

WARHAMMER
40,000

CODEX

TAU EMPIRE





TAU EMPIRE



FOR THE GREATER GOOD





THE TAU EMPIRE

Like a new sun rising in the Eastern Fringe, the Tau Empire spreads its light into the darkness of the void. As they conquer world after world, system after system, this dynamic young race push back the boundaries of ignorance with the promise of a better way. The Tau are assured of the supremacy of their ever-advancing technology, and recognise that it is their manifest destiny to bring enlightenment to a barbaric and disordered galaxy.

The star-spanning society of the Tau is entirely devoted to a single ideal known as the Tau'va, or Greater Good. This is the belief that all must sacrifice individual gain for the betterment of the Empire as a whole. So utterly committed to this ideal are the Tau that it has propelled their culture across the gulfs of space with astounding speed.

Where once the Tau looked up to see the distant pinpricks of unexplored stars, now they see the shimmering lights of their own interstellar empire. Their silver-tongued diplomats continue to talk newly discovered alien races into committing themselves to the Greater Good – and those who refuse are either persuaded otherwise, or else eradicated by the overwhelming firepower of the Tau military.

The Tau military fight upon myriad galactic battle-fronts, for their mighty battlesuits and courageous warriors possess the strength required to enforce the Greater Good upon all who would see it fail. Strategically brilliant, totally devoted and possessed of incredible technology, the Tau war machine is ever equal to its task.

'Our Conquest is inevitable, our ascension a matter of time. Let none who are wise deny our destiny.'

- Aun'Va, Ethereal Supreme





THE CASTES

So completely have the Tau absorbed the concept of the Greater Good that it has come to shape not only their purpose, but also their very society. Since the coming of the Ethereals and the end of the *Mont'au* – or 'death age' – the Tau have been divided into rigid castes, each fulfilling specific functions within society for the benefit of the almighty whole.



The Ethereal caste are the undisputed leaders of the united castes that make up the Tau Empire. Their unique role is a combination of spiritual and political command, and their declarations shape and steer every facet of Tau civilisation. Furthermore, the Ethereals possess such absolute authority over the Tau that other races have come to question its origins – were an Ethereal to order a Tau to kill himself, he would be met with instant and unquestioning obedience.

The Fire caste provides the warriors of the Tau military. It is the duty of these soldiers to protect the other castes and to eliminate any foes foolish enough to reject the Greater Good. The Fire caste originated from the hunter tribes that roamed the plains of T'au, long ago. Even then they were the strongest and most aggressive of all the Tau. Through the years, the Fire caste's strength and physical size have continued to increase, and any weak strains are quickly weeded out. They are guided by the Code of Fire, which also translates as 'the ways of the warrior' – a doctrine that stresses martial arts, loyalty and merciless war tempered by wisdom. Members of the Fire caste spend their entire lifetimes in battle or preparing for it, honing their tactics and relentlessly working to improve their battle skills.



The Earth caste contains the artisans, builders and workers of the Tau, and is by far the most numerous of the castes. Its members construct the machines, erect the dwellings and provide the food for the rest of the Tau Empire. Without the Earth caste, the farms would not produce and the factories would sit idle. The menial levels of the Earth caste comprise sturdy labourers who toil ceaselessly. The foremost minds of the caste become engineers and scientists, inventors beyond compare. It is they who build the sophisticated machinery and create the many technological innovations that are so prevalent throughout all levels of society in the Tau Empire.

Water is the element that can be found in all living things, flowing continuously to allow life to function. So it is that Water caste members are bureaucrats, politicians, negotiators and administrators. In essence, they are the civil servants that make sure Tau society runs smoothly. The Water caste make up the merchants, traders and diplomats, moving fluidly among the other castes and the alien races incorporated into the Tau Empire. They assuage fears and ensure all negotiations are handled with great efficiency. This subset of the Tau race has always displayed a gift for linguistics that has become even further developed over time. The Water caste are able to learn alien languages with ease and show a remarkable ability to pick up and emulate even the subtlest of communication nuances.

In ancient times, the Tau of the Air caste were messengers, but now they fill the role of pilots and spaceship crews, transporting goods and warriors to where they are needed. The Air caste are a largely unseen force – indeed, they are sometimes called the invisible caste – for they rarely, if ever, set foot upon planets. Most Air caste members spend the majority of their lives in space transit or docked upon space stations. Their bodies have evolved to their new circumstances, no longer bearing wings as they once did, but instead exhibiting longer and lighter frames in response to their low gravity existence. Hollow bones allow the pilots of the Air caste to withstand great acceleration, although they are conversely weak and ungainly when on worlds with even moderate gravity. In battle, the Air caste rain death from the skies while crewing skyborne attack fighters or bomber craft in support of the Tau warriors below.





A BURGEONING EMPIRE

The growth of the Tau Empire can be charted in three distinct stages. Called the First, Second and Third Sphere Expansions, each of these vast outward surges has seen massive military forces and wave upon wave of Tau colonists set out into the stars. Each has seized new worlds and assimilated new races for the Greater Good.

In their earliest days, the Tau almost tore themselves apart as their technological innovation far outstripped their cultural development. It was only the coming of the Ethereals that rescued them from this dark period. These mysterious newcomers united the entire race, directing their efforts in a surge of incredible advancement and mutual benefit that culminated in the First Sphere Expansion. This was a heady time for the Tau, who stepped from the caves out into the stars with breathtaking speed. Losses were high among early colonists who pushed the boundaries of the possible with every new leap they took. Hostile flora and fauna as well as catastrophic accidents claimed many lives, but under the protection of the mighty Fire caste the Tau established one colony after another. As they stretched outwards, they discovered that their home world, T'au, lay amid a dense cluster of viable exoplanets, and one by one, frontier colonies became settled and worlds civilised. As each star system blossomed, it was designated a *sept* and named after its prime, or sept world, each a teeming hub of culture and military strength that formed the heart of a whole settled system.

The millennia-long First Sphere Expansion saw the Tau assimilate their first alien cultures, the Ethereals guiding the

absorption of the Thraxians, the Nicassar, the Kroot and many others. It also saw their first conflicts with the omnipresent menace of the Orks, a foe with whom no reasoned diplomacy could ever succeed. Soon enough, the Tau learned to hate the greenskins for their mindless savagery, and resolved to avoid or destroy on sight every Ork they found.

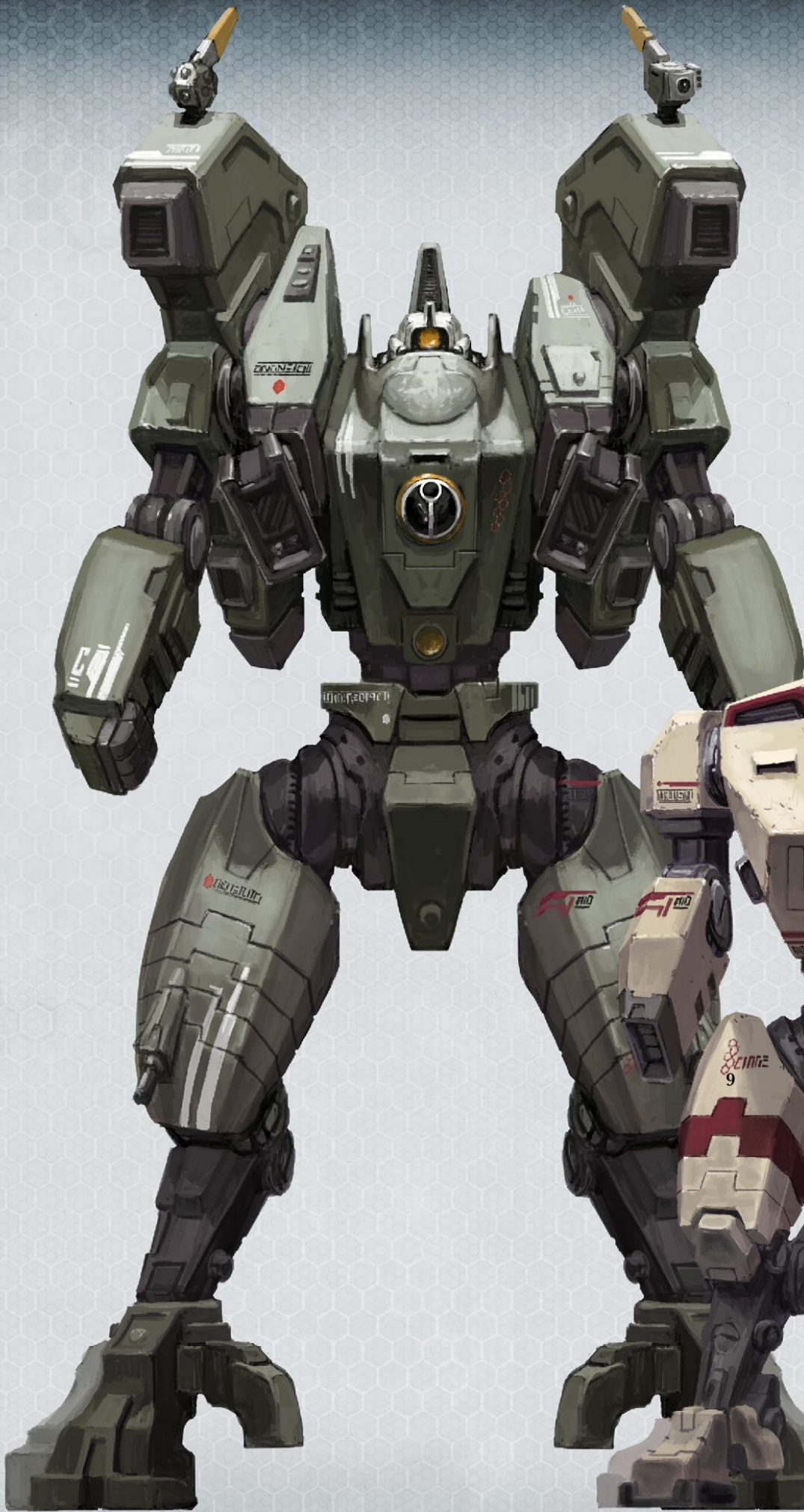
By the end of the First Sphere Expansion, the Tau had secured eight glorious septs, but this was a fraction of what the Second Sphere Expansion would achieve. From the Empire's spiritual home of T'au, the orders of the Ethereal High Council raced out along relays to its furthest corners, pushing always for greater advancements, new innovations and mightier weapons. With the invention of the ZFR Horizon Accelerator Engine, the Tau fleets were able to push much further into space, and with a military force more impressive than any seen before in Tau history, the Fire caste seemed ready to face whatever threats the distant stars held in store. Neither Ork Waaagh! nor Tyranid splinter fleet could arrest the impetus of the Second Sphere Expansion, and it was not until the Tau crossed the treacherous Damocles Gulf that they encountered a foe that stopped their advance in its tracks.

THE DAMOCLES CRUSADE AND THE THIRD SPHERE EXPANSION

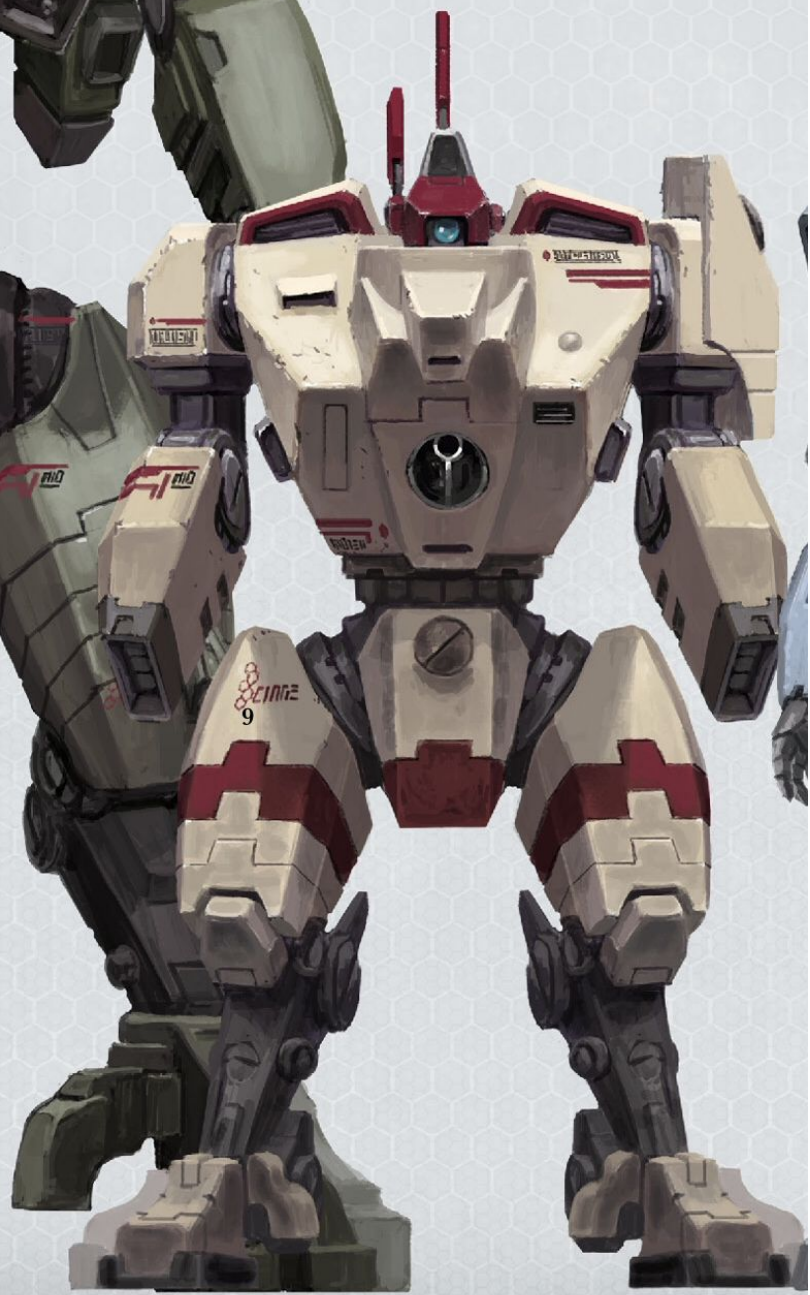
Beyond the Damocles Gulf, the Tau encountered the Imperium of Man. Initially the Tau Empire annexed dozens of worlds on the ragged edge of the Emperor's realm, not realising the scale of the threat they faced. The Imperium's sledgehammer response came in the form of the Damocles Crusade. The Tau had never faced military strength in such concentrations, or wielded with such uncompromising belligerence, and their holdings beyond the Damocles Gulf were swiftly crushed. Worse, the Imperial forces used strange, reality-splitting space engines to pursue their quarry as they retreated back to the Tau Empire. The Imperial armies fell upon the sept world of Dal'yth, and were only driven back at great and terrible cost. The Tau were shaken by the shock of defeat, and the Ethereal High Council knew that, should their people's confidence not be swiftly restored, cracks would form in their carefully orchestrated beliefs. Rather than let this come to pass, the council placed the legendary Commander Farsight at the head of a mighty coalition fleet and sent him back across the gulf to reclaim those colony worlds that had been lost. The tale of his initial successes, and of his subsequent mysterious disappearance, has been officially expunged from Tau history, yet its marks remain to this day.

Regardless of his eventual fate, O'Shovah served his purpose. In recapturing the worlds lost to the Imperium, he restored the

confidence of the Tau in their destiny. So began preparations for the Third Sphere Expansion, which would be the greatest colonisation that the Tau had ever attempted. Almost three centuries after the Damocles Crusade, this new expansion set out. At its head stood not only the Ethereal Supreme Aun'Va himself, but the renowned O'Shaserra, better known throughout the Empire as Commander Shadowsun. Having earned her fame battling the greenskin menace during the Great War of Confederation, Shadowsun was much more than just a figurehead. In her, the Tau Empire had its greatest strategist since the revered Commander Puretide, and she was backed by the single greatest coalition ever amassed. The fleets of the Third Sphere Expansion surged out from the Empire's bounds in all directions, capturing dozens of star systems as they went. Shadowsun led a force once more across the Damocles Gulf, straight into Imperial space. Many of the Imperium's defenders on the Eastern Fringe had been pulled away to face alien threats elsewhere, and with cunning, diplomacy and military might Shadowsun's forces seized world after world. Yet it was on the hive world of Agrellan, gateway to the Dovar System, that O'Shaserra knew her greatest victory to date. Executing an audacious and brilliant plan, she took the entire fortified world in a single day, paving the way for the Tau to strike still deeper into Imperial space. With every victory the Tau Empire gained momentum, and the Imperium seemed powerless to stop them.



XV104 Riptide Battlesuit



XV88 Broadside Battlesuit

THROUGH SUPREMACY, VICTORY

Bearing enough firepower to obliterate any foe, battlesuits represent the apex of Tau military technology. They possess the resilience and speed to shrug off heavy fire, and can skim across the battlefield in soaring leaps. There are many different marks of armour, each geared towards a specific battlefield role, from the camouflaged XV25 Stealth Battlesuit to the armed and armoured walking tank that is the XV88 Broadside Battlesuit.

The Tau believe that their technologies will provide them with the tools required to defeat any foe and master any situation. To this end, battlesuits mount not only a fearsome array of weapons but also the latest upgrades such as jet packs, recoil absorbers, drone controllers, target locks, shield generators and advanced sensors. Some rare marks of battlesuit carry wholly unique systems, usually prototypes that are put into full scale production only once they have been exactly tested. Even then, some can only be produced in limited numbers, such as the XV85 Enforcer; this modified Crisis suit can mount additional support systems or weapons, and is issued almost exclusively to Commanders.

No matter its model, each battlesuit is a high-tech marvel that balances offensive capability, armoured protection, speed, agility and utility. It is little wonder then, that only the most experienced Tau warriors are promoted to *shas'ui*, the honoured rank deemed worthy of piloting a battlesuit.



XV85 Enforcer Battlesuit

XV8 Crisis Battlesuit

XV25 Stealth Battlesuit

Fire Warrior

IN UNITY, STRENGTH

The overwhelming might of the Fire caste is enough to crush even the most tenacious foe. However, the galaxy is vast, and as the borders of the Tau Empire push ever outward, the Fire caste welcome all the willing aid they can get in fighting their many wars. As such, the Ethereals have always promoted the absorption of alien races into the Empire wherever possible, not only for the auxiliary soldiers they provide but for the myriad other skills and resources that such races contribute to the Greater Good.

Whenever a new alien race is encountered, the Tau employ a master strategy intended to bring them into the Empire for the good of all. Once an intelligent civilisation has been located by the scans of the Air caste, the ambassadors of the Water caste – long trained in the subtle art of negotiation – are sent to make contact. Offers are made, each tailored to the wants and needs of the species in question – whether that be Earth caste technology, protection, wealth or altogether more esoteric enticements. Occasionally, a species will prove belligerent enough to resist the generous offers of the Tau. In such cases, the Fire caste launches a series of rapid strikes against the command and communication infrastructure of the troublesome race, which is normally enough to drag them back to the negotiating table and help them see the light. Sadly, there are occasions when even this inducement is not enough, and against such threats to the Greater Good there can be no answer but complete destruction. However, such instances of wilful ignorance are rare, and from the invertebrate Greet to the mercenary Kroot, countless alien races have embraced the Greater Good for the mutual advancement of all.

'Let none doubt that the Tau Empire will bring unity to all – let none doubt that now is our time. Forward, for the Greater Good!'

*- Aun'Va, Ethereal Supreme,
addressing the Fire caste cadres from
atop the ruins of the Agrellan Hive*







THE FARSIGHT REBELLION

In the wake of the Damocles Crusade, Commander Farsight and his coalition crossed the Damocles Gulf to reclaim the Tau colonies lost to the Imperium. At that time, O'Shovah was a hero to his people. His strategic prowess had already helped him break an Ork Waaagh! amid the oxide deserts of Arkunasha. Later, alongside O'Shaserra, he had commanded the Tau response on Dal'yth that finally halted the Imperial war machine in its tracks. Yet though Farsight set about seizing the worlds beyond the gulf with all the courage his people expected, private doubts gnawed at him.

During the war for Dal'yth, O'Shovah had seen terrible things set in motion by the Ethereals in the name of the Greater Good. The Tau'va taught that no life was expendable, yet countless warriors had been sacrificed on the altar of victory, while others had been scarred forever by the extreme measures they had been ordered to undertake. While these horrors haunted O'Shovah's thoughts, his requests for reinforcements went unanswered, and he grew frustrated. Then tragedy struck. With but a single world left to retake, Farsight abandoned his mission of reconquest to chase down the Ork warbands that he believed threatened his recolonised planets. On the artefact world of Arthas Moloch, he cornered his foes, only for a strange and unnatural enemy to attack. In the ensuing struggle, the three Ethereals who were overseeing O'Shovah's expedition were all slain. This should have compelled Farsight to return to the Empire. Instead, he chose self-imposed exile, making himself a rebel in the process. Only years later did the Ethereal High Council learn of the vanished hero's rebellion and declare him a traitor to his people and their cause.

THE FORBIDDEN ZONE

Islands of light amid the velvet darkness of space, the worlds conquered by O'Shovah remain populous and defiant to this day. To the loyal Tau of the Empire, this realm is known only as the Forbidden Zone, a dark region of space into which no ship may sail or communication pass. Yet the Ethereals still watch in secret. The fortress stations of the Farsight Enclaves make short work of the council's spy-drones, but still the Ethereals have seen enough to cause them grave disquiet. Four interdependent septs still thrive out there, centred around the planets of Lub'grahl, Vior'los, Tinek'la and Salash'hei. Upon these prosperous worlds, the castes still work in mutual harmony, requiring no Ethereal guidance to defend their worlds from a hostile galaxy. Furthermore, drone-capture footage confirms beyond doubt that O'Shovah still leads his people. How Farsight has lived so far beyond his natural span is a mystery the Ethereals would dearly love to answer, just as they would give much to know how technologies such as the XV104 Riptide have fallen into the rebels' hands.





