletal Armour
- Offensive Grenades

### OPTIONS (Continued)

May take any of the following:

- Target Lock ..... 5pts
- EMP Grenades ..... 10pts
- Personal Shield ..... 15pts

## AUN'SHI

125PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Ethereal Commander	5	5	3(5)	3	4	5	4	10	4+

### COMPOSITION

- 1 (unique)

### UNIT TYPE

- Infantry

### SPECIAL RULES

- Commander
- Shas'Aun'Shi
- 4+ Invulnerable Save
- Blade Master
- Inspirational Figure
- Dreaded Fall
- Tau

### WARGEAR

- Aun'Nan
- Hard-Wired Shield Generator
- EMP Grenades
- Shas Armour

## ETHEREAL COMMANDER

100PTS

PAGE

## ETHEREAL

75PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Ethereal Commander	5	5	3	3	4	4	2	10	4+
Ethereal	4	4	3	3	3	4	2	10	4+

### COMPOSITION

- 1 Ethereal or Ethereal Commander

### UNIT TYPE

- Infantry

### OPTIONS

May replace Pulse Pistol with

- a Pulse Rifle ..... free
  - A Pulse Carbine and Networked Marklerlight 5pts
- May take a Drone Controller for free, but must select up to two Drones from the following list
- Gun Drone ..... 10pts each
  - Shield Drone ..... 15pts each
  - Marker Drone ..... 30pts each

### SPECIAL RULES

- Commander
- Independent Character
- 5+ Invulnerable Save
- Inspirational Figure
- Dreaded Fall
- Tau

### WARGEAR

- Staff of Tau'va or Symbols of Office
- Pulse Pistol
- EMP Grenades
- Personal Shield
- Shas Armour

May take one of the Following

- Pathfinder Jet-bike ..... 15pts
- Jump Pack ..... 25pts

Or replace his Shas Armour and Pulse Pistol with an XV3 Stealth Suit and Burst Cannon ..... 35pts

## KROOT MASTER SHAPER

95PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Master Shaper	6	4	5	4	3	5	4	10	6+

### COMPOSITION

- 1

### UNIT TYPE

- Infantry

### OPTIONS

May replace Kroot rifle and/or Pistol with

- Pulse Pistol ..... free
- Pulse Rifle, Pulse Carbine ..... 5pts

### SPECIAL RULES

- Master Shaper
- Independent Character
- Kroot
- Commander
- Stealth
- 5+ Invulnerable Save

May replace their Kroot Armour for Exoskeletal armour for 15pts

May take a Retinue of Kroot, chosen the same as a Kroot Kindred. They must be of the same Kindred as the Master Shaper.

### WARGEAR

- Kroot Hunting Rifle
- Defensive Grenades
- Offensive Grenades
- Staff of Pech
- Kroot Pistol
- Kroot Armour

### Kindreds

The Master Shaper may become a master of one of the following Kindreds:

- Trackers ..... 5pts
- Stalkers ..... 10pts
- Hunters ..... 10pts
- Headhunters ..... 15pts
- Vultures ..... 20pts



# BODYGUARDS

## COMMAND TEAM.....30PTS

PAGE

You may include one Command Team for every Coalition Commander, Cadre Commander or XV3 equipped Ethereal and Ethereal Commander's in your Army. This does not count towards your HQ allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Battle Noble	3	5	4	4	2	3	2	8	3+

### COMPOSITION

- 3 Battle Nobles

### UNIT TYPE

- Jump Infantry (Jet Pack)

### SPECIAL RULES

- Relentless
- Kor'Ka
- 4+ Invulnerable Save

- Acute Senses
- Tau
- Deep Strike

### WARGEAR

- Burst Cannon

- Target Lock

### DETACHMENTS

- The squad may take a single detachment.

### OPTIONS

The squad may be increased with up to 3 Battle Nobles for 45pts per model

Any member of the squad may take Deathrain Pods for 20pts (Unless they have XV9 Battlesuit Armour)

### OPTIONS (Continued)

The unit must be upgraded to the same armour type as the commander they follow:

- XV3 Stealth Suit.....20pts per model
- XV8 Crisis Suit (& 2<sup>nd</sup> Burst Cannon).....25pts per model
- XV9 Hazard Suit (Replacing Burst Cannon with two Twin-linked Burst Cannons).....35pts per model

Any member of the squad may replace a Burst Cannon for

- Fusion Blaster.....10pts
- Ion Blaster.....15pts
- Plasma Rifle.....15pts
- Helios Blaster.....15pts

Any member of the squad may take a Drone Controller for free, but must select up to two Drones from the following list

- Gun Drone.....10pts each
- Shield Drone.....15pts each
- Marker Drone.....30pts each

If the Commander has taken a XV9 Hazard Suit, the Battle Nobles may replace each Twin-linked Burst Cannon for

- Twin-linked Fusion Blasters.....20pts
- Twin-linked Plasma Rifles.....25pts
- Twin-linked Helios Blaster.....25pts

## HONOUR GUARD.....50PTS

PAGE

You may include one Ethereal Honour Guard for every Ethereal Commander or Ethereal in your Army. You may also take one if Aun'Shi is taken. This does not count towards your HQ allowance.

	WS	BS	S	T	W	I	A	Ld	Sv
Honour Guard	3	4	3	3	2	3	2	9	4+

### COMPOSITION

- 3 Honour Guard

### UNIT TYPE

- Infantry

### SPECIAL RULES

- Tau

- Protectors

### WARGEAR

- Pulse Rifle
- Pulse Pistol

- EMP Grenades
- Shas Armour

### OPTIONS

May add up to nine Honour Guard for 15pts per model

Any Honour Guard may replace their Pulse Rifle with a Pulse Carbine and Marklerlight for 5pts per model

### OPTIONS (Continued)

Any member of the squad may take a Drone Controller for free, but must select up to two Drones from the following list

- Gun Drone.....10pts each
- Shield Drone.....15pts each
- Marker Drone.....30pts each

The whole squad may be upgraded to have either a Jump Pack for 40pts, or the Pathfinder Jet-bike for 50pts

### DETACHMENTS

- The squad may take a single detachment.

### DEDICATED TRANSPORT

- May take a Devilfish

# ELITES

## XV8 CRISIS TEAM

45PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
XV8 Shas'Vre	3	4	5	4	2	3	2	9	3+
XV8 Shas'Ui	3	3	5	4	2	3	2	8	3+

### COMPOSITION

- 1 Shas'Vre

### UNIT TYPE

- Jump Infantry (Jet Pack)

### SPECIAL RULES

- Relentless
- Deep Strike

- Acute Senses
- Tau

### WARGEAR

- Two Flamers

- XV8 Crisis Suit

### DETACHMENTS

- The squad may take a single detachment.

### OPTIONS

May add up to 2 Shas'Ui for 30pts per model

A single Shas'Ui in the army may be equipped with a Failsafe

Detonator for 10pts

### OPTIONS (continued)

Any member of the squad may take a Drone Controller for free, but must select up to two Drones from the following list

- Gun Drone..... 10pts each
- Shield Drone..... 15pts each
- Marker Drone..... 30pts each

Any member of the squad may replace each Flamer for

- Burst Cannon..... 5pts
- Fusion Blaster..... 10pts
- Missile Pod..... 10pts
- Plasma Rifle..... 15pts

Any member of the squad may take one of the following:

- Shield Generator..... 20pts
- Deathrain Pods..... 20pts

## XV25 STEALTH TEAM

70PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
XV25 Shas'Vre	2	4	4	3(4)	1	3	2	9	3+
XV25 Shas'Ui	2	3	4	3(4)	1	3	2	8	3+

### COMPOSITION

- 1 Shas'Vre
- 2 Shas'Ui

### UNIT TYPE

- Jump Infantry (Jet Pack)

### SPECIAL RULES

- Relentless
- Deep Strike
- Tau

- Acute Senses
- Stealth

### WARGEAR

- Burst Cannon
- Stealth Field Generator

- XV25 Stealth Armour

### OPTIONS

May add up to 3 Shas'Ui for 20pts per model

Any member of the squad may take a Drone Controller for free, but must select up to two Drones from the following list

- Gun Drone..... 10pts each
- Shield Drone..... 15pts each
- Marker Drone..... 30pts each

One model, in every three, may replace their Burst Cannon for

- Fusion Blaster..... 10pts
- Plasma Rifle..... 20pts

### DETACHMENTS

- The squad may take a single detachment.