TAU MILITARY STRUCTURE

The Fire caste uses the rapid strikes of the Mont'ka and the meticulously planned ambushes of the Kauyon – the two central Tau strategies – to take its foes apart piece by piece. Its Fire Warriors place no value on capturing territory, instead focussing on the elimination of their opposition whilst working seamlessly together for the Greater Good.

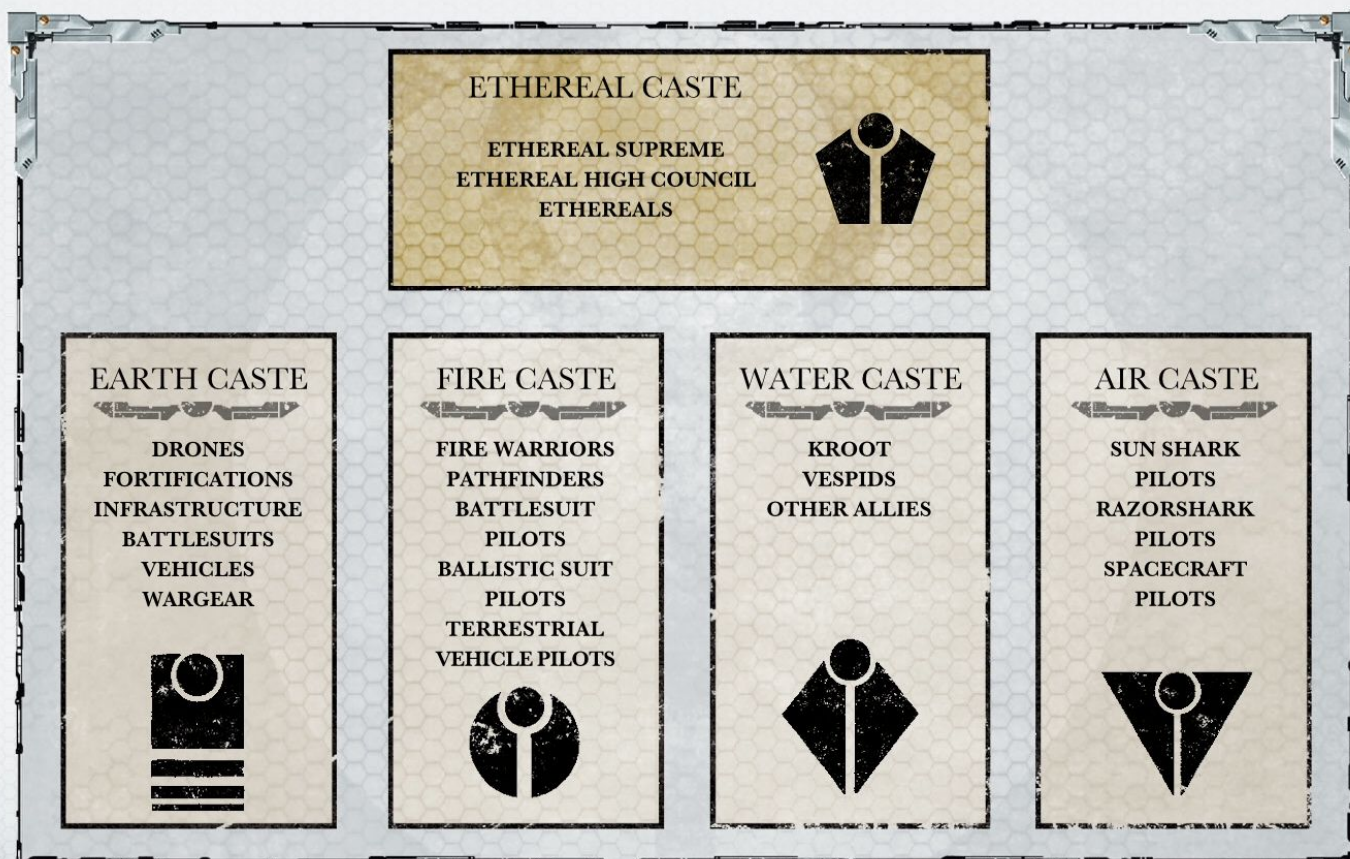
Like a finely tuned machine, the Fire caste and their supporting assets employ bewilderingly complex battle plans and manoeuvres with faultless precision. Though their exceptional technology makes such tactics easier to effect, it is the bonds of teamwork and comradeship fostered throughout the Fire caste structure that truly make the Tau way of war possible.

The smallest standard unit in the Tau military is known as a team, or *la'rua*. Most commonly these are Strike Teams and Breacher Teams of Fire Warriors, who will have trained in the Fire caste academies together from their earliest days. Such teams of warriors predict one another's movements as only dedicated brothers in arms can, this empathy often supplemented by that of the *ta'lissera* bond. Those who have undergone this solemn blood-ritual may address each other by their individual names, and have vowed to support each other unto death. It is not uncommon for teams to progress together as well, veteran Fire Warriors earning promotion to shas'ui together and forming tight-knit Crisis Teams as a consequence.

These teams never fight alone, for they are trained from an early age to support each other. Each team positions itself to ensure their fields of fire overlap those of their comrades, and a firebase of such teams is near unassailable.

A collection of teams is called a *kau'ui*, or cadre. There are many types of cadre, but by far the most common one is the versatile Hunter Cadre. It is a combined arms group, fielding infantry, battlesuits and gunships together joined under a Commander. Most cadres are standing formations, although their exact structure includes some variation depending upon the strategic needs of their Commander. There are many alternative kinds of cadre within the Fire caste, with several more specialist formations that are optimised for specific battlefield roles. The Retaliation Cadre, for example, groups teams of battlesuits into a single force ideal for rapid insertion drops and counter-assault. Meanwhile, the Infiltration Cadre is utilised for recon in force, its Pathfinders, Sniper Drone Teams and Piranhas engaging the foe with guerrilla tactics while calling down strikes on key strategic targets.

A contingent – or *tio've* – is a grouping of cadres, normally three to six in number and assembled to prosecute a specific battle or achieve a particular objective. Such large forces will always include at least one Ethereal, who is there to observe proceedings and offer guidance to the Commander. The Ethereal's role is vital, for contingents represent the marshalled military might of the Tau Empire and must be wielded with care – only the vast, system-conquering coalitions are larger and more powerful.





HUNTER CONTINGENT

The Hunter Contingent is designed to be the most versatile template by which large Fire caste forces can be assembled. Such a formation exhibits the strategic balance to face any threat.

COMMAND

HUNTER CADRE

ARMoured
INTERDICTION
CADRE

RETALIATION CADRE

OPTIMISED
STEALTH CADRE

FIREBASE
SUPPORT CADRE

INFILTRATION
CADRE

HEAVY RETRIBUTION
CADRE

OTHER CADRES

Many cadre designations exist:

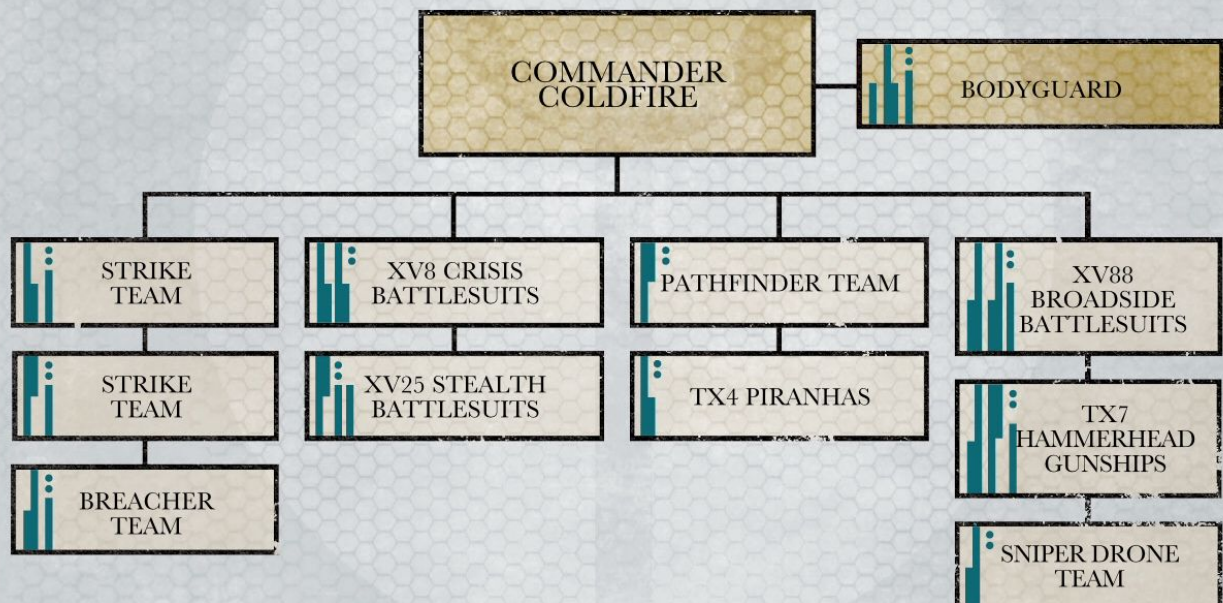
Ranged Support Cadre
Piranha Firestream Wing
Ghostkeel Wing
Skysweep Missile Defence
Drone Net VX1-0
Riptide Wing

ALLIED
AUXILIARIES

AIR CASTE
SUPPORT WING

HUNTER CADRE SUDDEN BLADE

Led by the quick-thinking Commander Coldfire, this Hunter Cadre was part of the mighty coalition amassed to drive the Imperium back on Dal'yth, and its warriors fought throughout that campaign with great distinction.



THE SEPT WORLDS



T'AU. This planet is the birthplace of the Tau. It is here, at the cultural and bureaucratic heart of the Empire, that the Ethereal High Council convenes. No world can rival T'au for prestige, and scant few for power, for it is a world that produces many Fire caste warriors.



TAU'N. The first new sept established by the expanding Tau Empire, Tau'n has a chain of enormous orbital docks and controls the largest of the Air caste space stations. Every sept hosts ships of the Tau fleet, known as the kor'vattra, but none can boast more than Tau'n.



D'YANOI. Named after the twin moons of its sept world, D'yanoi has long been isolated due to a fierce and unnatural space storm. It has also seen many infamous Ork invasions, and its warriors have defeated each in turn, despite the horrors the greenskins have wrought.



BORK'AN. The sept world of Bork'an is a centre of learning and academia, and its system has many rich mining planets. Bork'an has a high percentage of Tau from the Earth caste, and Fire Warriors from here are frequently outfitted with especially fine weapons and equipment.



DAL'YTH. When Dal'yth Sept was ravaged during the Damocles Crusade, many of its colonies and cities were destroyed, but it has recovered quickly, thanks to its busy trade ports. Large numbers of aliens can be seen here, alongside Water caste merchants and diplomats.



FAL'SHIA. Many technological innovations have come from this sept. Fire caste warriors from Fal'shia are often the first to try out prototype weapons, armour and system upgrades, seeing this as a great honour despite the inevitable casualties and malfunctions.



VIOR'LA. The planet Vior'la orbits a binary star and its name translates as 'hot-blooded'. It is known to produce especially aggressive and skilled warriors. Many Ork invasions have been broken by the sept, and the most respected Fire caste academies reside upon Vior'la.



SA'CEA. Sa'cea is the hottest and most densely populated of all Tau worlds. It produced more colonisation fleets during the Second Sphere Expansion than any other world, and warriors from Sa'cea are regarded as particularly honourable.



AU'TAAL. Au'taal Prime is a verdant and beautiful sept world where only honoured heroes can retire. The world's orbital space bristles with defensive platforms, for the Tau take the protection of their brave elders very seriously.



N'DRAS. For reasons known only to the Ethereals, this once thriving sept has largely been abandoned. At this time, an unknown number of Earth caste scientists remain on the surface under heavy Fire caste guard, though their purpose there is veiled in secrecy.



KE'LSHAN. Situated near the Perdur Rift, this sept has suffered many invasions, and its people are less trusting of aliens than other Tau. The Ke'lschan fleet and Fire caste forces have only recently returned to full strength after their clashes with Hive Fleet Gorgon.



ELSY'EIR. A densely populated sept, Elsy'eir has many moons, most of which are mined for valuable ores used in the construction of battlesuits. The primary production facilities for the mighty XV104 Riptide can be found upon the glittering sept world of Elsy'eir Prime.



TASH'VAR. A frontier sept, Tash'var has been subjected to frequent Ork invasions and pirate raids. As a result, its people have become tenacious and hardy; it is said that Tash'vari Fire Warriors make the best Breacher Teams in the Tau Empire.



VASH'YA. Called the world between spheres, this planet was settled near the end of the Second Sphere Expansion, as it took a long period for the Earth caste machines to make the air breathable. Major Air caste fleets and many defence platforms dock around the sept world.



T'OLKU. T'olku is known for its many large Ethereal temples, as well as alien institutes. It is to these sprawling complexes that alien ambassadors are brought to be instructed in the ways of Tau culture before being assimilated back into their respective home worlds.



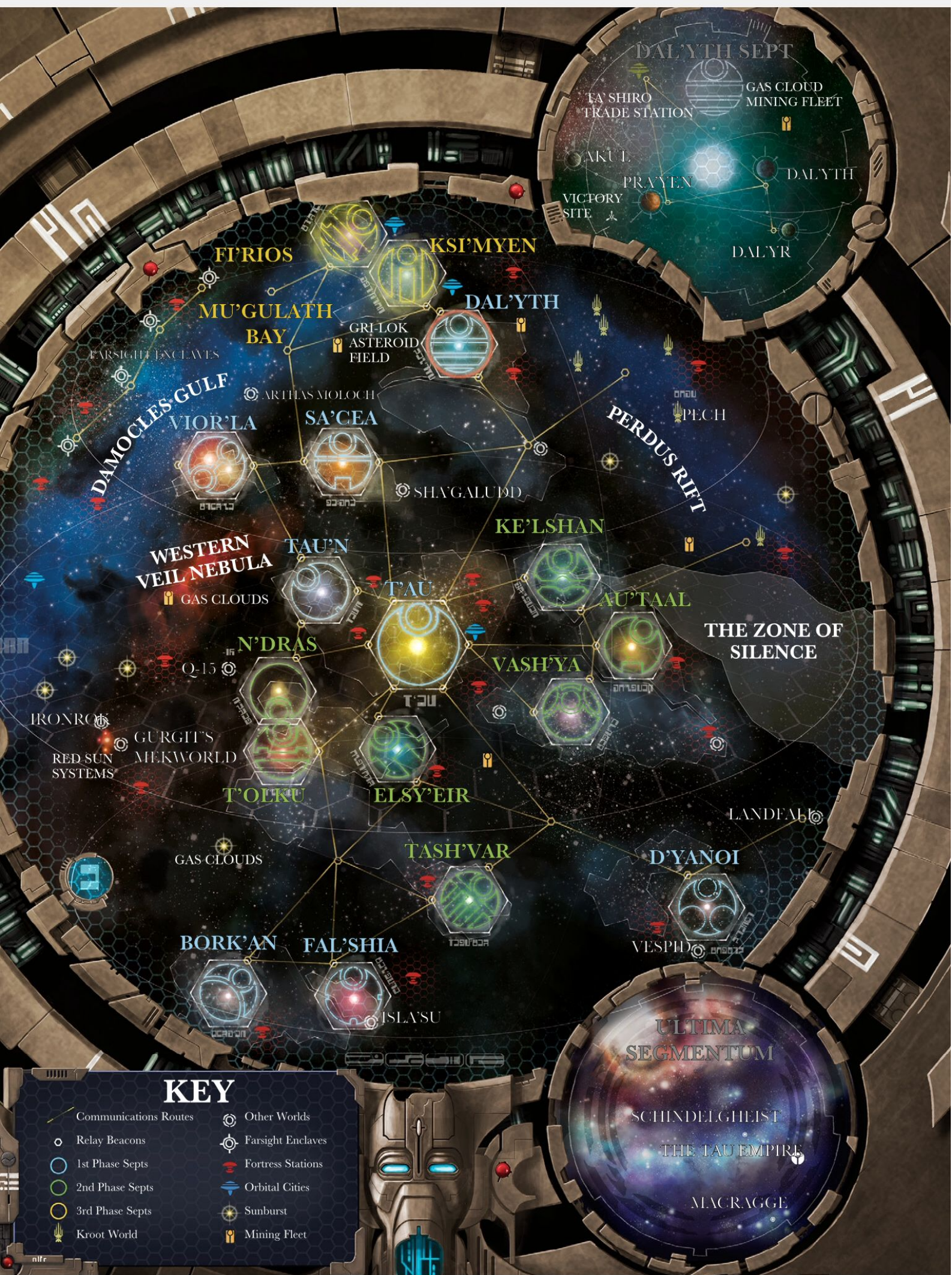
KSI'M'YEN. The first of a handful of new septs, Ksi'm'yen was once an Imperial world. Those human inhabitants who swore fealty to the Greater Good have been moved deeper into the Tau Empire to assure their safety from the vengeful Imperium.



FT'RIOS. The Tau occupying the prime world of this sept wrested it from the grip of an Ork Warlord, and cleansing the star system has proven extremely costly. Battles still rage on its outlying worlds, while the sept world itself has become a veritable fortress.



MU'GULATH BAY. Gateway to the Dovar System and site of a famous Tau victory led by Commander Shadowsun and Aun'Va, Mu'gulath Bay (formerly Agrellan) is well on its way to becoming a fully-fledged sept. Already, its rich resources have proven most useful.



COMMANDERS



Piloting high-tech battlesuits of prodigious size and power, Tau Commanders are swift and deadly warriors. More than their abilities in combat, however, it is their exceptional strategic acumen that makes Commanders so dangerous to their foes. For a member of the Fire caste to progress to the rank of Commander requires many years of dedication; there is no shortcut by which to attain rank. Only through passing multiple, increasingly hazardous Trials by Fire and amassing a truly impressive record of victories can a Tau progress from the rank of shas'vere to that of shas'o. Not for the Tau the over-privileged, under-talented officer with their hereditary post or purchased commission – every single shas'o has earned their title the hard way, and has the skill and experience to prove it. Even then, the size of force a Commander is entrusted with varies depending upon how capable they have demonstrated themselves to be. Newly promoted Commanders often enter battle at the head of a single Hunter Cadre, while the true heroes of the Tau Empire will command vast coalitions comprising many thousands of Tau and all of their supporting war machines and Drones.

Each Tau Commander has their own approach to their role, adopting those principles of the Code of Fire that best suit their temperament. Often this choice is influenced by their sept of origin; Commanders from Vior'la, for example, are more likely to be hot-blooded proponents of the aggressive Mont'ka strategy, while those from Bork'an or Fal'shia are known for being somewhat more cerebral and restrained. The most successful Commanders become Fire caste legends in their own right. Names such as the Wise Hunter, Commander Quickstrike, Commander Truestar and the notorious 'Desert Beast' Commander Dawnstrike are known throughout the empire for their deeds.

COMMANDER PURETIDE

A strategic and logistical mastermind, Commander Puretide was the greatest Fire caste officer ever to have lived. Puretide possessed an unparalleled understanding of balance in battle, and a sublime mastery of both the Mont'ka and Kauyon styles of warfare. During the Second Sphere Expansion, it was the renowned hero Puretide who masterminded all of the Tau Empire's greatest victories. The Commander's illustrious career was brought to a sudden end by a cruel and crippling injury, sustained when the colony he was inspecting was hit by raiders. Yet still Puretide did not despair, dedicating himself to the furtherance of the Greater Good. Dwelling as a hermit atop Mount Kan'ji on Dal'yth Prime, Puretide taught the best of the Fire caste's up-and-coming Commanders right until the hour of his death. Even then, the Ethereal caste ensured that Puretide's wisdom was preserved for future generations. Not only did his teachings become the core tenets of every Fire caste academy in the Tau Empire, but Puretide's mental engram was encapsulated in a holographic AI that still tutors the brightest stars of the Tau military to this day.