# ELITES

## DISRUPTORS

70PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Disruptors	3	4	4	4	2	3	2	9	4+

### COMPOSITION

- 2 Disruptors

### UNIT TYPE

- Infantry

### SPECIAL RULES

- Tau
- Deep Infiltration

- Stealth
- Disruptors

### WARGEAR

- Pulse Rifle
- Markerlight
- Defensive Grenades

- Shas Armour
- Offensive Grenades

### DEDICATED TRANSPORT

- May take a Devilfish

### OPTIONS

May add up to eight Disruptors for 35pts per model  
Any model in the unit may replace their Pulse Rifle, for a Pulse Carbine, for free

### DETACHMENTS

- The squad must contain at least 5 Disruptors before it can take a detachment.

Once this is fulfilled, it may take up to three Sniper Drone Teams

## PREDATOR KINDRED

150PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Predator	5	3	5	4	2	5	3	9	5+

### COMPOSITION

- 5 Predators

### UNIT TYPE

- Infantry

### SPECIAL RULES

- Stealth
- Solo Elite

- Kroot
- Hit & run

### WARGEAR

- Chem Rifle
- Poisoned Blades
- Exoskeletal Armour
- Defensive Grenades
- Offensive Grenades

## SHAMAN KINDRED

120PTS

PAGE

You must have a Master Shaper HQ Choice before you may take a Shaman Kindred

	WS	BS	S	T	W	I	A	Ld	Sv
Shaman	5	4	5	3	2	4	3	10	6+
Shaman Guard	5	3	5	3	2	5	3	9	6+
Hound	5	-	5	3	1	5	3	7	-

### COMPOSITION

- 1 Shaman
- 5 Shaman Guards

### UNIT TYPE

- Infantry

### SPECIAL RULES

- Stealth

- Kroot

### Shaman only

- Shaman Power

- 5+ Invulnerable Save

### WARGEAR

- Kroot Shotgun
- Defensive Grenades
- Offensive Grenades

- Kroot Pistol
- Kroot Armour

### Shaman Only

- Shaman Staff

### OPTIONS

May add up to 10 Shaman Guard for 9pts per model  
May add up to 10 Hounds for 6pts per model  
Any Shaman Guard may replace their Kroot Shotgun with one of the following:

- Kroot Hunting Rifle.....5pts per model
- Hunting Stave.....10pts per model

### Kindreds

The shaman Kindred may be upgraded to have the abilities of one of the following Kindreds:

- Trackers.....1pt per Model
- Stalkers.....2pts per Model
- Hunters.....2pts per Model
- Headhunters.....3pts per Model
- Vultures.....4pts per Model

# TROOPS

## FIRE WARRIOR TEAM

85PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Shas'Ui	2	4	3	3	1	2	1	9	4+
Shas'La	2	3	3	3	1	2	1	8	4+

### COMPOSITION

- 1 Shas'Ui
- 5 Shas'La

### UNIT TYPE

- Infantry

### SPECIAL RULES

- Tau

### WARGEAR

- Pulse Rifle
- Pulse Pistol
- EMP Grenades
- Shas Armour

### DETACHMENTS

- The squad may take a single detachment.

### DEDICATED TRANSPORT

- May take a Devilfish

### OPTIONS

Any model in the unit may replace their Pulse Rifle, for a Pulse Carbine, for free  
May add up to 6 Shas'La for 11pts per model

### OPTIONS (Continued)

The Shas'Ui may take a Drone Controller for free, but must select up to two Drones from the following list

- Gun Drone..... 10pts each
- Shield Drone..... 25pts each
- Marker Drone..... 30pts each

Up to two models equipped with Pulse carbines may be equipped with Carbine Grenades for 20pts per model.

If the squad has a total of 12, up to two Shas'La may replace their Pulse Rifle and Pulse Pistol with a Rail Rifle and Target Lock for 10pts per model

A single squad in the Army may be upgraded to Pathfinders for 5pts per model. They replace their Pulse Rifle **and** Pulse Pistol for a Pulse Carbine and Markerlight. They gain the Scout, Pinning, and Infiltrators Special rule

If the squad numbers 6 or more, up to two Shas'La may replace their Pulse Carbine and Markerlight with a Rail Rifle and Target Lock for 10pts per model

## KROOT KINDRED SQUAD

100PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Shaper	5	3	5	3	2	5	3	9	6+
Kroot	4	3	4	3	1	4	2	7	6+
Hound	5	-	5	3	1	5	3	7	-

### COMPOSITION

- 1 Shaper
- 9 Kroot

### UNIT TYPE

- Infantry

### SPECIAL RULES

- Stealth
- Kroot

### WARGEAR

- Kroot Rifle
- Kroot Pistol
- Kroot Armour
- Defensive Grenades
- Offensive Grenades

Hounds are only ever counted to have a single close combat weapon.