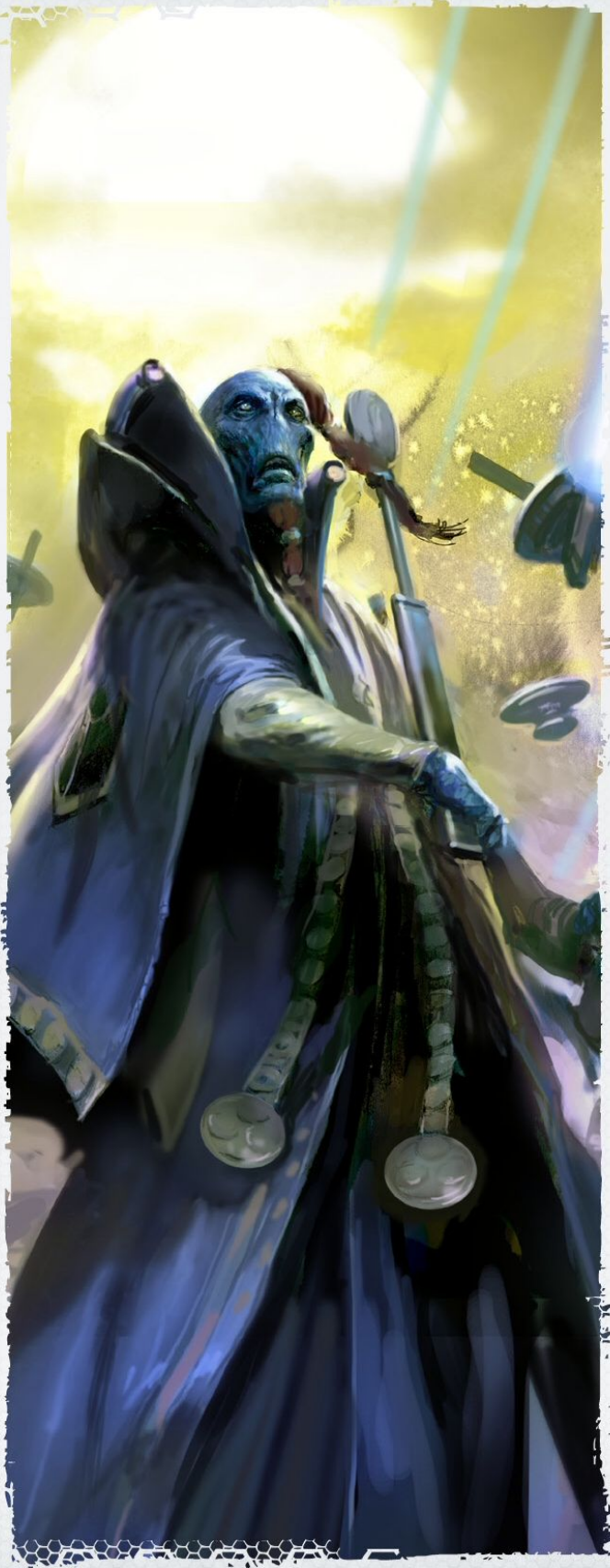
ETHEREALS

Leaders and orators of consummate skill, the Ethereal caste have absolute mastery over the rest of their race. Alongside an outward serenity that sees them remain calm in the face of the galaxy's worst horrors, most Ethernals possess honed warrior skills. When the need arises they can fight as well as any soldier, wielding sharp-edged honour blades or strange, crystal-tipped equalisers against their foes. By far the Ethernals' most potent power, however, is their ability to inspire absolute reverence among their fellow Tau. Ever since the earliest days of the Tau'va, when the first Ethernals brought an end to the apocalyptic Tau civil war known as the Mont'au, the rest of their race has obeyed their counsel as instinctively as they draw breath, regardless of their military or civilian rank. The Ethernals fulfil roles akin to both royalty and priesthood within Tau society, and the other castes obey their orders with as much fervour – if somewhat more composure – as a zealot following holy scriptures.

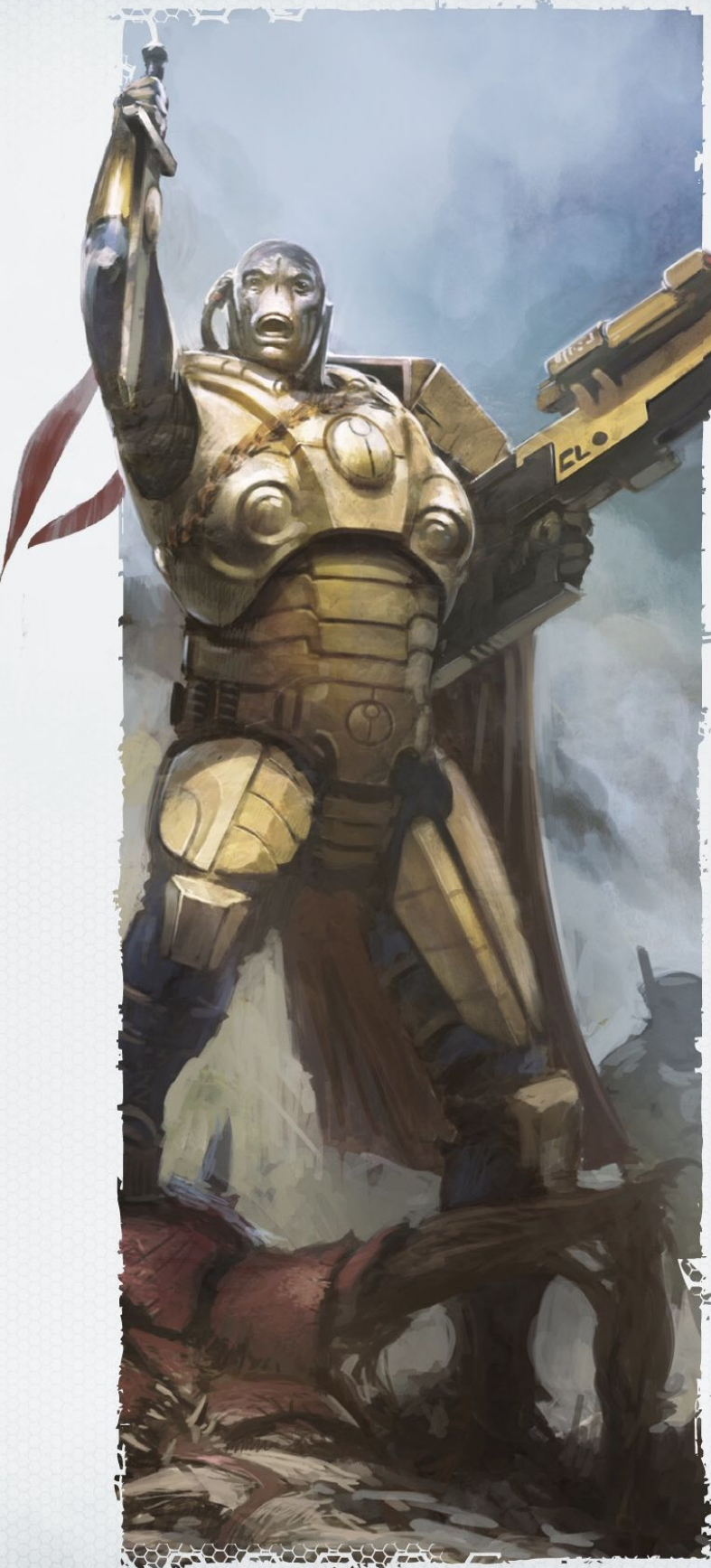
The Tau see nothing amiss with this state of affairs – to them, the rule of the Ethernals is as natural as the rising of the sun. Yet other races, Mankind in particular, have long speculated about the mechanism by which such loyalty is engendered. Theories abound, from prenatal indoctrination or pheromonal compulsion to the presence of some veiled psychic gift possessed by the Ethereal caste, but as yet no concrete proof of any such power has been secured. Those few Ethernals captured and subjected to questioning have proven less than forthcoming. Whatever the truth, the Ethernals are the leaders of their race in both a spiritual and practical sense. They are the architects of the Greater Good, the guiding light of their people and the shepherds of their destiny.

ETHEREAL SUPREME AUN'VA

With nothing more than words, Aun'Va has conquered worlds. He is the speaker of great truths, the stern but loving father of his people, and his word is law from one end of the Tau Empire to the other. It is said of Aun'Va that none can deny his will, and that to even voice disagreement with him seems the most crass and boorish admission of ignorance. To his people he is the embodiment of the Tau'va, the spiritual guide of their race's manifest destiny, and he speaks with the voice of the Greater Good itself. Ever since the demise of the honourable Aun'Wei, Aun'Va has held the post of Ethereal Supreme, and in that time he has seen the boundaries of the Tau Empire pushed ever outwards. It was Aun'Va who delivered the great speech that launched the Third Sphere Expansion, his words rolling from holoscreens and comm-speakers on every colony, sept world and space station in the empire. He has remained at the forefront of that mighty expansion ever since, preferring to move amongst his people where he can do the most good. In this he is wise, for the mere rumour of Aun'Va's coming drives the Tau to new heights of endeavour.



CADRE FIREBLADES



At the heart of the Fire caste's military actions are massed lines of Fire Warrior Strike Teams. The tsunami of pulse fire these warriors lay down stops the most determined enemy offensive in its tracks, even cutting light transports into blazing wreckage. Yet the addition of a Cadre Fireblade to the Fire Warriors' ranks turns an already potent fighting force into a weapon of conquest around which entire wars can turn. Bearing the official rank of shas'nel, Cadre Fireblades are held in high esteem by their comrades, for they sacrifice any hope of further advancement through the ranks for the sake of the Greater Good. In some cases this is because the Fireblade is conscious of his own tactical limitations and knows that, while an excellent file officer, he lacks the strategic nous for battlesuit command. In others, it is because the shas'nel retains a keen bond with the warriors on the firing line, and knows his place to be in their midst. Whatever the case, these grizzled veterans have a great deal to offer their comrades. The presence of a Cadre Fireblade instils a serene discipline in the Fire Warriors that surround him; not only are the shas'la reassured by the presence of so wise a commanding officer, but they are determined not to fail before them. Furthermore, Cadre Fireblades know precisely how to optimise fire-patterns and where their warriors should place their shots for maximum impact. It goes without saying that these skilled officers are expert marksmen in their own right; from Sha'draig to T'ros, many a Tyranid bio-horror or charging Space Marine has been hurled to the ground after a Fireblade's shot has blown a glowing hole through their skull.

Howling barbaric warcries, the Orks poured across the umber grasslands. They bore down upon the thin line of Fire Warriors in a thundering mass, and Shas'nel Kor'es watched them come. Calmly, the veteran took a deep, slow breath then swept his cloak back and levelled his rifle, calling out the order for his shas'la to do the same. All along the line, the Fireblade saw pulse rifles raised in unison, aimed straight at the onrushing greenskins. Kor'es took another long breath, watching his range finder spiralling down as the Orks grew closer by the second. Nearly. Nearly...

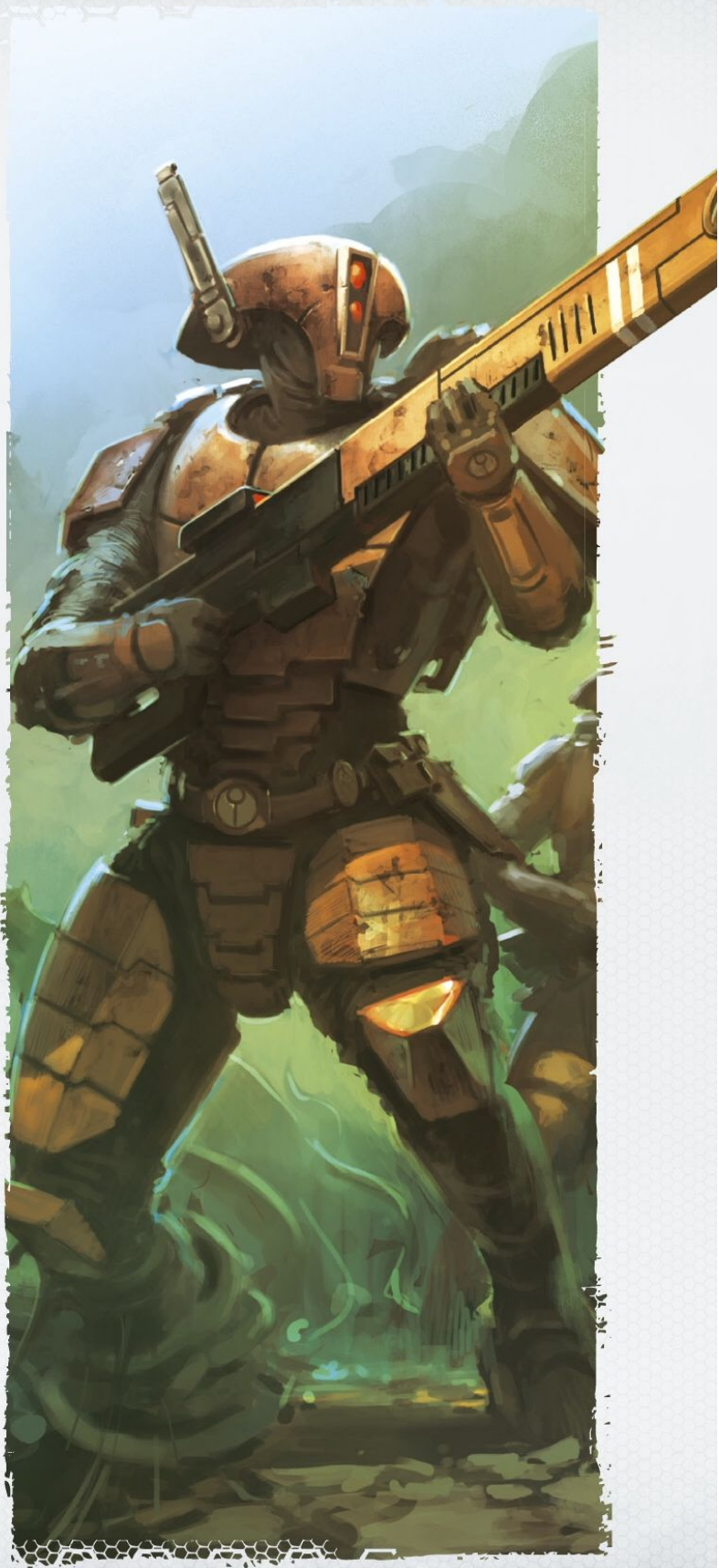
Finally, Shas'nel Kor'es gave the command to fire, and with a rippling scream of pulse energy his warriors did so. Energised rounds slammed into the greenskins, blowing out their thick skulls and spinning them off their feet with huge, glowing craters blasted in their flesh. Second by second, the Tau line increased their rate of fire, Kor'es keeping up a steady stream of orders, calling out weak spots and firing solutions. The Orks fell in their hundreds, roaring their fury. Kor'es shot another massive greenskin through the neck, nodding with satisfaction as the great savage crushed a couple of its kin beneath it as it went down hard. By the Tau'da, he thought proudly, his warriors would not let a single be'gel leave this place alive.

FIRE WARRIORS

With pulse weapons blazing, the courageous Fire Warriors carry the light of the Greater Good into the dark unknown. Their conviction in their mission is complete, their belief in the destiny of their race unshakeable. More than just enlisted soldiers, Fire Warriors are born into their role and trained in the Fire caste academies from the day they take their first steps. It is said with pride that behind every Fire Warrior stands thousands of years of training in the military arts and instruction in the keystones of the Code of Fire – honour, obedience, duty and self-sacrifice. Besides their rigorous mental and physical conditioning, Tau Fire Warriors benefit from fine arms and armour provided by the engineers of the Earth caste. Considering the impressive speed with which Tau technology advances, it is no shock that Fire Warriors are amongst the best equipped mainstay infantry in the galaxy. Their armour is lightweight and incredibly durable, fitted with an enlarged sinistral shoulder plate that provides additional protection against incoming fire. Their helmets possess a fully integrated suite of holotargeters, hardened communications, adaptive strategic mapping, and other systems that require extensive training to use but that are handled with slick confidence by the warriors of the Fire caste. Finally, the weaponry wielded by Fire Warriors is blisteringly lethal, their cyan blasts more than capable of punching even one of the vaunted Adeptus Astartes off his feet with a single volley. The Fire Warriors are the backbone of the Tau military, the brave, selfless and highly skilled foundation upon which the Spheres of Expansion have been built. Whether forming long ranged gun-lines as part of the Strike Teams or – in the case of the toughest and most belligerent Fire Warriors – storming the bunkers and strongpoints of the foe as part of the Breacher Teams, it is the blood of the Fire Warriors that is spent to keep the Tau'va alive.

THE TA'LISSERA

As a culture, the Tau have put aside individual gain in favour of the Greater Good. Each Tau is taught to be loyal to the Ethereals, the Empire, his sept and his caste, in that order. As they are raised by caste institutions, family allegiance is an alien concept, with perhaps the closest analogy being the bonds of the ta'lissera – a pact where groups of Tau pledge support for one another. For the Tau, this is the highest expression of affection, as it symbolises the sacrifice of the individual to become a part of the greater whole. Among the Fire caste, it is common for teams of warriors who have fought together for a length of time to engage in ta'lissera bonding, cutting into one another's flesh with a bonding knife and swearing oaths of absolute devotion in blood. The bond this forges between warriors is something that other races would struggle to understand, for its true significance is bound up with an understanding of the Tau'va. However, its effects can be easily observed, for ta'lissera bonded teams display incredible courage in battle, standing over the bodies of their injured comrades against the most desperate odds until the wounded can be dragged to safety.



PATHFINDERS

Daring and determined scouts, it is the duty of the Pathfinders to push deep into enemy territory, acting as the eyes and ears of their cadres in a way that Drones cannot yet achieve. It is the Pathfinders who most often scout out the movements and disposition of the foe, who ambush key targets, and who sabotage supply dumps well behind enemy lines. It is they who continuously risk their lives against overwhelming enemy numbers in order to relay vital information to their commanding officers. The life of a Pathfinder is thus exceptionally hazardous. Their casualty rates are vastly higher than those of the Fire Warriors they guide into battle, and the Pathfinders are often forced to find their own way back to safety as the rest of their cadre pulls back to safer ground. Yet despite this, or perhaps even because of it, the Pathfinder academies are always inundated with volunteers eager to do their part for the Greater Good.

In an effort to offset the hazards of their battlefield role, Pathfinder Teams are exceptionally well equipped. They have access to an arsenal of highly specialised weaponry that allows them to face almost any threat, and are often accompanied by advanced Drones whose systems support the Pathfinders in the field.

DEVILFISH

The Devilfish armoured troop carrier is the workhorse of the Tau ground forces, granting the Fire caste infantry much-needed speed and tactical mobility. It can transport up to twelve fully armed and armoured Fire Warriors or Pathfinders into battle in relative safety and then provide mobile fire support once they disembark. The highly mechanised Hunter Cadres rely on Devilfish to ensure that their Fire Warriors can travel and deploy quickly to wherever their gunlines or headlong breaching assaults are most required. Powered by a complex dual anti-grav and jet-propulsion motive system, the Devilfish seems to glide over a planet's surface. The anti-grav engines generate a cushion for the Devilfish to float upon, and its armoured bulk is driven forwards by two powerful, multi-directional jet engines. By pivoting the propulsion units downwards, the Devilfish pilot can gain extra lift to clear obstacles, making the vehicle capable of boosting over obstacles and terrain that mundane tracked vehicles could never hope to traverse. Coupled with its anti-infantry arsenal, this makes the Devilfish a true boon to the Fire caste.



DRONES

Skimming low over the battlefield, Drones dart through even the most tangled terrain with ease. Each small, disc-shaped machine is guided by an artificial intelligence, its capabilities further boosted by the other Drones within its network. Targeting, telemetry and threat-analysis data flows back and forth between the Drones as they advance, ensuring that the moment one AI in the network becomes aware of something, its counterparts are instantly apprised of the new data.

If Drones were simply swift and clever, they would be enough of a threat as scouts and spies. However, with the addition of twin-linked pulse carbines mounted beneath the carapace of each Gun Drone, they become an exceptionally dangerous military asset. Many foes underestimate Drones due to their small size. More often than not, these unfortunates have paid for this mistake with their lives. When a network of Drones opens fire, it does so in a sudden sizzling hail of shots, the fire-patterns of each Drone intricately overlapping to optimise rate of fire and damage inflicted. Should individual Drones be shot down or smashed from the air, their surviving comrades instantly adjust their placement to compensate, not letting up their barrage for a moment. So have many formations of elite infantry found

themselves pinned down and blown apart by the small flying machines that they had initially dismissed as worthless.

Drones have been adapted for a multitude of uses within the Tau military and, as the Third Sphere Expansion pushes outward, they have varied ever more in size and nature. Markerlights, shield generators, missile pods, even gravity inhibitors and homing beacons can be borne into battle by Drones. It is the belief of the Earth caste that there is nothing they cannot adapt a Drone to do, and as they make steadily greater advances in their AI technology, the roles that Drones fulfil – on the battlefield and in civilian society – become increasingly specialised.

The horror with which the Imperium regards these so-called ‘thinking machines’ causes the Earth caste technicians no little bewilderment, and a deep seated disquiet. Technology is the great gift of the Tau race, and their mastery of that which they create is absolute. In the face of such glorious advancement, the fears of the Imperium are the worst sort of barbaric superstition, an ignorance that must surely be expunged from the galaxy before true enlightenment can be achieved.



MV1 Gun Drone



MV4 Shield Drone



MV5 Stealth Drone



MV7 Marker Drone



MV8 Missile Drone



MV31 Pulse Accelerator Drone



MV33 Grav-inhibitor Drone



MV36 Guardian Drone



MV84 Shielded Missile Drone



MB3 Recon Drone

GUNSHIPS

Sleek and lethal, Tau gunships are a far cry from the lumbering battle tanks deployed by their foes. Held aloft upon a gravitic cushion and sent soaring into battle by vectored jet-thrusters, Hammerheads and Sky Rays combine the twin principles of manoeuvrability and overwhelming firepower so valued by the Tau. While the Sky Ray can fire volleys of lethal seeker missiles to obliterate its targets, the railguns and ion cannons borne by Hammerheads are death to anything that falls beneath their holotargeters. Squadrons of gunships accompany most Hunter Cadres in the field, and are tasked with the swift elimination of enemy tanks, armoured walkers and hulking monsters that might otherwise threaten the Tau advance. They are a welcome sight among Fire Warrior and battlesuit teams alike, for the crews of the Tau gunships are expert pilots and dead-eye shots, their powerful weaponry more than sufficient to reduce even the most fearsome enemy war machines to smouldering wrecks. Each gunship is outfitted with all of the latest Earth caste advancements; intelligent repair systems and countermeasures are common, along with targeting arrays, high-gain sensor suites and countless other enhancements. In addition, each mounts a pair of Gun Drones upon its hull, the sleek machines always ready to leap to their parent gunship's defence with guns blazing.