### OPTIONS

May add up to 20 Kroot for 7pts per model

May add up to 10 Hounds for 6pts per model

The Shaper may replace their Kroot rifle with one of the following:

- Pulse Rifle, Pulse Carbine..... 5pts
- Kroot Hunting Rifle..... 15pts
- Hunting Stave..... 20pts

### Kindreds

Each Kroot Kindred Squad may take one of the following upgrades. But only one of each kindred may be used

- Trackers..... 15pts
- Stalkers..... 20pts
- Hunters..... 20pts
- Headhunters..... 35pts
- Hound Pack..... 35pts
- Vultures..... 45pts
- Shapers..... 100pts

# TROOPS

## GUE'VESA TEAM

65PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Gue'Vesa'Ui	3	3	3	3	1	3	2	9	4+
Gue'Vesa'La	3	3	3	3	1	3	1	8	4+

### COMPOSITION

- 1 Gue'Vesa'Ui
- 9 Gue'Vesa'La

### UNIT TYPE

- Infantry

### OPTIONS

- The Guard Sergeant may replace their Laspistol and/or their Lasgun for
- Close Combat Weapon..... free
  - Pulse Pistol..... 10pts
- Up to three Gue'Vesa'La may replace their Lasguns with one of the following:
- Pulse carbine..... 2pts per model
  - Pulse Rifle..... 5pts per model

### SPECIAL RULES

- Guardsmen

### WARGEAR

- Lasgun
- Sergeant has a Laspistol
- Shas Armour
- Defensive Grenades
- Offensive Grenades

## KAIS

60PTS

PAGE

Kais replaces one Shas'ui from one unit of Fire Warriors or replaces a single Pathfinder

	WS	BS	S	T	W	I	A	Ld	Sv
Kais	3	4	3	3	2	3	2	8	4+

### COMPOSITION

- 1 (unique)

### UNIT TYPE

- Infantry

### WARGEAR

- Modified Rail Rifle
- Close Combat Weapon
- EMP Grenades
- Target Lock
- Shas Armour

### SPECIAL RULES

- Tau
- Divine Destiny
- Unswerving Loyalty
- Independent Character

# DEDICATED TRANSPORTS

## DEVILFISH

70PTS

PAGE

	BS	Armour		
		Front	Side	Rear
Devilfish	3	12	11	10

### COMPOSITION

- 1 Devilfish

### UNIT TYPE

- Tank, Skimmer

### OPTIONS (Continued)

May replace Sponson Gun Drones for

- A pair of Burst Cannons..... free
- A Smart Missile System..... 20pts
- Markerlight Array..... 30pts
- Shield Array..... 40pts

### SPECIAL RULES

- Tau
- Night Vision

### CAPACITY

- 12 (cannot transport models in any XV Armour)

May also take any of the following

- Targeting Array..... 5pts
- Multi-Tracker..... 10pt
- Up to two Seeker Missiles..... 10pts each
- Target Lock..... 10pts
- Sensor Spines..... 15pts
- Ablative Armour..... 15pts
- Niccassar Pilot..... 35pts

### FIRE POINTS

- 0

### ACCESS POINTS

- 3

### WARGEAR

- Sponson Gun Drones
- Hull-Mounted Burst Cannon
- Disruption Pod

### OPTIONS

May replace the Hull-Mounted Burst Cannon for

- Fusion Blaster..... 5pts
- Plasma Rifle..... 15pts

# DETACHMENTS

Detachments are bought in the same way as a Dedicated transport, and are listed as an upgrade in the units that can take them. During Set-up, and in game, Detachments are from there-in treated as a separate unit, and as the same Force Organisation Chart slot type as the parent unit.