LONGSTRIKE

Renowned for his exceptional aim, master gunship pilot Shas'la T'au Sha'ng is the Fire caste's most lauded tank ace. Innately skilled in the handling of Hammerhead Gunships, Longstrike earned his fame upon the world of T'ros. As part of an Armoured Interdiction Cadre, he was assigned to a contingent fighting in the western deserts. There, over the arid flatlands, the Hammerhead gunships clashed for days with a force of Leman Russ battle tanks that outnumbered them at least six to one. Sha'ng's ta'lissera bond-mates were slain to the last, their gunships blown apart and their bodies ground beneath heavy Imperial treads. Yet Longstrike fought on, littering the plains with blazing wrecks until finally a flight of Razorshark Strike Fighters swept in to annihilate the last of his foes. It was in recognition of his heroics on T'ros, as well as a string of other victories, that Longstrike was chosen to wear the experimental XV02 Pilot Battlesuit. So equipped, the renowned pilot hit the battlefields of Agrellan with a vengeful fury, taking a mighty toll upon the murderous race that had slain his comrades upon the burning plains.



TX4 PIRANHAS

The ground whips by beneath the Piranha as it speeds into battle, broken ruins and alien undergrowth flickering past in a blur. Enemy fire whines harmlessly around the hurtling skimmer, the Piranha's pilot deftly evading incoming shots with the aid of his counter-ballistic helm-suite. As he closes on the foe, the craft's gunner selects his targets, gloved fingers dancing across his controls as he triangulates firing solutions in concert with the Piranha's attached Gun Drones. Foes scatter, or else try to swing their weapons to bear as the Piranha sweeps down upon them. Yet between the skimmer's blistering pace and resilient hull plating, the enemy's efforts come to naught. With wayward shots sparking and whining from its prow, the Piranha dives over the heads of the foe, pulse carbines and burst cannon chewing a three-pronged trail of destruction through their ranks. Even as torn and blasted bodies are tumbling in its wake, the Piranha darts away, boosting into the distance at breakneck speed before banking around for another pass.

Such is the fast-strike way of war at which the Piranha excels. This lightweight craft has been a favourite of the Fire caste ever since its introduction during the Second Sphere Expansion, swiftly proving worthy of the praise heaped upon

it. The Piranha is fast moving and extremely hard for the foe to hit. Furthermore, its weaponry allows the Piranha to punch well above its weight, either using burst cannons and Gun Drones to slaughter enemy infantry, or a prow-mounted fusion blaster to blow apart battle tanks many times its own size. When operating as lone hunters these vehicles are dangerous enough, but when fielded in teams they become truly lethal.

Piranha crews increase their strategic versatility by working closely with Pathfinder Teams in the field. Able to swiftly close on the Pathfinders' forward positions – and taking advantage of the targeting data transmitted by the scouts' markerlights – Piranha teams appear as if from nowhere and execute blistering strafing runs. Enemy infantry and armour that believed themselves on the cusp of wiping out the troublesome Pathfinders are instead annihilated amid the blistering explosions of a sudden ambush. This sort of strategic quick thinking is typical of Piranha crews, who are trained to rely heavily on their instincts and allowed considerable operational flexibility on the field of battle. Places within the Piranha training programs are highly contested, and those who successfully graduate enjoy enhanced status amongst their Fire caste comrades.



XV8 CRISIS BATTLESUITS

No single image represents Tau ingenuity and progress better than XV8 Crisis Battlesuits leaping into battle. Skimming across the battlefield on the jets of their repulsor engines, Crisis Battlesuits close rapidly with their foes. Though twice the size of a Fire Warrior, the speed and resilience of these suits is jaw-dropping; the powered leaps of their skilled pilots evade much of the fire hurled their way, while those shots that do connect simply ricochet from their dense nanocrystalline armour. Yet it is only when the Crisis suits open fire that their lethality is revealed. Multiple hardpoints, integrated computational circuitry and recoil absorption buffers allow Crisis Battlesuits to mount diverse weapon and support systems, making them as versatile as they are deadly. Salvoes of missiles and fusion fire bring a swift end to enemy tanks, while with plasma rifles, burst cannons and flammers, the battlesuits exterminate enemy infantry.

The Crisis Battlesuit is far more than a weapon, however. It is a symbol of everything the Fire caste stands for, of ignorance and evil crushed by the potent combination of technological supremacy and martial skill. As such, although the XV8 is by far the most commonly deployed battlesuit in the Tau armoury, only those warriors who have proven their worth are permitted

to pilot them. A shas'la must serve four years on the line, fighting as part of a Strike or Breacher Team, before they can even be considered to pilot a battlesuit. Even then, the aspirant must pass their first Trial by Fire in order to earn the honour and earn the rank of shas'ui.

Crisis Battlesuits provide their pilot with the ultimate balance of firepower, speed and resilience. Able to make grav-insertion drops from a planet's upper atmosphere, there are few missions to which Crisis Teams cannot turn their hand. Whether dropping in to counter-strike against an enemy breakthrough, falling upon their foes in the killing blow of a Mont'ka or Kauyon strategy, engaging in opportunist tank-hunting or jetting around the flanks of the foe to encircle them in a lethal net of fire, the Crisis Teams are equal to the task.

New technological improvements are made to the Crisis Battlesuit all the time, yet its core aspect remains iconic and unchanged. The XV8 is the armoured embodiment of the Tau'va, its inspirational image blazoned on propaganda holovids from Fi'rios to Fal'shia, and even upon the distant worlds of the Farsight Enclaves.



XV88 BROADSIDE BATTLESUITS

Each Broadside Battlesuit carries an arsenal comparable to that of a battle tank. Stomping into the fight with their heavy rail rifles and high-yield missile pods, these incredibly resilient battlesuits provide punishing long ranged fire support to Tau infantry in battle. Originally an experiment in combining the most successful Tau vehicle weapon – the railgun – with the stellar XV8 Crisis Battlesuit, early Broadside prototypes were cumbersome, their shoulder-mounted weapons unwieldy. However, it is not the Earth caste way to discard an idea of such potential, and so further adaptations were made, one iteration at a time, until the XV88 emerged.

Gone are the repulsor jets of the XV8, their output insufficient to lift such a heavy battlesuit off the ground. In their place, the Broadside boasts additional layers of armour plating, allowing it to weather rather than evade incoming fire. Recoil dampers and ballistic anchors allow for increased accuracy and an expanded arsenal of heavy weaponry, meaning Broadside Teams can be equipped to engage armoured targets or massed infantry with equal success. Now, when they are carefully and strategically deployed by their Commanders, Broadside Teams exceed all expectations, serving as indispensable fire support units whose devastating salvos are the terror of their foes.

Many newly promoted shas'ui are assigned to a Broadside Team before moving on to the XV8; the supporting role served by the Broadside makes it ideal for these new pilots, giving them the chance to learn the basics of battlesuit warfare while still inflicting devastation on the enemy.

XV25 STEALTH BATTLESUITS

XV25 Stealth Teams stalk their prey from behind veils of light-distortion camouflage and layers of audio and sensory damping. Afforded unparalleled operational autonomy from their cadres, these skilled hunters are experts in ambush tactics, advanced reconnaissance and hit-and-run warfare. Their pilots are viewed as eccentric loners, either operating in single teams or as members of an Optimised Stealth Cadre. XV25 pilots exploit their multi-layered camouflage to close with their unwitting victims before launching a sudden, overwhelming attack. Burst cannons whirl and fusion blasters thrum as the Stealth Teams commence their assault, gunning down key targets. Utilising their suits' jet packs, the pilots then rapidly relocate, hunting down surviving foes without remorse.

The XV25 battlesuit incorporates many advantageous features to support its pilot in the field, including a full medical suite, passive sensor arrays and nutrient reservoirs. The suit can also mount a variety of support systems, allowing Stealth Teams to call in drop insertion reinforcements, command Drones to aid them in battle, or direct seeker missiles straight onto the pilot's hapless foes.

STEALTH SUIT DEVELOPMENT

Though the XV25 is the most common mark of Stealth Suit currently in operation, Tau battlesuit technology is always advancing. Among some cadres, examples can still be seen of the older XV15, its distinctive design a curious halfway house between Fire Warrior combat armour and the more recognisable XV25 of the Third Sphere Expansion. At the other end of the spectrum, it is the great honour of Commander Shadowsun to pilot the experimental XV22 battlesuit, a sleek, lightweight model that refines many of its predecessors' finest features while improving personal protection and manoeuvrability.



XV95 GHOSTKEEL BATTLESUITS

Huge, deadly and all but impossible to detect until it strikes, the XV95 Ghostkeel is amongst the most effective terror weapons in the galaxy. These mighty battlesuits loom several times the height of a Fire Warrior, and mount a full array of repulsor jets upon their carapace. They are equipped with an arsenal of heavy weaponry, and are supported by a wealth of high-tech hardware and counter-sensory warfare suites. Ghostkeel battlesuits can tear apart entire armoured squadrons and massacre rank upon rank of enemy infantry in sudden ambushes. The firestorm of their onslaught is such that the foe believes a whole army must be attacking them from an unexpected quarter.

Each Ghostkeel is piloted by a single, highly trained shas'vere, a former XV25 Stealth Team veteran. This focussed warrior is supported by an integrated AI that assists him in operating the Ghostkeel's many complex systems and monitors his physical and psychological wellbeing during extended operations. As Ghostkeel pilots spend long periods of time isolated in enemy territory, many form unusually strong bonds with their battlesuit AI. Indeed, in some cases these eccentric warriors become so introverted that they prefer the company of their suit's AI to that of other Tau.

The tactical applications of the Ghostkeel are many and varied, from unleashing overwhelming strikes behind enemy lines to ambush-hunting alongside Hunter Cadres. However, until recently, the Ghostkeel was restricted to covert missions only. In truth, development of these potent battlesuits was completed around the beginning of the Third Sphere Expansion, but it was decreed that these new weapons should remain hidden until their unveiling held the greatest inspirational value. Pilots were chosen from pre-vetted candidates who were extracted from Stealth Team operations and transported to a secret facility on J'ka'vo station, on the fringes of the abandoned sept of N'dras. From here, following orders from Aun'Va himself, the first generation of Ghostkeel battlesuits performed a range of deep-cover operations, from the Vadenfall Station sabotage to the assassination of Cardinal Bocsh. Now, with the success of the Riptide, the time has been judged ripe to reveal the freshly renamed 'Ghosts of N'dras'. Suddenly, this insular band of warriors has been thrust into the light, their existence changing from a secret to a propaganda exercise virtually overnight. Recruitment of Ghostkeel pilots has begun across the empire, as has production of the battlesuits themselves; soon enough the armies of every sept will possess Ghostkeel Wings of their own.



XV104 RIPTIDE BATTLESUITS



An unparalleled technological marvel, the XV104 Riptide Battlesuit is the ultimate in heavy battlesuit technology. Though enormous and incredibly powerful, these battlesuits are piloted by a single veteran, who has proven his worth as a saz'nami Crisis Battlesuit Bodyguard. Riptides are still comparatively few in number, as the materials required in their construction are rare. Still, ever more of these mighty weapons stride from the production facilities, and their appearance on the front lines of the Third Sphere Expansion is becoming ever more common. It was during the war for Agrellan that the Riptide was first deployed en masse, the mighty battlesuits leading each of Commander Shadowsun's cadres into battle. These devastating weapons spearheaded each attack, their relentless firepower and inspiring presence leading the Tau to victory.

Riptide battlesuits possess a vast array of weapons. Against enemy infantry, the heavy burst cannon is a fearsome tool of slaughter. Against armoured enemies, the ion accelerator sears through the foe's hull plates and blasts their tanks apart from the inside out. This arsenal is further enhanced by an array of missiles, be they launched from the Riptide's own weapon systems or volleyed forth from the battlesuit's attendant shielded missile drones.

NOVA REACTOR

The heavy battlesuit development initiative can be traced back to conflicts such as the Damocles Crusade. The Tau coveted the firepower and might of enemy war engines such as Knights and Stompas, yet early attempts to create a comparatively sized battlesuit met with failure. Early prototypes were ponderous machines, or else dangerously unstable, and many test pilots were lost to catastrophic malfunctions. What finally made the XV104 viable was the nova reactor, an experimental miniature version of the mighty engines used to power the fleets of the Air caste. These reactors presented an almost unlimited source of power and, though not without inherent risks, soon pushed the boundaries of battlesuit technology to a whole new level.



KV128 STORMSURGES

Towering colossi of destruction, KV128 Stormsurges carry the firepower to annihilate whole columns of tanks, or fell super-heavy walkers with a single earth-shaking volley. Rushed to the front of the escalating war against the Imperium, these mobile bastions have swiftly proved their worth against the numbers and heavy armour of the foe. Though not as swift or agile as the Riptide, a single Stormsurge can alter the course of a battle in seconds. Its armoured resilience and phenomenal firepower make it equally lethal in attack or defence.

The Stormsurge is the first in a new breed of Tau super-heavy war assets known as ballistic suits. Developed by the noted Earth caste weapons scientist Fio'o Bork'an Ishu'ron, these massive bipedal weapon-platforms are an answer to the super-heavy war engines of their foes. O'Ishu'ron recognised that even heavy battlesuits and aircraft such as the railgun-toting Tiger Shark AX-1-0 could be outgunned by the Imperium's Titan-class walkers. Furthermore, when the enemy deployed their mightiest war machines en masse – as was the case during the war for Dal'yth and the Great War of Confederation – all the railguns and seeker missiles in the empire could not prevent the Fire caste from sustaining heavy casualties. O'Ishu'ron, however, had a solution: the pinpoint application of

overwhelming force. Each KV128 is essentially an enormous walking gun-tower, whose purpose is to anchor the Fire caste battle line while laying down an insurmountable weight of covewring fire. To this end, the ballistic suit is fitted with a secondary generator specifically to power its Titan-killing weaponry, and is regularly used as a platform to field-test experimental weapons so heavy they have previously only seen use on spacecraft. The Stormsurge is operated by a carefully selected pairing of veteran Hammerhead crewmen, who have graduated through the ballistic suit academies on Bork'an. The prestige of operating a ballistic suit is not equal to that of donning the Hero's Mantle, but the steely-eyed graduates of the so-called Ves'oni'vash – or 'giantmaker academy' – are honoured by the Fire Warriors for the countless lives they save. Working as a seamless team, the crew operate their towering suit, one piloting the Stormsurge while the other monitors, aims, and fires its weapon systems. In order to keep pace with the fluid strategies of the Tau, ballistic suits are mag-lifted into battle beneath specially modified Manta Missile Destroyers. Once deployed, the Stormsurge stomps into position and unleashes its incredible firepower, annihilating its designated targets before being lifted away once more.





AIR CASTE SUPPORT

When the Tau make war, securing aerial superiority is one of their first priorities. Control of the skies not only frees up the Hunter Cadres to enact their complex strategies without worrying about attack from above, but also allows the Air caste to switch from aerial interdiction to ground attack roles in support of their Fire caste comrades.

It is often the attack-shoals of the Air caste that are first loosed on an enemy world, sweeping down in great waves to clear the skies of foes. Anti-aircraft defences are blasted out of existence from low orbit, or else marked for punitive strikes by teams of Stealth or Crisis Battlesuits. Plasma bombs fall like rain upon enemy air fields, ripping apart landing pads and runways, and blasting promethium silos and grounded fighters into blazing wreckage. Those enemy aircraft that make it aloft find themselves running the gauntlet amid swarms of perfectly coordinated Tau attack craft. The Air caste pilots maintain meticulously calculated formations and lay down lattices of interceptor fire that soon see even the largest and most heavily armed enemy craft spinning groundwards like flaming comets. By the time the ground war begins in earnest, enemy air assets have been reduced to a ghost of their former strength, and the skies belong to the Tau.

It is at this point that shoals of Sun Shark Bombers switch to targeting the foe's ground forces. These swift-winged craft are employed in place of artillery, supporting their Fire caste comrades by executing deadly attack runs that shatter enemy infantry and fire support formations.

Each Sun Shark incorporates a pulse bomb generator that takes up much of its dorsal fuselage. This advanced microfactory generates – and holds stable – a shimmering orb of lethal energy. At the press of a button, this energy-bomb can be fired at the ground to detonate amidst the foe with enormous force, leaving little but drifting ash and a glowing crater to show where the enemy once stood. Exceptionally efficient, each pulse bomb generator can continue to manufacture fresh ordnance for its craft almost indefinitely without the need for rearming. Occasionally the microfactory can slip out of optimal alignment, requiring reconfiguration before it can recommence production. To cover for this eventuality – and to ward off enemy aircraft and armour – the Sun Shark also mounts an array of missiles, its own networked markerlight and a pair of nimble Interceptor Drones. These diligent protectors can detach as required, hurtling in to shoot down those enemy aircraft that threaten their mother ship.



Meanwhile, squadrons of Razorshark Strike Fighters engage targets of opportunity throughout the war zone. Fast moving and hard hitting, these potent aircraft can dogfight when required, putting down the last of the enemy's aircraft amid blistering exchanges of firepower. However, like the Sun Shark, these are primarily ground attack craft, and have proven extremely successful in this capacity.

In place of the Sun Shark's Drones and energy ordnance, the Razorshark mounts additional thrusters and a fearsome quad ion turret. In addition to the Razorshark's twinned seeker missiles and a burst cannon, this fearsome weapon makes the Razorshark the terror of enemy infantry and armour alike. During the battle of Do'saro, the courageous pilots of Air Caste Support Cadre Blazing Star dived through great flocks of screeching, leather-winged Tyranid beasts before using their overcharged quad ion turrets to obliterate the Hive Tyrant that led the swarm.

Traditionally, the finest Razorshark pilots hail from the hardy folk of Tash'var. Faced by constant Ork pirate raids, the Air caste of that sept have become experts in both shooting down the ramshackle jets of their greenskinned foes and obliterating their massed infantry from on high.

MIGHT OF THE AIR CASTE

From speeding fighters to vast, city-sized spacecraft, the Air caste provide the Tau military with all of its air- and void-borne strength. As with all Tau technology, the craft piloted by the Air caste are always being adapted and improved by Earth caste engineers and scientists. By the latter stages of the Third Sphere Expansion, Tau armadas have come to include an impressive variety of strategically versatile strike craft, of which the Sun Shark and Razorshark are but two commonly seen examples. Somewhat larger than either of these vessels is the Barracuda, a heavily armoured, single-pilot patrol ship with a substantial arsenal of ion and missile weaponry. Above this is the significantly heavier Tiger Shark and its variant, the Tiger Shark AX-1-0. Manned by a small crew and their supporting AI, the Tiger Shark is a high altitude Drone deployment platform, while the AX-1-0 carries twinned railguns with which to eliminate the heaviest enemy armour. Finally, massed troop deployment is achieved via the Orca Dropship and, on a vastly larger, cadre-level scale, by the colossal Manta Super-Heavy Dropship.

ALIEN AUXILIARIES

Whether they be mercenary Kroot, insectile Vespids, or stranger beings such as the cargo-hauling G'nosh or the space-bound Yabi-Yabi, the Tau military make use of many alien auxiliaries. These entrants into the Greater Good plug strategic gaps in the Fire caste's arsenal, as well as bolstering their numbers on the battlefield. Thus, many billions of aliens have been welcomed into the Tau Empire during its various spheres of expansion. So long as these varied alien races place the Tau'va foremost in their thoughts, peculiarities of creed and culture are abided by the Tau. Over time, efforts are made to assimilate aliens into the Tau way of life, but it is for their unique skills in battle, engineering, manufacture or the like that these auxiliaries are most highly prized.

The Kroot have fought alongside the Tau ever since the closing stages of the First Sphere Expansion. After the Tau helped them defend their enclaves from a vast Ork Waaagh!, the Kroot swore that – in exchange for regular, ongoing remuneration – they would fight for the Greater Good. This oath has proved a great boon, for the Kroot possess excellent skills in fieldcraft, making superb scouts, skirmishers and ambush troops. They exhibit an inherent savagery, even devouring the corpses of the fallen. This primitive aggression makes them extremely

effective shock troops, though it is viewed with distaste by their Tau allies. Still, the base habits of the Kroot are tolerated, so long as their warriors steer clear of eating fallen Tau.