## SNIPER DRONE TEAM

80PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Spotter	2	4	3	3	1	3	1	9	4+
Sniper Drone	2	3	3	3	1	3	1	8	4+

### COMPOSITION

- 1 Spotter
- 3 Sniper Drones

### UNIT TYPE

- Infantry

### SPECIAL RULES

- Tau
- Infiltrate

- Stealth

### WARGEAR

- Spotter
  - Pulse Pistol
  - Networked Markerlight
  - Shas Armour
- Sniper Drones
  - Rail Rifle
- Both
  - Stealth Field Generator
  - Defensive Grenades
  - Drone controller
  - Target Lock

## GUN DRONE SQUADRON

50PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Gun Drone	2	2	3	3	1	4	1	7	4+

### COMPOSITION

- 4 Gun Drones

### UNIT TYPE

- Jump Infantry  
(Jet Pack)

### SPECIAL RULES

- Deep Strike
- Ambush

- Fearless

### OPTIONS

- May add up to 8 Gun Drones for 12pts each
- All Gun Drones may replace their Twin-linked Pulse Carbines with one of the following (all must take the same upgrade)
  - Twin-linked Pulse Rifle ..... 5pts per model
  - Flamer ..... 10pts per model

### WARGEAR

- Twin-linked Pulse Carbines

## HEAVY GUN DRONE SQUADRON

80PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Gun Drone	2	3	3	4	1	4	1	7	4+

### COMPOSITION

- 4 Heavy Gun Drones

### UNIT TYPE

- Infantry

### SPECIAL RULES

- Deep Strike
- Relentless

- Fearless

### OPTIONS

- May add up to 4 Heavy Gun Drones for 16pts each
- All Heavy Gun Drones may replace their Twin-linked Flamers with one of the following (all must take the same upgrade)
  - Twin-linked Burst Cannons ..... 2pts per model
  - Twin-linked Missile Pods ..... 5pts per model
  - Twin-linked Fusion Blasters ..... 15pts per model
  - Twin-linked Plasma Rifle ..... 30pts per model

### WARGEAR

- Twin-linked Flamers

# FAST ATTACK

## PATHFINDER TEAM

130PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Pathfinder	2	4	3	3	1	3	1	9	4+

### COMPOSITION

- 4 Pathfinders

### UNIT TYPE

- Infantry

### SPECIAL RULES

- Tau

### WARGEAR

- Pulse Carbine
- Markerlight
- EMP Grenades
- Shas Armour

### DETACHMENTS

- The squad may take a single Sniper Drone Team detachment.

### OPTIONS

May add up to 4 Pathfinders for 13pts per model

Up to three Pathfinders may replace their Pulse Carbine and Markerlight with a Rail Rifle and Target Lock for 10pts per model

Instead of riding in a Devilfish, the squad may ride Jetbikes, for 10pts per model

A Strike Beacon may be bought for the Devilfish for 20pts

### DEDICATED TRANSPORT

- The squad must take a Devilfish. The cost of the Devilfish is already included

## PIRANHA SQUADRON

50PTS

PAGE

	BS	Armour		
		Front	Side	Rear
Piranha	3	11	10	10

### COMPOSITION

- 1 Piranha

### UNIT TYPE

- Skimmer, Fast

### SPECIAL RULES

- Tau
- Night Vision

### WARGEAR

- Sponson Gun Drones
- Hull-Mounted Burst Cannon
- Disruption Pod

### OPTIONS

May add up to 4 Piranha for 50pts per model

### OPTIONS (Continued)

Any Piranha may replace Sponson Gun Drones for

- Markerlight Array.....30pts per model
- Shield Array.....40pt per model

Any Piranha may replace the Hull-Mounted Burst Cannon for

- Fusion Blaster.....5pts per model

Any Piranha may also take any of the following

- Targeting Array.....5pts per model
- Up to two Seeker Missiles.....10pts each
- Target Lock.....10pts per model
- Ablative Armour.....15pts per model

## VESPID STINGWING SQUAD

100PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Strain Leader	4	4	3	4	1	5	2	9	5+
Stingwing	3	3	3	4	1	5	2	6	5+

### COMPOSITION

- 1 Strain Leader
- 3 Stingwings

### UNIT TYPE

- Jump Infantry
- Jump Infantry (Jet pack)

### SPECIAL RULES

- Deep Strike
- Fleet
- Skilled flyers

### WARGEAR

Strain Leader

- Communion Helm

All

- Neutron Blaster
- Exoskeletal Armour
- Claws

### OPTIONS

May add up to 7 Stingwings for 15pts per model

# FAST ATTACK

## XV9 HAZARD TEAM

75PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
XV9 Shas'Vre	3	4	5	5	2	3	2	9	3+

### COMPOSITION

- 1 Shas'Vre

### UNIT TYPE

- Jump Infantry (Jet Pack)

### SPECIAL RULES

- Relentless
- Deep Strike
- Hit & Run

- Acute Senses
- Tau
- Fearless

### WARGEAR

- Two Twin-Linked Burst Cannons
- XV9 Hazard Suit

### OPTIONS

- May add up to 2 Shas'Vre to the unit for 75pts per model
- Any member of the squad may take a Drone Controller for free, but must select up to two Drones from the following list
- Gun Drone .....10pts each
  - Shield Drone .....15pts each
  - Marker Drone .....30pts each

### OPTIONS (Continued)

- Any member of the squad may replace each Twin-Linked Burst Cannon for
- Twin-Linked Fusion Blaster .....10pts
  - Twin-Linked Ion Blaster .....10pts

- One member of the squad may replace a single Twin-Linked Burst Cannon for
- Ion Disruptor .....20pts
  - Plasma Lance .....35pts
  - Tank-hunter Rifle .....45pts
- Any member of the squad may take any of the following:
- Shield Generator .....20pts

### DETACHMENTS

- The squad may take a single detachment.

## NY'ONI HUNTERS

125PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Ui'Kauyon	4	2	4	4	1	5	3	9	4+
La'Kauyon	3	2	4	4	1	5	2	8	4+

### COMPOSITION

- 1 Ui'Kauyon
- 5 La'Kauyon

### UNIT TYPE

- Cavalry

### SPECIAL RULES

- Hit & Run
- Furious Charge

- Acute Senses
- Scouts

### WARGEAR

- Pulse Carbine
- Pulse Pistol
- Close Combat weapon
- Photon Grenades
- Shas Armour

### DETACHMENTS

- The squad may take a single Gun Drone Squadron detachment.

### DEDICATED TRANSPORT

- May take a Devilfish

### OPTIONS

- May add up to 6 La'Kauyon for 18pts per model



# HEAVY SUPPORT

## XV88 BROADSIDE TEAM

90PTS

PAGE

	WS	BS	S	T	W	I	A	Ld	Sv
Broadside Shas'Vre	3	5	5	4	2	3	2	9	2+
Broadside Shas'Ui	3	4	5	4	2	3	2	8	2+

### COMPOSITION

- 1 Shas'Vre

### UNIT TYPE

- Infantry

### SPECIAL RULES

- Acute Senses
- Slow and Purposeful

### WARGEAR

- Two Flamers
- Twin-linked Broadside Railgun
- XV88 Battlesuit

### OPTIONS

May add up to 2 Shas'Ui for 80pts per model  
The Shas'Vre may Replace their Twin-Linked Broadside Railgun with a tank-Hunter Rifle for 35pts  
Any Broadside may replace both Flamers for

- Two Burst Cannons..... 7pts
- Two Missile Pods..... 15pts
- Smart Missile System..... 20pts
- Two Plasma Rifles..... 25pts

### DETACHMENTS

- The squad may take any detachment.

## KROOTOX HERD

120PTS

PAGE

You must have at least one Kroot Kindred Squad (of any Kindred) before you may take a Krootox Herd

	WS	BS	S	T	W	I	A	Ld	Sv
Krootox Shaper	5	3	5	4	2	5	3	9	6+
Krootox	4	3	6	4	3	3	2	7	6+

### COMPOSITION

- 1 Shaper
- 3 Krootox

### UNIT TYPE

- Infantry

### SPECIAL RULES

- Stealth

### WARGEAR

- Kroot Rifle
- Kroot Pistol

- Kroot Armour
- Defensive Grenades

### Krootox

- Kroot Gun
- Defensive Grenades
- Kroot Armour

### OPTIONS

May add up to three Krootox for 35pts per model

## HAMMERHEAD GUNSHIP

130PTS

PAGE

	BS	Armour		
		Front	Side	Rear
Hammerhead	4	13	12	10

### COMPOSITION

- 1 Hammerhead Gunship

### UNIT TYPE

- Tank, Skimmer

### SPECIAL RULES

- Tau
- Night Vision

### WARGEAR

- Sponson Gun Drones
- Turret-Mounted Ion Cannon
- Disruption Pod

### OPTIONS (Continued)

May replace Gun Drones for

- A pair of Burst Cannons..... free
- A Smart Missile System..... 20pts
- Markerlight Array..... 30pts
- Shield Array..... 40pts