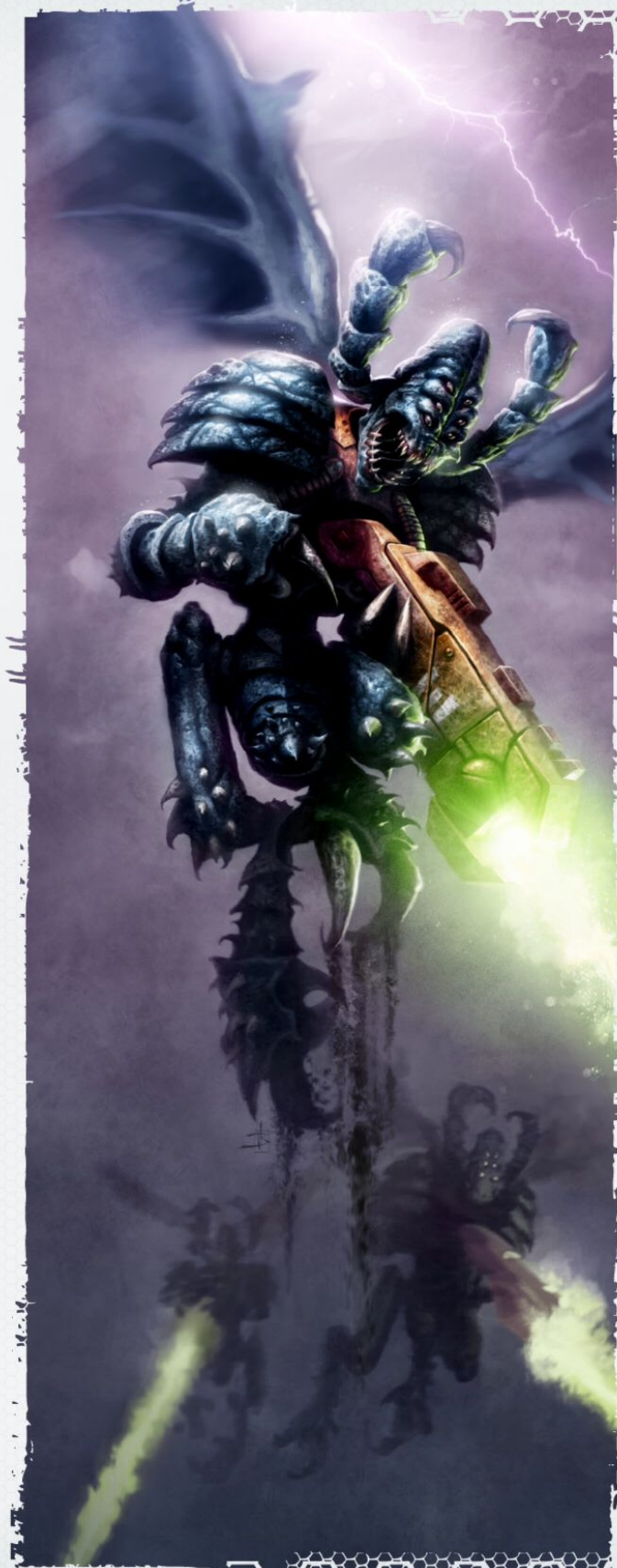
By comparison, the peculiar Vespids have embraced the Tau'va absolutely. Tough insectile warriors who dart through the air upon whining wings, the Vespid Stingwings have proven a valuable fast-strike asset to the Fire caste. Utilising a fusion of Tau technology and crystals mined from the Vespids' home world, their neutron blasters are potent weapons indeed, wielded against the foe with a selfless courage that earns the Vespids much honour. Yet when these aliens were first approached by Water caste diplomats, it seemed unlikely that they would ever submit to joining the Greater Good. Their mindset was freakishly different to anything the Tau could understand, meaning that the Water caste could make little headway. However, after the Ethereal caste provided the Vespid leaders with custom-made communication headsets, they became suddenly and completely compliant, calmly accepting the total annexation of their culture. Rumours have circulated ever since about the true function of these headsets, but no answer has been forthcoming from the Ethereals...



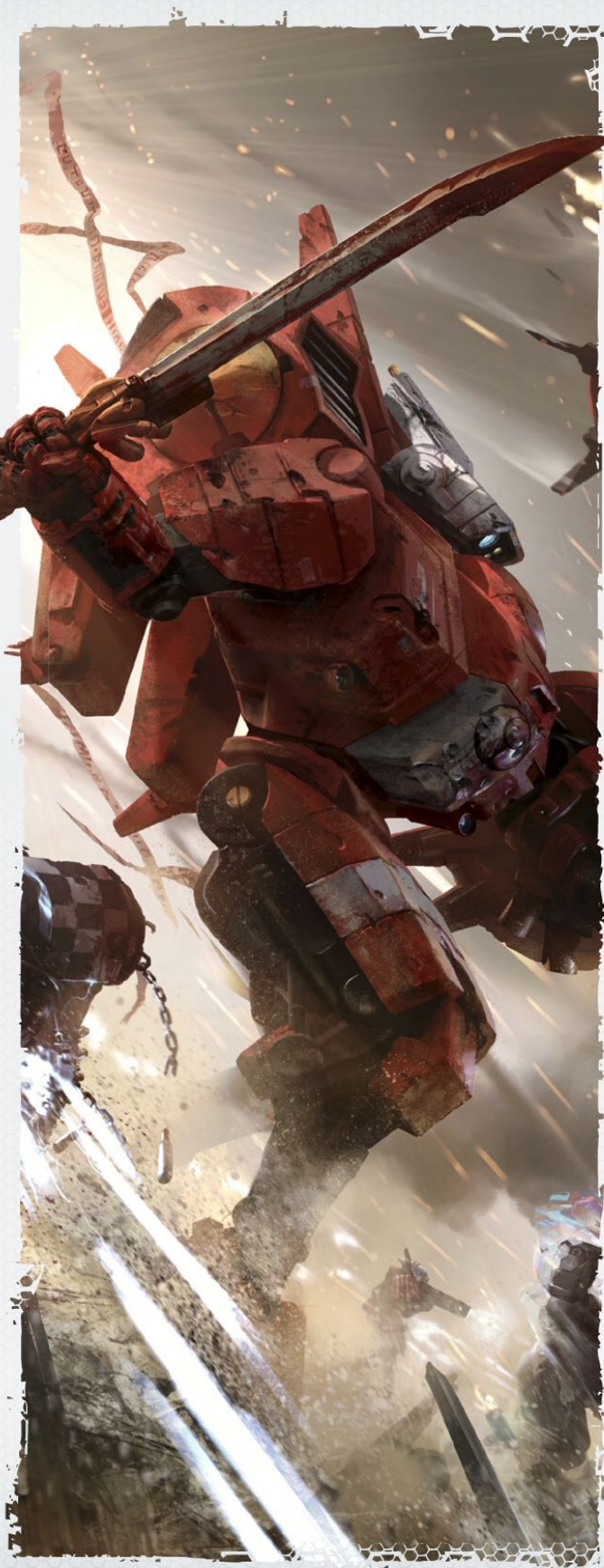
As the first shots whined across the clearing, the honoured Por'el T'au M'yen'Shi jumped with shock. The Water caste diplomat gasped in revulsion as the Vendosi ambassador died before his eyes, a laser blast punching through the back of the scaly alien's head and spraying M'yen'Shi with gore. Instantly, the jungle clearing came alive with gunfire and screams. M'yen'Shi saw more laser fire spew from the tree line, cutting down the rest of the Vendosi delegation and smashing one of his own Fire Warrior bodyguards to the ground. Terror gripped the Water caste diplomat as his remaining bodyguards crowded in around him. Strong hands grabbed at his robes and forced his head down as the shas'la made a barrier with their bodies between him and the incoming fire. For long moments, the world became a jostling churn of light and shadow, the Fire Warriors blocking M'yen'Shi's view while the scream of their pulse rifles deafened him. The gue'la were attacking, he realised with horror. The Vendosi had assured him that they had evaded the Imperium's scouts to reach this secret rendezvous; evidently, they had been mistaken, and now their carelessness would cost the lives of M'yen'Shi and all of his brave protectors.

The diplomat gave an involuntary yelp of fear as another shas'la fell, then another, their blood spraying across him. Through the sudden gap in the protective circle, M'yen'Shi saw muscular gue'la bursting from the trees, spraying shots in his direction. For a long, agonising moment, everything seemed to slow, M'yen'Shi waiting helplessly to feel the hot stab of laser fire through his flesh. Then, suddenly, a buzzing whine filled the air. The diplomat's eyes widened in momentary confusion as dark shadows flitted overhead and the front rank of gue'la collapsed with their skin blackened and flames bursting from their bodies. Suddenly, there were figures between him and the Imperial soldiers, insectile warriors dropping in from above amid the crackle of strange weaponry. Vespids, he realised with a surge of hope. The alien auxiliaries moved in rapid jerks, their heads darting left and right as they sprayed neutron fire into the reeling gue'la.

Over the hammering concussion of gunfire, M'yen'Shi now heard a new sound – a raucous, ululating shriek. He remembered that sound from the evacuation from Dal'yth, and he gripped the shoulder of his nearest bodyguard with fierce hope as he awaited what must surely come next. Pouring from the jungle in a savage mass came Kroot Carnivores, clicking and screeching as they charged. Kroot rifles barked, and M'yen'Shi yelled in a most undignified fashion as each shot blew another of the gue'la off his feet. Lumbering behind came Krootox, gunners swaying on their backs with practised ease as they shot down their foes. The gue'la were shouting in panic, trying to form a firing line, but even a non-combatant like M'yen'Shi could see they didn't stand a chance. The ambushers had become the ambushed, and now the Kroot tore into the Imperials with the wild violence for which they were renowned. Horrified, M'yen'Shi turned away from the butchery, leaning on the nearest Fire Warrior for support. He was grateful to his rescuers, truly, but that didn't mean he was happy to watch them eat corpses...



COMMANDER FARSIGHT



Ever one step ahead of his foes, the infamous O'Shovah fights with skill, cunning and heroism. Though over three centuries old, Farsight retains his Vior'lan temperament, specialising in the aggressive tactics of Mont'ka. This forthright approach is tempered by decades of hard-won wisdom, making Farsight one of the finest commanders in the galaxy. Indeed, O'Shovah was once the hero of the Tau Empire. After his spectacular climb through the ranks, with his final tutelage coming from Puretide himself, Farsight won renown for his victories in the Arkunasha war and the defence of Dal'yth. The Commander's strategic insights and selfless courage saw him defeat Ork hordes and Imperial armies alike, while winning the devotion of all those under his command.

Raised up by Aun'Va to be the new hope for the Tau Empire, O'Shovah next led a vast Coalition back across the Damocles Gulf to reclaim the worlds lost to the Imperium. What transpired during that bloody campaign still remains a mystery to the majority of the Tau. Yet eventually the great leader and his followers simply vanished, far beyond the bounds of the Tau Empire for which they had fought and – seemingly – died. After the Empire lost contact with his forces, Farsight and all his followers were presumed gone forever. The Commander was mourned across the Tau Empire, yet in truth he was still very much alive. Farsight had established enclaves of his own and continued to rule over them, his life-span extended by some mysterious process. After learning of this apparent betrayal, the Ethereal High Council had Farsight declared a renegade. He remains a divisive figure still, officially expunged from the records of the Tau Empire, yet privately kept alive as a role model in the hearts of many Fire caste warriors to this day.

MONT'KA – THE KILLING BLOW

Mont'ka is the most aggressive style of Tau warfare, being the art of identifying a target of opportunity and attacking with speed and overwhelming strength. There are many famous variants of the Mont'ka, and O'Shovah is the foremost proponent of them all. Mont'ka places a strong emphasis on target prioritisation and concentration of fire. A cadre pursuing Mont'ka may stand in readiness for several days, awaiting the command to strike. During this time they review their plan and carefully choreograph the battle to come. Often the attack will be delivered in stages, with elements of the assault arriving from different directions at prearranged intervals to crush the foe from all sides. The final decision to launch a Mont'ka comes from whoever has the best view of the foe – often, this will be a Pathfinder Team or Ghostkeel. Once launched, the Mont'ka must cause massive damage quickly, or else be called off – escalating wars of attrition are not the Tau way, and a Commander will withdraw to strike again from another quarter rather than waste lives in losing battles.

COMMANDER SHADOWSUN

A strategically brilliant tactician and deadly warrior, Commander Shadowsun is the heroine of the Third Sphere Expansion. One of Commander Puretide's most promising pupils, O'Shaserra studied under him at the same time as O'Shovah. However, after the great master's death she was placed in cryogenic sleep to ensure Puretide's legacy would endure. For over three hundred years Shadowsun slept, until Aun'Va awakened her to lead the Tau Empire to war once again. The Ethereal Supreme's first deed upon awakening O'Shaserra was to brief her, alone, on the actions and eventual fate of Commander Farsight. The two warriors had always been respectful rivals, but by the time she left Aun'Va's presence it is said that Shadowsun shook with rage. In her subsequent address, O'Shaserra strode into the Mont'yr training dome where the last statue of Farsight stood and – with the twin fusion blasters of her experimental XV22 battlesuit – blew it to smithereens. She was a Commander of honour and loyalty, she proclaimed, a strict adherent to the Code of Fire and devoted follower of Aun'Va. Unlike her fallen predecessor, she would serve the Greater Good until her final breath.

Shadowsun has since been as good as her word, leading her mighty coalition to victory after victory in Imperial space. Her mastery of Kauyon strategy is absolute, her leadership skills tremendous. Having earned the epithet Shadowsun from the battle where she used an eclipse on K'resh to ambush and slaughter a vast Ork horde, O'Shaserra has continued to out think and outmanoeuvre her foes in every battle she has fought since. Coupled with her personal heroics, striking with sudden, deadly fury in her advanced stealth suit, it is not hard to see how the famous Shadowsun masterminded and led the conquest of even the fortified hive world of Agrellan in a single day.

KAUYON – THE PATIENT HUNTER

The Kauyon art of war relies on the interaction between the hunter and the lure. The lure can be anything from a carefully deployed friendly unit to an objective known to be vital to the foe. Using wisdom and foresight, the patient hunter anticipates the enemy's path to their goal and deploys in the most advantageous manner to attack them. For example, a cadre practicing Kauyon might set up an attack along a known enemy advancement, placing a lure team far forward to inflict damage on the foe before falling back and luring them into the jaws of the Tau ambush. True masters of the ambush attack devise so many layers of plans within plans that only at the end do their opponents realise that all of their actions have been anticipated, even orchestrated, to achieve the attacker's end result. Many a foe has been drawn in by the spider-web plans of a Kauyon, lured by intentional weak spots left on the Tau battle line, or induced into a killing zone by teams feigning retreat. Nowhere is this more the case than in battle against Commander Shadowsun, whose grasp of Kauyon warfare is second to none.





RELENTLESS EXPANSION

With a speed and surety that defies belief, the Tau have swept out from their home world and conquered planet after planet. With each Sphere of Expansion the Tau Empire has encroached upon the ancient holdings of ever more dangerous foes. The Tau know that it is their inevitable destiny to rule the stars, and that all will embrace the Greater Good or be dealt with accordingly.

THE MONT'AU

A savage civil war between the castes threatens to wipe out the nascent Tau race forever.

THE GREEN SCOURGE

The first Tau encounters with the Ork race prove disastrous. At Kor'voss and Vaslan Prime, the Tau suffer bloody defeats after attempts at diplomacy lead only to slaughter. However, a campaign of scouring, aided by the introduction of the revolutionary new pulse rifle, sees the Ork menace eradicated from Tau space.



PEACE AT FIO'TAUN

Strange lights are seen in the skies, and the Ethereals walk among the Tau for the first time. They end the horrific siege of Fio'taun, and broker peace between the warring fire, water air and earth tribes, creating the caste system Tau still follow today.

THE GREAT EXPANSION

The Tau experience a scientific and cultural revolution. With new advancements coming every day, the Tau soon push out into space. Their first great step is the colonisation of their largest moon, Lu'val, and only decades later they have settled their first independent sept around the colony world of Tau'n. As the expansion continues, the Tau begin to assimilate alien species. The Poctroon are the first sentient race to join the empire, though within a few generations the unfortunate aliens have fallen to a terrible plague. Fortuitously, the Tau are immune to this virulent phage, and inherit the aliens' now abandoned world as the prime planet of the Bork'an Sept.

CONQUEST AND MYSTERY

As the juggernaut of Tau expansionism forges on, strange worlds and stranger beings are encountered. The eerie world of N'dras is settled despite Earth caste concerns at strange readings emanating from the planet. Elsewhere, the armies of Vior'la Sept claim a belt of lambent, crystal-rich asteroids, though only after a struggle with mechanical foes that fade from sight when slain.

THE DAMOCLES CRUSADE

Responding to Tau encroachments upon the Eastern Fringe, the Imperium despatches a vast crusade force against this new xenos threat. The Tau colonies beyond the Damocles Gulf are crushed, the Emperor's armies then falling upon Dal'yth in great force. A desperate war follows, in which Commanders O'Shovah and O'Shaserra eventually stem the Imperial tide, though only at great cost.

WAR IN THE PLACE OF UNION

The Tau come to the aid of the Kroot, helping them defend their worlds from a vast Ork horde. In the war's aftermath, the Kroot swear enduring allegiance to the Tau.

PURETIDE

The great Commander Puretide takes control of the Second Sphere Expansion, conquering half a dozen star systems in the name of the Greater Good. His brilliant career will be celebrated forever by the Tau, especially those of his birthworld, Dal'yth. Puretide's legacy, too, is preserved forevermore; after injury cripples the ageing Commander, he is retired to a retreat atop mount Kan'ji, where he teaches the very best Fire caste students. This is a role his holographic ghost continues to this day.

THE SECOND SPHERE EXPANSION

Following vast military growth, Ethereal Supreme Aun'Wei launches the Second Sphere Expansion with but a single, solemn nod. Colonisation fleets cross the darkness of space in unprecedented numbers, claiming world after world through a combination of diplomacy, technology and Fire caste might.

THE ARKUNASHA WAR

Upon Arkunasha – a colony world of oxide deserts and vast stone mesas – the newly promoted Puretide protégé O'Shovah battles the Orks of Waaagh! Dok. Over a decade of war, the young Commander rises to fame, gaining the moniker Farsight and eventually breaking the Orks' vast strength.

THE BURNING MOON WAR

VIOR'LA TRIUMPHANT!

A massive Ork fleet invades Vior'la Sept, wreaking havoc and slaughter. However, Vior'la annually passes through a gap between its two stars, during a time called the Trial by Fire, which causes deadly plasma storms to ravage the planet. The inhabitants survive by closing protective domes around their cities. Ork Warlord Garskrak and his hordes are lured into this deadly storm by selfless Pathfinders and utterly destroyed.

DIFFERENT FATES

Upon the orders of Aun'Va, several of Puretide's greatest students are placed in stasis to preserve their brilliance. Farsight is not amongst them, as he is instead set upon the path back across the Damocles Gulf, and into eventual rebellion.

THE GREAT WAR OF CONFEDERATION

From beyond the Western Veil Nebula comes an immense Ork invasion. Ethereal Supreme Aun'Va calmly marshals the entire Empire to defend itself as the Tau'va teaches. Forces from those septs closest to the threat – Vior'la, Sa'cea and Tau'n – race to engage the foe, stalling the Orks' impetus. Meanwhile, O'Shaserra is brought out of suspended animation to command the Tau war effort. In the sprawling conflict that ensues, a new legend is born. From Vay'harra and Kormusan to the K'resh Expansions, Shadowsun stands supreme as the saviour of the Empire, and eventual vanquisher of the greatest Ork threat in Tau history.

THE THIRD SPHERE EXPANSION

The Third Sphere Expansion begins. Vast beyond anything that has come before, it sees the entire Tau race placed upon a war footing. The dynamism with which the Tau seize their destiny is irresistible and dozens of alien races are assimilated. Borne far afield by ZFR drives, the Tau claim systems previously beyond their reach and the empire grows like never before.

CANO'VAR

The colony of Cano'var is lost. Transmissions show robotic creatures wielding strange energy weapons.

DARKNESS OVER VA'YUN

A band of Eldar corsairs lure the forces of Commander Dawnsword into a deadly trap on Va'yun, seeking to capture Ethereal Aun'Fyr. However, the arrogant aliens underestimate the discipline and technology of the Tau, and are driven off after a savage fight.

TRAGEDY AT LAGAN

Decades of Water caste work has converted many human worlds in the Lagan System. With the help of Expeditionary Cadres, the star system is graded as a Class 1 colony. However, all this preparation comes to naught as the sector is plunged into war by a cleansing force of Ultramarines. Lagan becomes a slaughterhouse, its cities reduced to smoking ruins.

A STRANGE SAVIOUR

The populous world of Atari Vo is attacked by Ork Warlord Grog. Its defenders find themselves aided in defeating this vile greenskin privateer by none other than O'Shovah himself.

THE COST OF HONOUR

During fierce fighting amid the ruins of Kor'var, Commander Swiftstrike spares the life of Novamarines Captain Lyonus, allowing him to retreat with his wounded. Just days later the tables are turned, and the noble Space Marine hero returns the favour. Despite this, the conflict is still ongoing, and becomes more costly every day.

THE GORGON STRIKES

During the period of consolidation following the Second Sphere Expansion, a terrible new threat surges from the void to attack Ke'lshan sept. The Tyranid swarms of Hive Fleet Gorgon tear through the sept's outlying worlds, their capacity for biological adaptation defeating even the flexible tactics and technologies of the Tau. The invading horrors are only stopped after a savage battle on Ke'lshan Prime where the unlikely aid of an Imperial fleet overwhelms the Tyranids and turns the fight in the favour of the Tau.

THE NIMBOSA ANNEXATION

Commander Brightsword, a student of Farsight's way of war, leads an attack to claim the Imperial world of Nimbosa. The fighting culminates in the infamous Koloth Gorge Massacre, where the forces of the Imperium are so cruelly slaughtered that Brightsword is censured and summoned back to T'au to answer for the remorselessness of his acts.

T'ROS

As the colonisation fleets of the Third Sphere Expansion drive deep into Imperial space, the Tau complete their annexation of what was previously the Imperial planet of Taros. The world becomes the prime of a new sept; its remaining humans are considered gue'vesa citizens of the Tau Empire and congratulated on the wisdom of their decision.

WAR ACROSS THE STARS

Across the gulf of space, the Tau Empire knows one victory after another. The awoken Shas'o Kais seizes triumphs that see the establishment of Fi'rios sept. Upon the orders of Aun'Va, the Ghosts of N'dras begin covert operations against the Imperium, detonating the Worldcore on Lamdiah and assassinating Cardinal Ambros the Blessed. Meanwhile, Imperial forces counter-attack and drive the Tau from the Zeist Sector, only to find they have been intentionally sidetracked by Shadowsun, who claims victory elsewhere.

MU'GULATH BAY

Commander Shadowsun sweeps the armies of the Imperium before her like ships upon a storm-tossed sea. Where her foes spread wide she strikes at their weakest links. Where they dig in and fortify, she bypasses their strongholds to wreak havoc elsewhere. Dozens of Imperial worlds are seized for the Empire. However, upon reaching the hive world of Agrellan, Shadowsun faces a new strategic challenge. This massively fortified world stands as the gateway to the Dovar System, meaning that it cannot simply be avoided, but must instead be conquered for the Greater Good. Accordingly, the Commander implements a masterful strategy, coordinating over twenty separate planetary assaults and ensuring each is spearheaded by the newly deployed XV104 Riptide battlesuits. Despite the efforts of the White Scars, the Raven Guard, the Knights of House Terryn and multiple regiments of Astra Militarum, Shadowsun's audacious battle plan sees the planet won in a single day. During ferocious fighting around the capital city of Agrellan Prime, a significant portion of the Imperial defenders make good their escape, but even this cannot sour the incredible Tau victory. Yet there is no time for self-congratulation as Shadowsun drives her forces on before the fires of the newly renamed Mu'gulath Bay have even died.