May also take any of the following

- Targeting Array..... 5pts
- Multi-Tracker..... 10pt
- Up to two Seeker Missiles..... 10pts each
- Target Lock..... 10pts
- Ablative Armour..... 15pts
- Niccassar Pilot..... 35pts

### OPTIONS

May replace Ion Cannon for

- Helios Cannon..... 30pts
- Railgun..... 35pts
- Plasma Lance..... 40pts

# HEAVY SUPPORT

## SKY RAY GUNSHIP

130PTS

PAGE

	BS	Armour		
		Front	Side	Rear
Sky Ray	3	13	12	10

### COMPOSITION

- 1 Sky Ray

### UNIT TYPE

- Tank, Skimmer

### SPECIAL RULES

- Tau

- Night Vision

### WARGEAR

- Sponson Gun Drones
- Markerlight Array
- Turret-mounted Seeker Missile Rack
- Disruption Pod

### OPTIONS

May replace Sponson Gun Drones for

- A pair of Burst Cannons.....free
- A Smart Missile System.....20pts
- Shield Array.....40pts

### OPTIONS (CONTINUED)

May replace up to three Seeker Missiles with one of the following:

- EMP Missile.....10pts
- Cluster Mines.....25pts
- Omega Barrage.....50pts

May also take any of the following

- Targeting Array.....5pts
- Multi-Tracker.....10pt
- Target Lock.....10pts
- Ablative Armour.....15pt
- Niccassar Pilot.....35pts

# HEAVY SUPPORT

## BARRACUDA INTERCEPTOR.....190PTS

PAGE

	BS	Armour		
		Front	Side	Rear
Barracuda	4	11	11	10

### COMPOSITION

- 1

### UNIT TYPE

- Fast, Skimmer

### OPTIONS

May replace its two Burst Cannons or Two Missile Pods for one of the following:

- Deathrain Pods..... 20pts
- Smart Missile System..... 30pts

### SPECIAL RULES

- Tau
- Supersonic
- Advanced Targeting

- Night Vision
- Interceptor

May also take any of the following

- Up to four Seeker Missiles..... 20pts each
- Target Lock..... 20pts
- Ablative Armour..... 45pts

### WARGEAR

- Ion Cannon
- Two Missile Pods
- Two Burst Cannons
- Markerlight Array

## BARRACUDA BOMBER.....190PTS

PAGE

	BS	Armour		
		Front	Side	Rear
Barracuda	4	11	11	10

### COMPOSITION

- 1

### UNIT TYPE

- Fast, Skimmer

### OPTIONS

Must take up to four missiles, of the following types:

- Seeker Missile..... 10pts
- EMP Missile..... 30pts
- Cluster Mines..... 50pts
- Omega Barrage..... 75pts

### SPECIAL RULES

- Tau
- Supersonic
- Advanced Targeting

- Night Vision

May also take any of the following

- Target Lock..... 20pts
- Ablative Armour..... 45pts

### WARGEAR

- Ion Cannon
- Markerlight Array
- Cascade Bomb

## DESTROYER GUNSHIP.....295PTS

PAGE

	BS	Armour		
		Front	Side	Rear
Destroyer	3(4)	14	13	11

### COMPOSITION

- 1 (unique)

### UNIT TYPE

- Tank

### OPTIONS

May replace its Destroyer Railgun for one of the following:

- Aurora Cannon..... 60pts

### SPECIAL RULES

- Tau

- Night Vision

May also take any of the following

- Multi-Tracker..... 30pt
- Up to three Seeker Missiles..... 20pts each
- Target Lock..... 20pts
- Ablative Armour..... 45pts

### WARGEAR

- Destroyer Railgun
- Targeting Array
- Two Smart Missile Systems
- Shield Array
- Disruption Pod

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# DESIGNER'S NOTES

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## **Warp-Rift Generator**

Treat it as a Close Combat Wound. This means that models whom only have an Invulnerable save in Close Combat have some chance to escape the effects. Such as Dark Eldar Wyches, who have a 4+ Invulnerable save in close combat.