T'AU SEPT

The warriors of the T'au Sept are often clad in the yellow and brown shades that mirror their home planet's arid terrain, and these iconic hues are worn across the Empire as a sort of dress uniform. On the battlefield, however, warriors of T'au will adapt their armour to suit whatever environment they are called upon to fight in.

Regardless of their chosen camouflage, T'au warriors always bear markings in the bright white that is their unique sept colour.



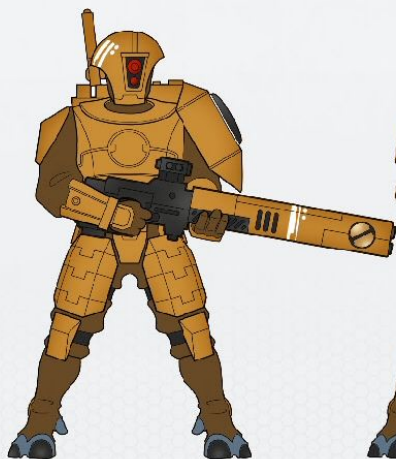
Honoured Ethereal Aun'Do wears his sept colour on his armour and robe.



This Ethereal, Aun'Shen, displays his sept colour as writing upon his robes.



Shas'nel Kos'ul, Cadre Fireblade, wears a cloak in the white of his sept.



Shas'la Fyos displays her Strike Team marking on her pulse rifle and helmet.



Strike Team Shas'ui Den'ul shows his sept colour on his shoulder and sensor vane.



Pathfinder Shas'la Meion wields a short-ranged but deadly pulse carbine.



Pathfinder Shas'ui Jun. Note his white shoulder pad denoting rank.

OTHER T'AU UNIFORMS



Pathfinder Shas'la Kasu belongs to an elite cadre with inverted colours.



Strike Team Shas'la Vu'an is clad in a shipboard combat uniform.



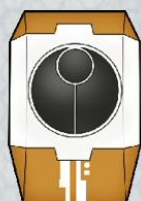
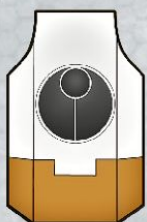
Breach Team Shas'la Dovos wears night war camouflage.



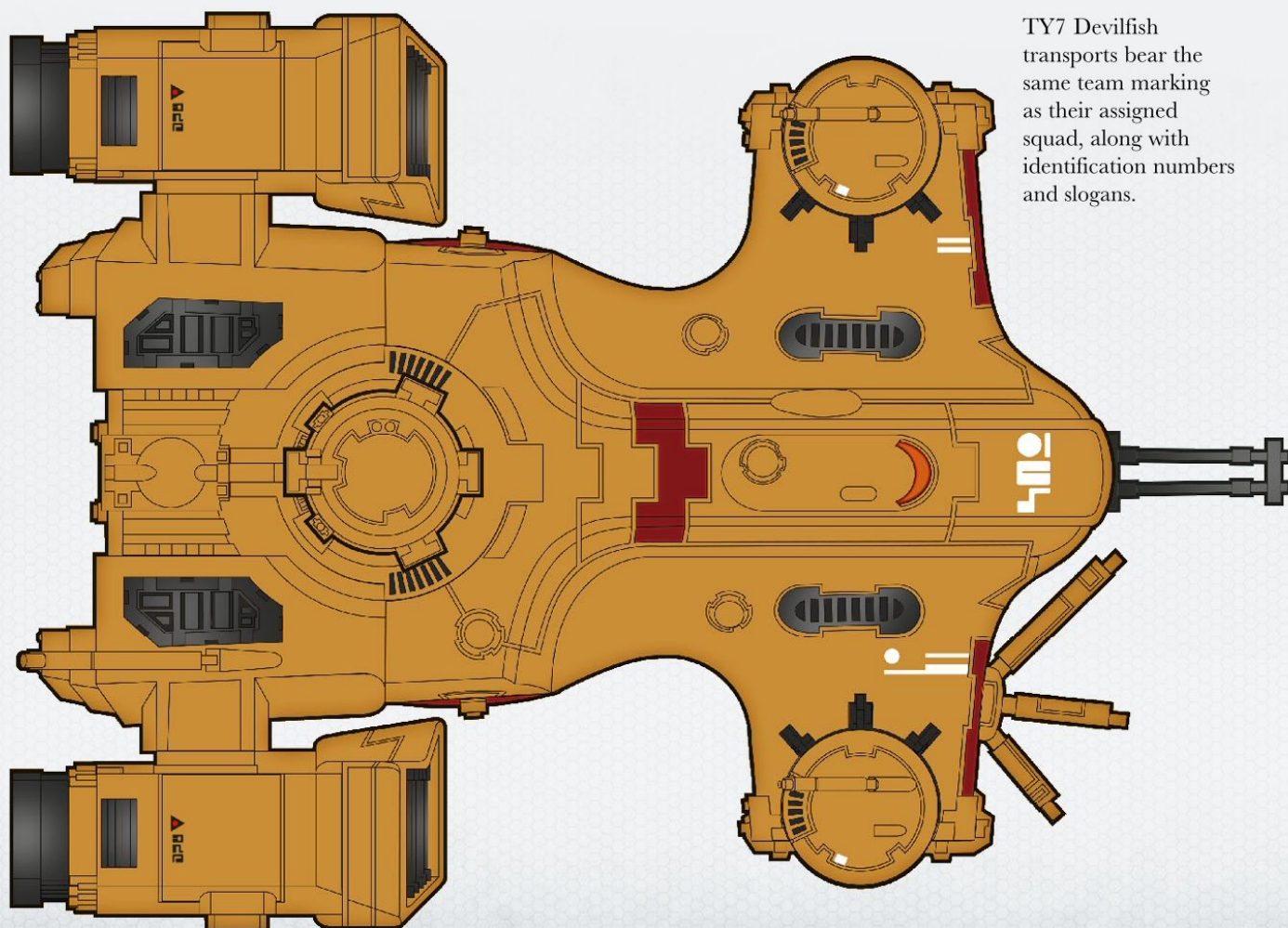
Every team has a unique team marking design. This designator is prominently displayed wherever each warrior chooses upon their armour or wargear and consists of multiple stripes in a specific configuration.



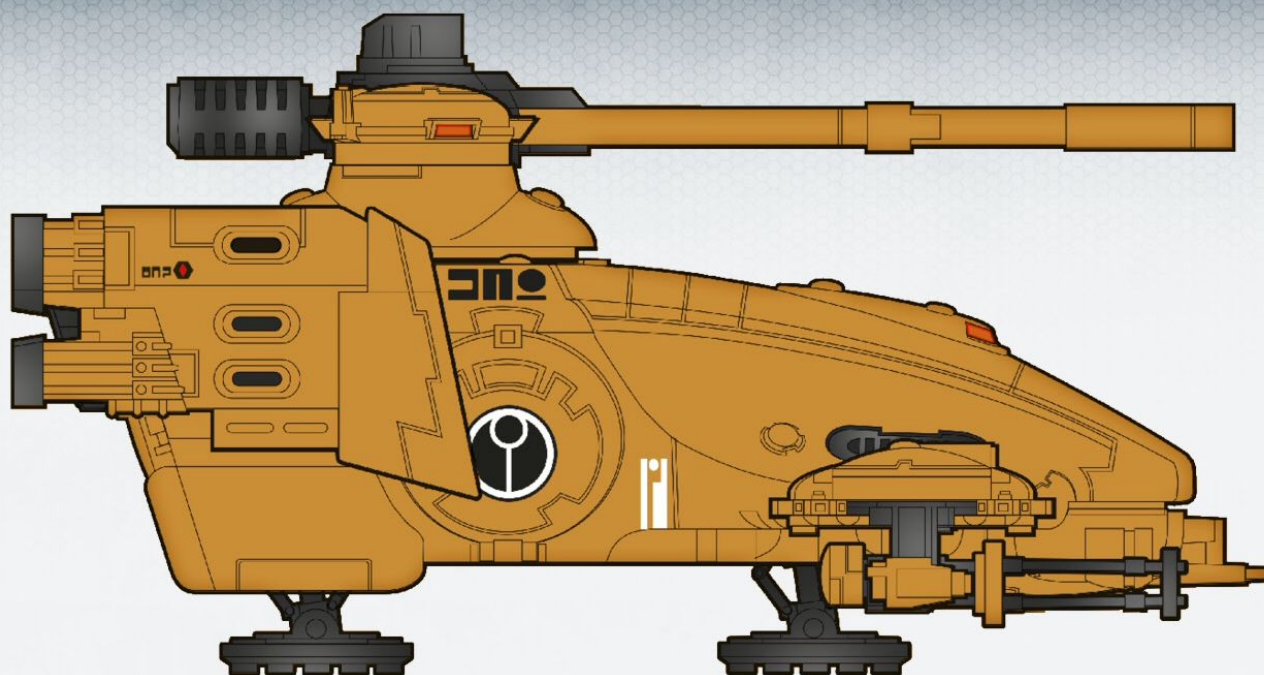
In each cadre, every member of every team bears a cadre marking upon their armour or wargear. This pattern of dots is always applied in the same fashion across the entire cadre, symbolising unity and the deferral of self-interest.



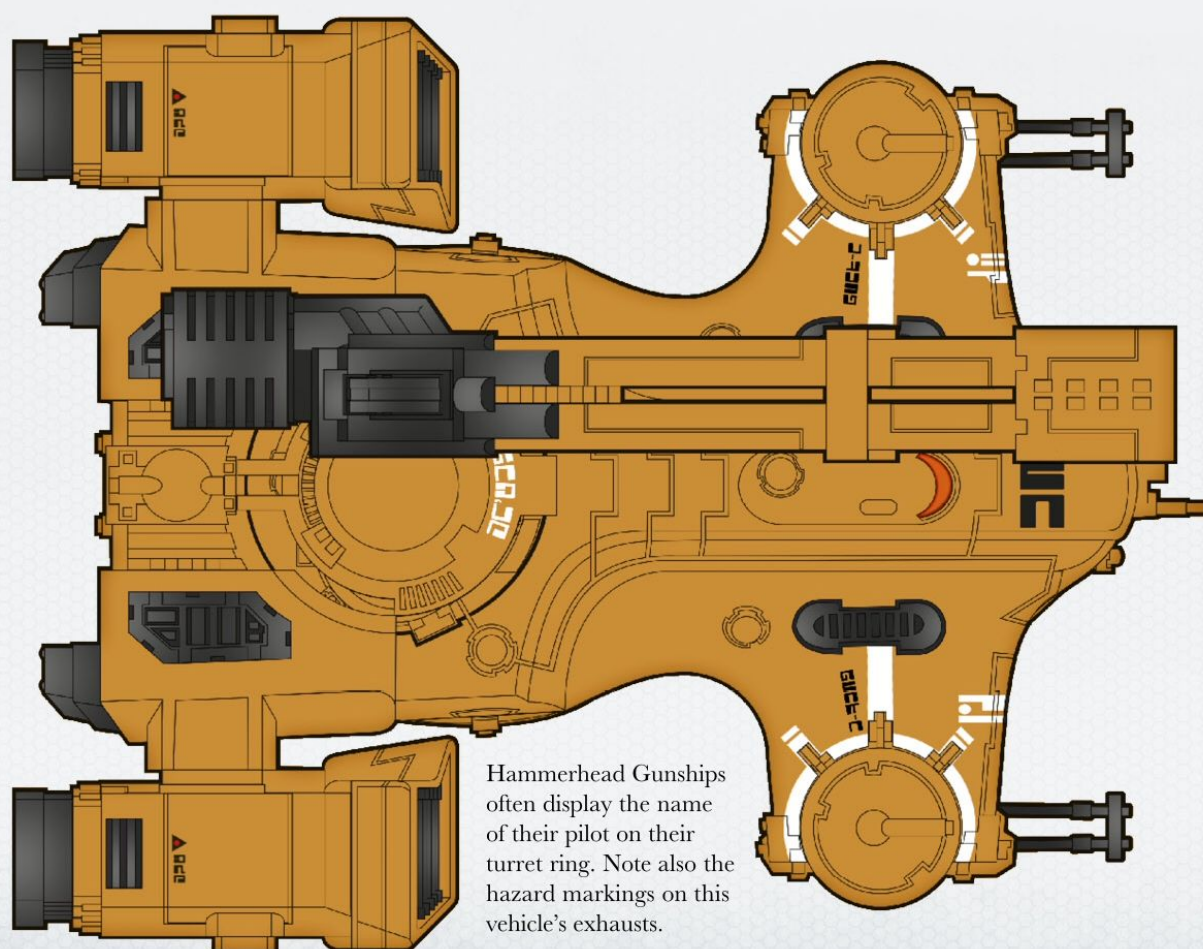
Shas'ui status is denoted by the application of the sept colour upon the shoulder guard and helmet sensor vane.



TY7 Devilfish transports bear the same team marking as their assigned squad, along with identification numbers and slogans.

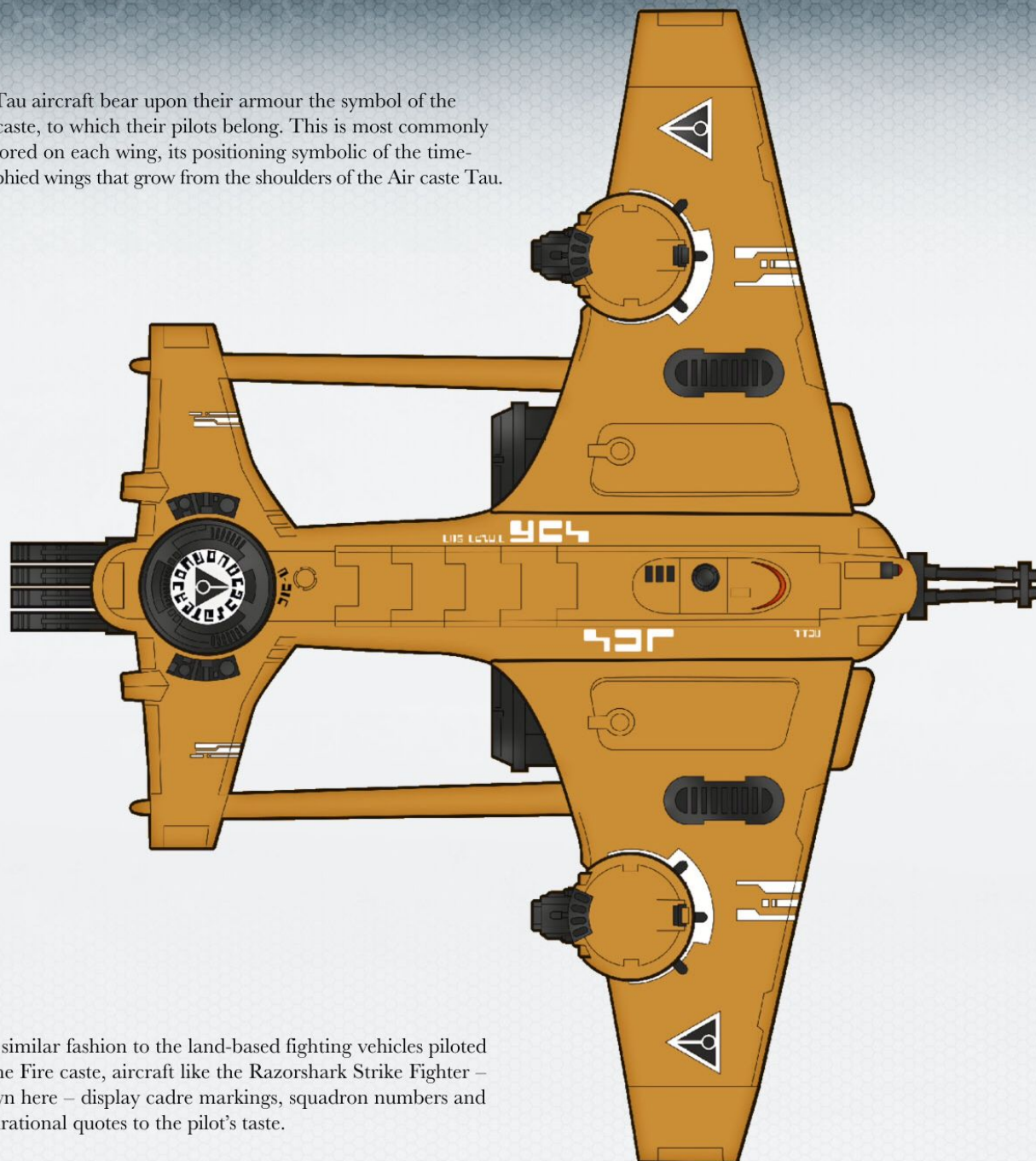


Tau gunships bear vehicle identification numbers upon the front or side of their hulls. They are often decorated with inspirational slogans, and bear cadre markings, shown here to the right of the side hatch.



Hammerhead Gunships often display the name of their pilot on their turret ring. Note also the hazard markings on this vehicle's exhausts.

All Tau aircraft bear upon their armour the symbol of the Air caste, to which their pilots belong. This is most commonly mirrored on each wing, its positioning symbolic of the time-atrophied wings that grow from the shoulders of the Air caste Tau.

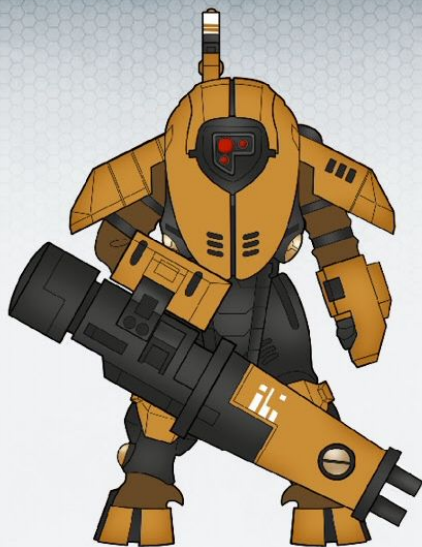


In a similar fashion to the land-based fighting vehicles piloted by the Fire caste, aircraft like the Razorshark Strike Fighter – shown here – display cadre markings, squadron numbers and inspirational quotes to the pilot's taste.

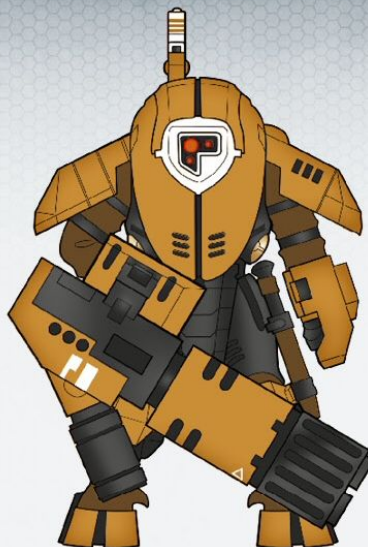
TAU ALPHABET

⌋	A	□	B	⌋	C/K	⌋	D	⌋	E	⌋	F/V	⌋	G
⌋	H	⌋	I/Y	⌋	J	⌋	L	⌋	M	⌋	N	⌋	O
⌋	P	⌋	R	⌋	S	⌋	T	⌋	U	⌋	W	⌋	X
⌋	0	⌋	1	⌋	2	⌋	3	⌋	4	⌋	5	⌋	6

The Tau numerical system is rendered as shown to the left, and used to identify their fighting vehicles. Characters from zero to seven are used in varying combinations, marking out squadrons and applying ascending identifier numbers within them.



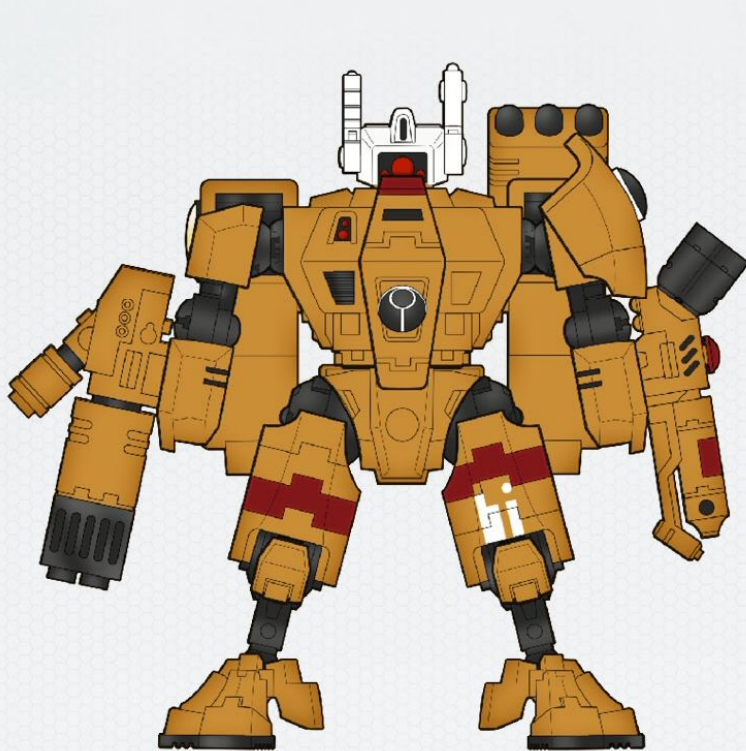
Stealth Shas'ui Vass displays his sept colour upon his helmet sensor vane, and bears his team marking on his burst cannon.



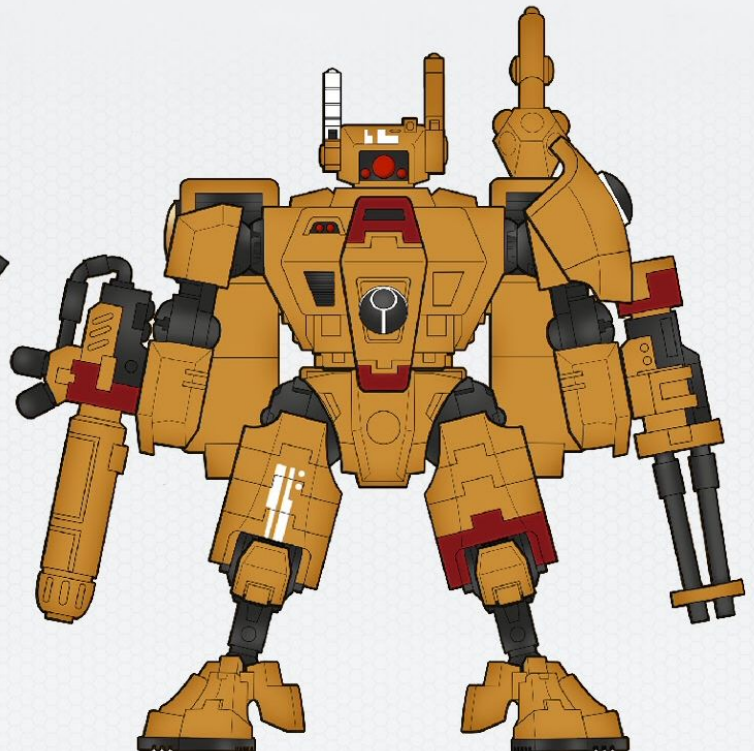
Stealth Shas'ver Nevun's rank is indicated by the use of her sept colour on not only her sensor vane, but also on her helmet face plate.



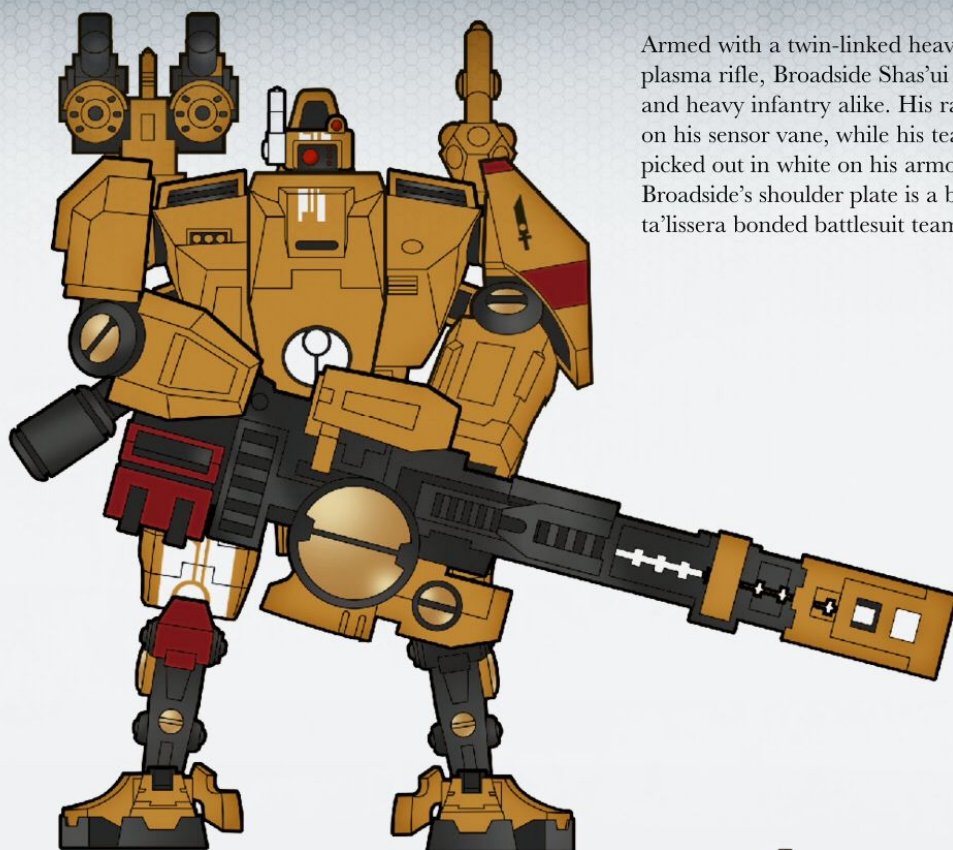
Stealth battlesuit pilots often wear darker colours to aid with their operations, as is shown here with XV25 Stealth Shas'ui Vollessa.



Crisis Shas'ver Jesol's battlesuit boasts a fusion blaster, flamer and missile pod. Jesol's rank is indicated by her helmet, which is wholly marked in her sept colour. Note the cadre marking on her thigh plate.



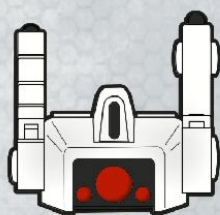
Crisis Shas'ui Lais. A sensor vane in the sept colour denotes Lais' rank, while the red blocking on his armour is a personal decoration often standardised across teams, especially those that are ta'lissera bonded.



Armed with a twin-linked heavy rail rifle and a twin-linked plasma rifle, Broadside Shas'ui Korloss is ready to face tanks and heavy infantry alike. His rank is shown in the sept colour on his sensor vane, while his team and cadre markings are picked out in white on his armour's plates. Visible on the Broadside's shoulder plate is a bonding knife design typical of ta'lissera bonded battlesuit teams.



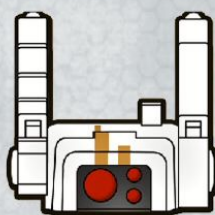
The helmet of a shas'ui bears a sensor vane in sept colour.



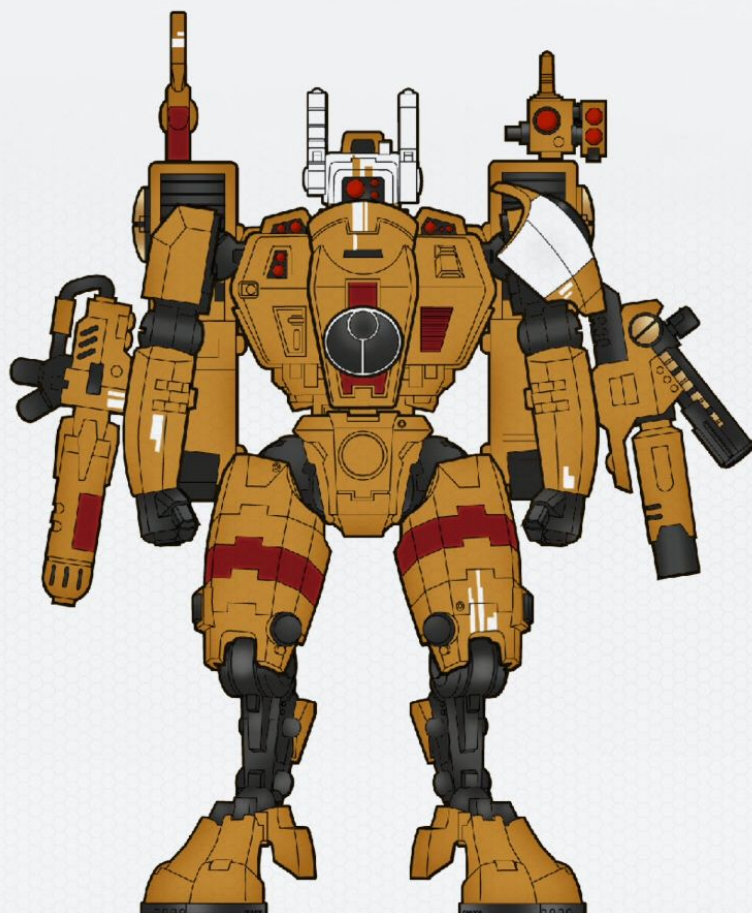
Shas'vre rank is shown by both helmet and sensor vanes in the sept colour.



This helmet denotes shas'el rank, as it is in the sept colour except for the sensor vanes.



A shas'o helmet is in the sept colour but its markings match the wearer's armour.

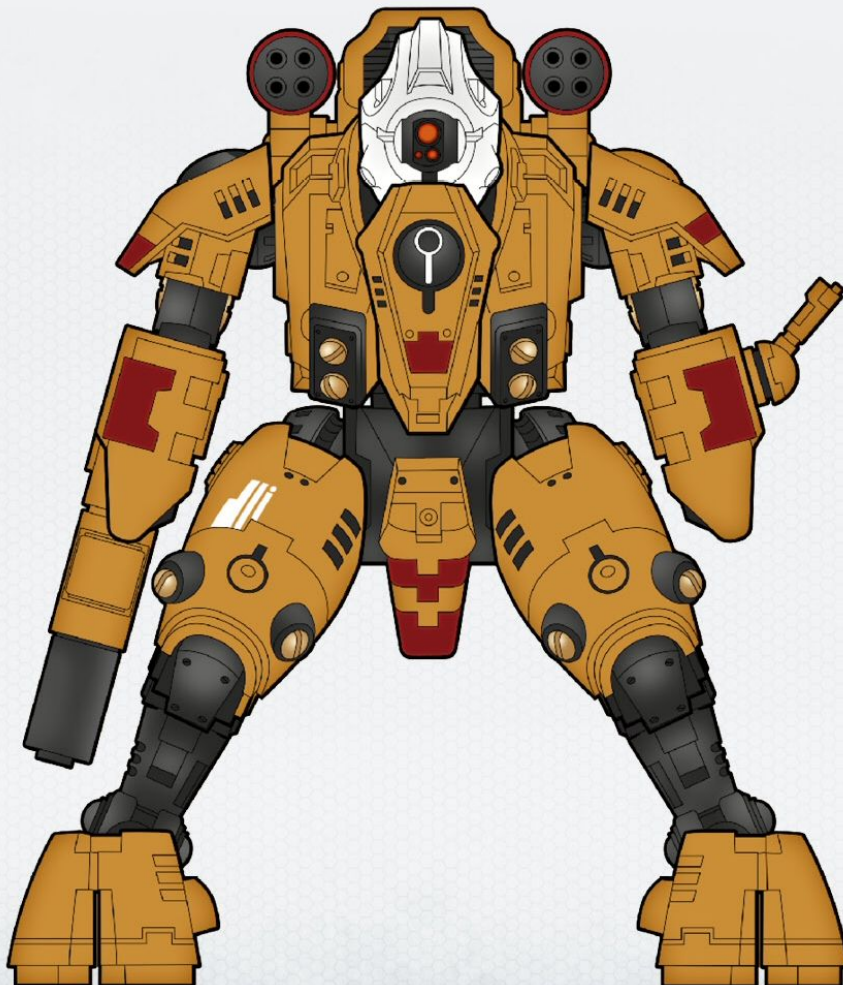
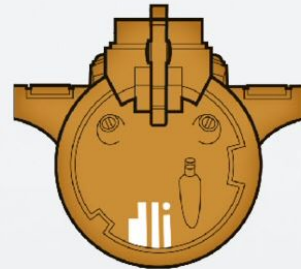
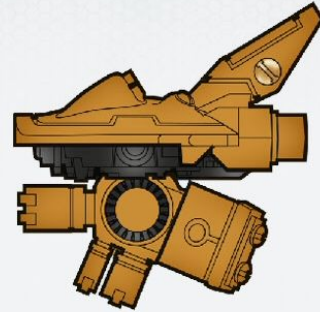


Shas'o Shien, the renowned Commander Swiftwing. His rank is shown in the colouration of his helmet and sinistral shoulder guard, as with a shas'nel or shas'ui. His suit's forearms bear additional honour markings.

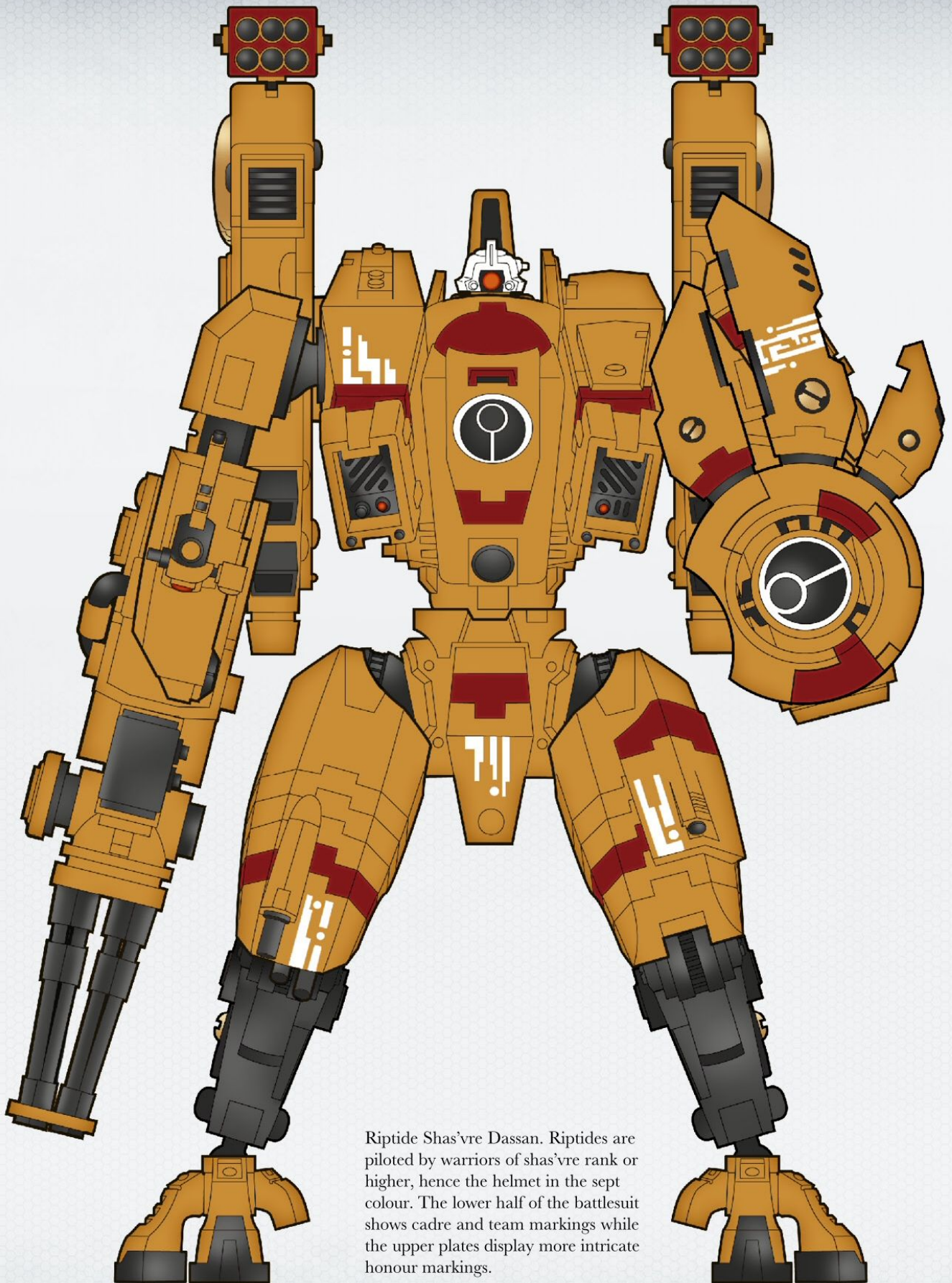


Shas'vre Dasir, one of the first recruits of Aun'Va's Ghosts of N'dras, wears fatigues and a battlesuit harness. She wears the traditional colours of T'au.

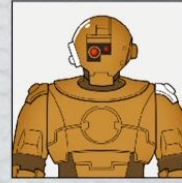
As nominal members of the Ghostkeel's team, the Stealth Drones that accompany the battlesuit will bear the same markings. In this instance, the marking on the battlesuit's thigh is repeated upon the topside panel of the Stealth Drone.



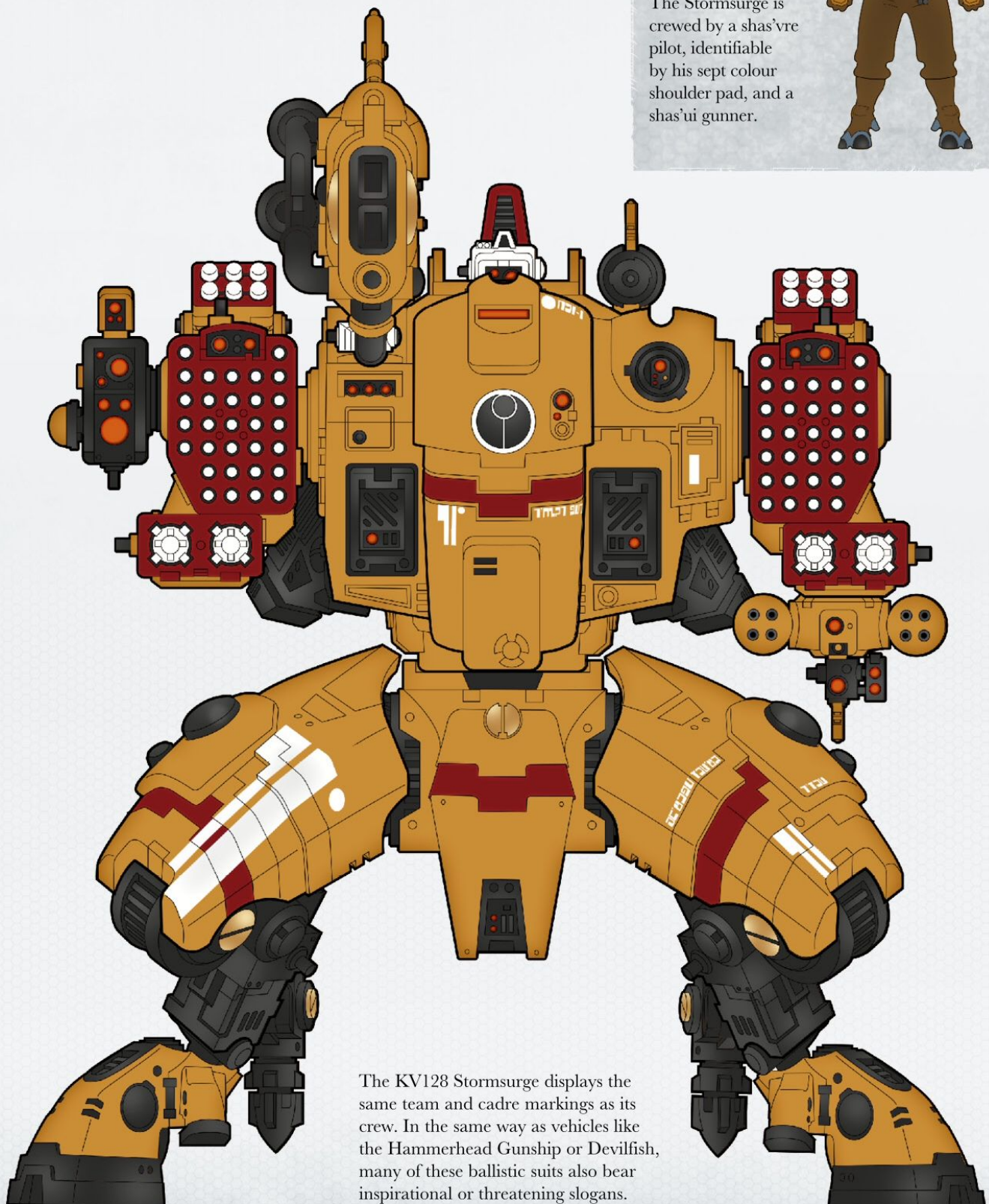
All Ghostkeel pilots are proven veterans of countless stealth operations, and all hold the rank of shas'vre, as shown by their suits' white helmets. Those operating in a Ghostkeel Wing also feature team markings on their armour.



Riptide Shas'v're Dassan. Riptides are piloted by warriors of shas'v're rank or higher, hence the helmet in the sept colour. The lower half of the battlesuit shows cadre and team markings while the upper plates display more intricate honour markings.



The Stormsurge is crewed by a shas'vre pilot, identifiable by his sept colour shoulder pad, and a shas'ui gunner.



The KV128 Stormsurge displays the same team and cadre markings as its crew. In the same way as vehicles like the Hammerhead Gunship or Devilfish, many of these ballistic suits also bear inspirational or threatening slogans.



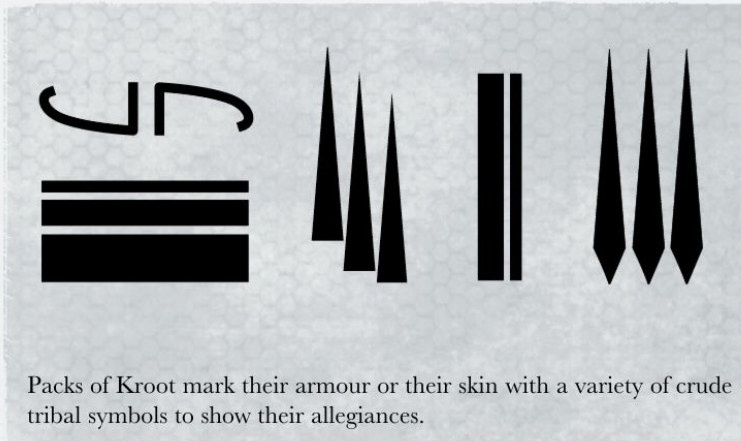
Kroot Khagguk Glekh. Note the sept colour pack markings applied to Glekh's primitive armour.



Kroot Shaper Proghrakk Sprekht. Armed with a hefty kroot rifle, Shaper Sprekht shows his sept colour pack markings on his armour.



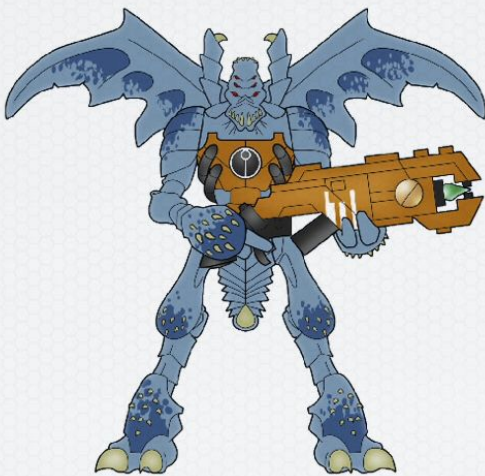
Kroot Aghkyr Tlokkuh. This warrior wears his adopted sept colour in the form of fearsome warpaint.



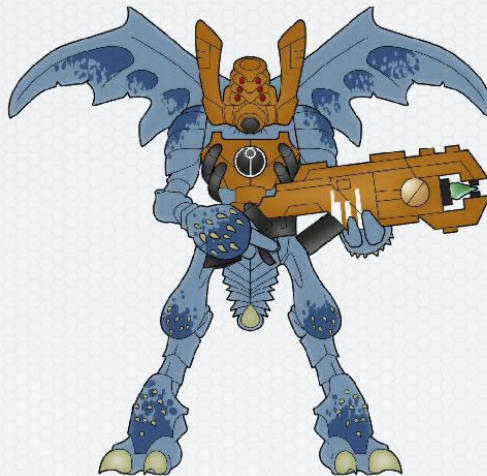
Packs of Kroot mark their armour or their skin with a variety of crude tribal symbols to show their allegiances.



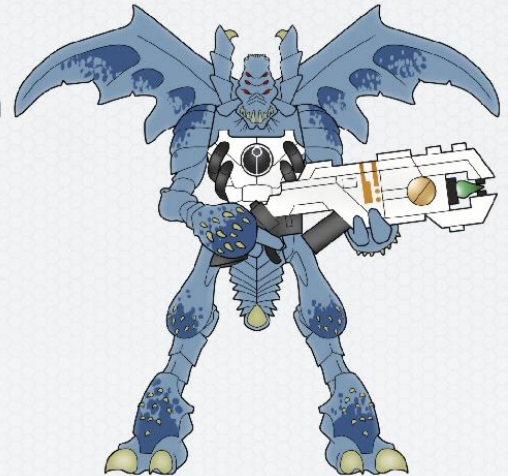
Kroot Hounds bear the same markings as the rest of their pack.



Vespid Stingwing (name translation – One That Flies Like Flickering Light). Note the team marking in the sept colour on its neutron blaster and the use of the T'au camouflage shade.



Vespid Strain Leader (name translation – One That Stings Like The Swarm). Its neutron blaster shows its team marking and it bears the Fire caste symbol on its armour.



Vespid Stingwing (name translation – One That Rips The Flesh). The inverted colouration on its armour and weapon indicate a position of high honour in an elite cadre.



VIOR'LA SEPT

The armies raised by Vior'la Sept are a striking sight upon the battlefield, thanks in large part to the blazing red of their sept colour. This shade is said to reflect the nature of the Vior'lan Tau themselves, who are famously hot-blooded and aggressive.

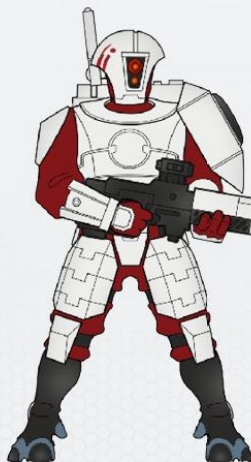
Of course, the Vior'lan warriors' armour varies as with all other Tau forces. Thus a cadre fighting in dense swampland might be armoured in browns and greens, while a cadre deployed to an urban war zone would be armoured in blacks and greys, with just the approved dashes of blood red to indicate rank and status.



The venerated Ethereal Aun'Vessol's robes and honour blade markings are the bloody red of his sept.



Shas'nel Aidos, Cadre Fireblade. The Shas'nel's cloak, fatigues and shoulder guard display the sept colour.



Strike Team Shas'la Kaus bears his team marking on his helm in the sept colour.



Strike Team Shas'ui Laross' sensor vane is red to indicate her rank.

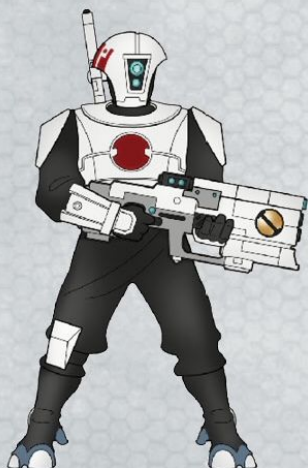


Breach Team Shas'ui Haido carries a ta'lissera bonding knife on his back.



Pathfinder Shas'ui Dau's rank is shown on his shoulder and sensor vane.

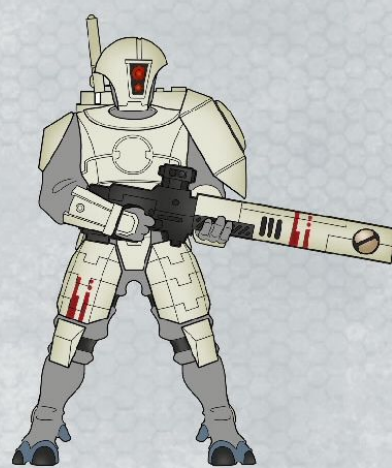
OTHER VIOR'LA UNIFORMS



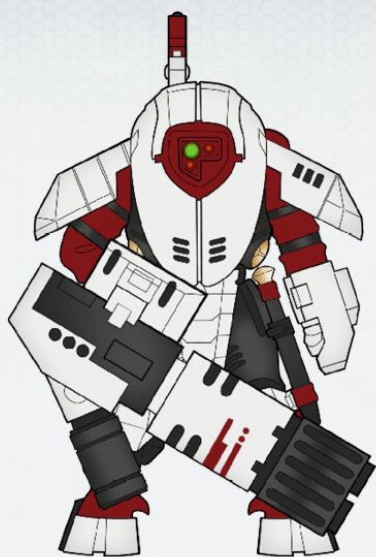
Pathfinder Shas'la Nai'vo wears a variant of the Vior'lan scheme.



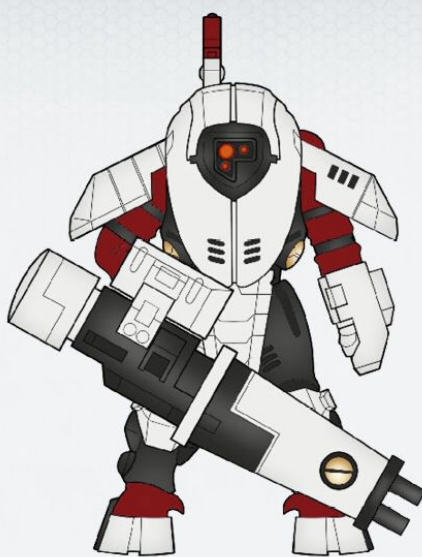
Strike Team Shas'la Manto displays the traditional Tau dress uniform.



Strike Team Shas'la Lauss is wearing ash waste camouflage.



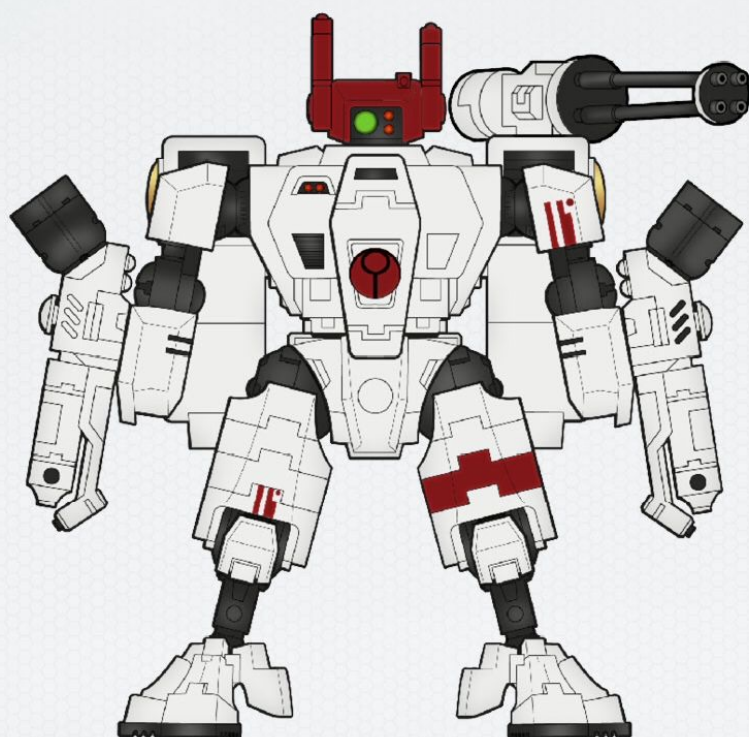
Stealth Shas'vere Tassar's rank is denoted by her sensor vane and the face plate of her battlesuit, which are marked in her sept's colour.



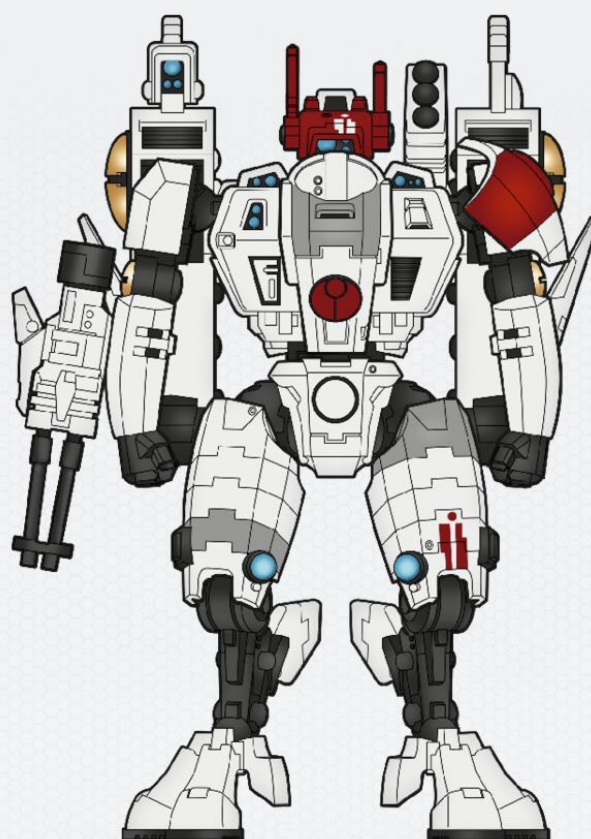
Stealth Shas'ui Fasil's rank is denoted by his red sensor vane. He carries a bulky burst cannon, a weapon lethal to enemy infantry.



Kroot Rkhotsi Ghlok wears white armour plates with red pack markings to match the Vior'la sept armies he serves with.



Crisis Shas'vere Vosai. The shas'vere's rank is indicated on his helmet and sensor vanes, while the red blocking on his armour plates is a decoration duplicated across his Crisis Team.



Coldstar Commander O'Maisos. The Commander's helmet bears her sept colour, with markings to match her armour's plates. Her rank is also shown by the sept colour on her sinistral shoulder guard.



SA'CEA SEPT

The teeming worlds of Sa'cea Sept are carpeted in sprawling conurbations, and their Fire caste academies emphasise a focus upon urban warfare. Accordingly, traditional Sa'cean camouflage is the blue-grey of their cities' architecture, a scheme echoed across the Tau Empire for urban warfare deployment.

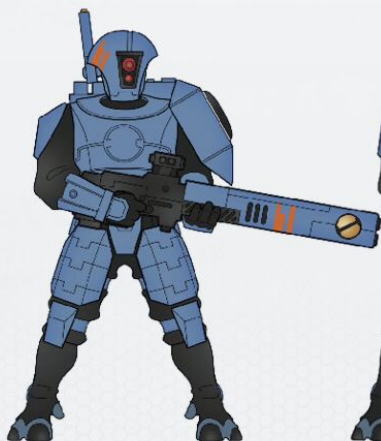
The sept colour, meanwhile, is a fiery orange that reflects the roiling flames of the angry star around which its worlds orbit. The combined effect of these colours is sombre but striking, causing the honour markings displayed by Sa'cean battlesuit pilots to stand out vividly.



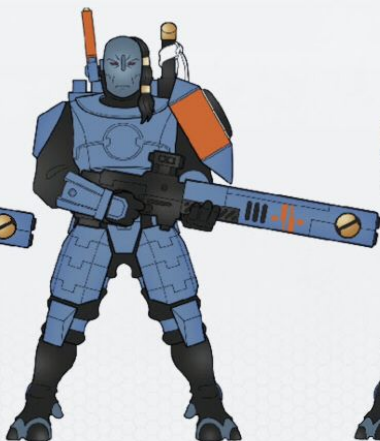
The wise Ethereal Aun'Sho displays his Sa'cean sept colour upon his robes.



Shas'nel Lason, Cadre Fireblade. Lason's sept colour can be seen on his cloak and sinistral shoulder guard.



Strike Team Shas'la Tes shows her team marking on her pulse rifle and helmet.



Strike Team Shas'ui Sorr's orange sensor vane and shoulder show his rank.



Breacher Team Shas'la Sasai is armed with a bulky pulse blaster.



Pathfinder Shas'la Resa shows his cadre marking on his pulse carbine.

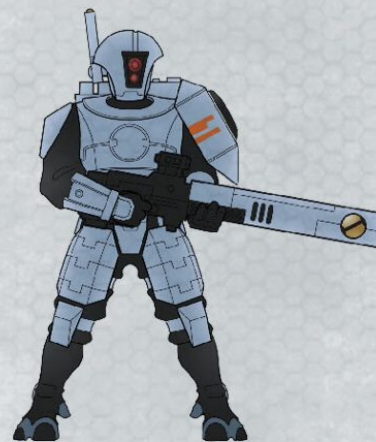
OTHER SA'CEA UNIFORMS



Breacher Team Shas'la Tael wears ocean world combat armour.



Pathfinder Shas'ui Dosai is equipped for night combat.



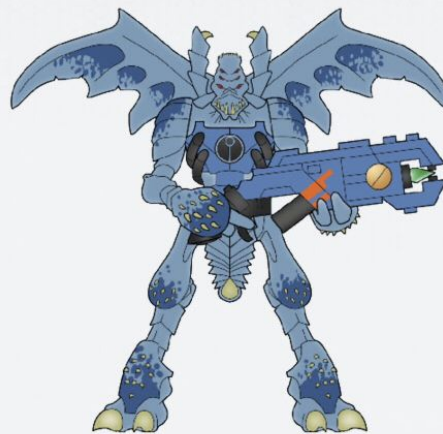
Strike Team Shas'la Peros wears ice world combat armour.



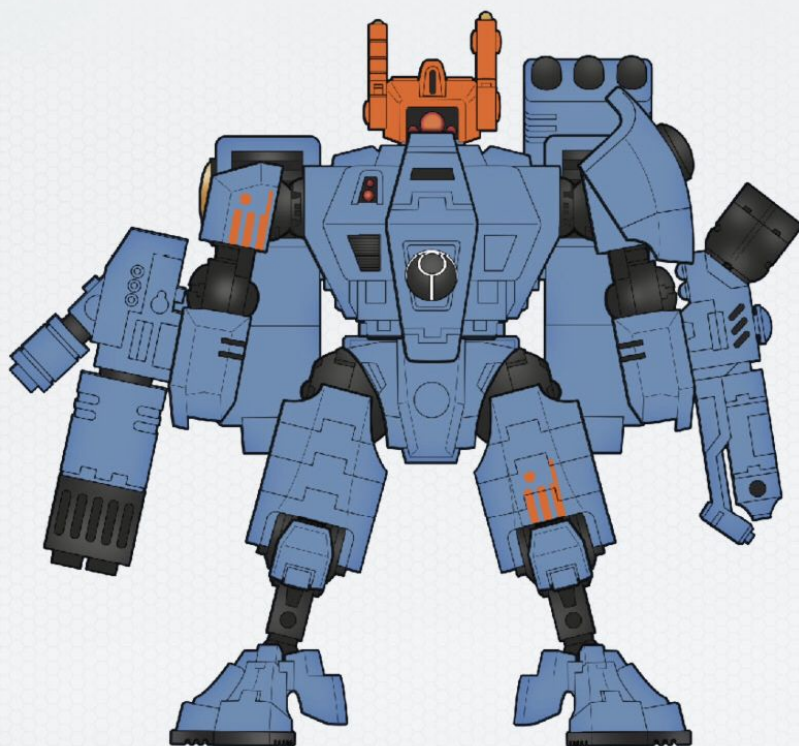
Stealth Shas'v're Nycoss. His rank is denoted by the sept colour sensor vane and face plate, while his armour is darkened to heighten stealth.



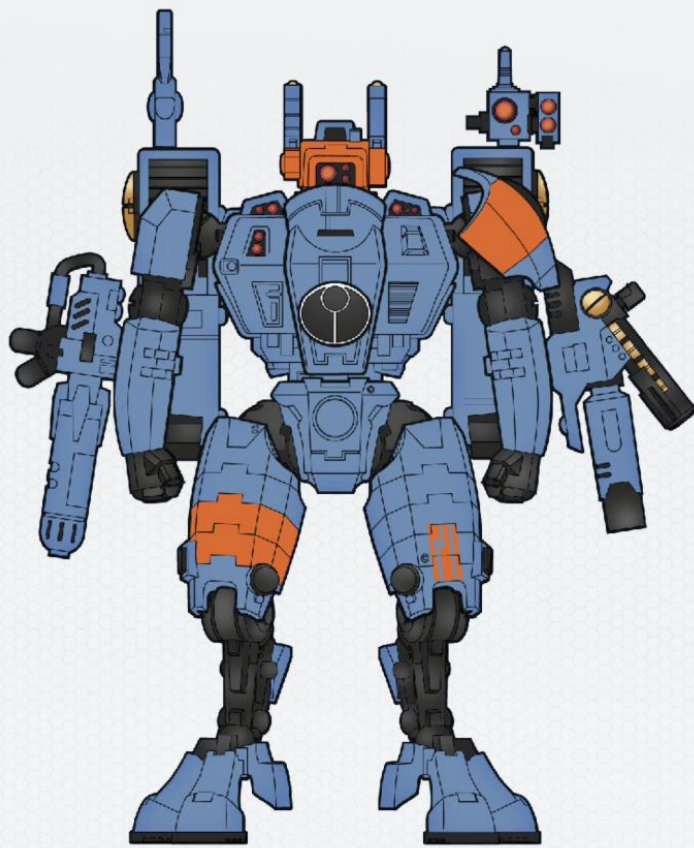
Stealth Shas'ui Pais, equipped with fusion blaster. Pais' rank is shown on his sensor vane, which is in the sept colour.



Vespid Stingwing (name translation – One That Bursts From Darkness). Note the blue urban camouflage shade on its armour and weapon.



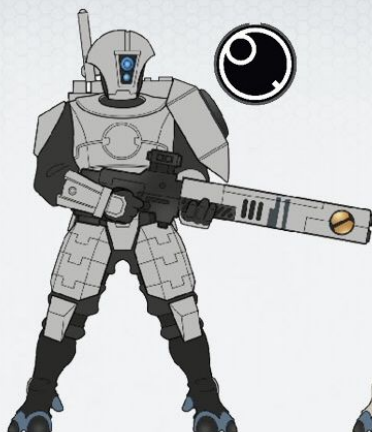
Crisis Shas'v're Tuloss. Tuloss' rank is shown by her orange helmet, while her cadre and team markings are displayed in the sept's fiery hue on her left thigh plate and right-hand shoulder guard.



Shas'el Vedai. Note the shas'el rank shown on his helmet, which is in the sept colour with the exception of its sensor vanes, and on his sinistral shoulder guard. The symbol of the Fire caste is displayed on his chest.

SEPTS OF THE EXPANDING EMPIRE

The Tau take rightful pride in the glory of their empire and its armies. However, their enlightened approach to warfare prizes practicality and preservation of life over the desire to display their heraldry. Thus, while each sept's traditional colour is used for insignia and indication of rank, the Tau military deploy wearing an enormous variety of colour schemes. Usually these are intended to assist with camouflage, each cadre's colouration dependent upon the conditions in which its warriors fight.



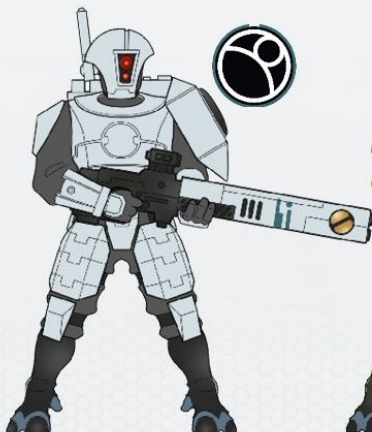
Strike Team Shas'la Daisos of Tau'n Sept, wearing ash wastes camouflage from the Burning Moon War



Breacher Team Shas'la Dvros and Strike Team Shas'ui Taiss of D'yanoi Sept, clad in camouflage issued for swampland operations. Shas'ui Taiss shows his rank on his sensor vane and shoulder plate



Pathfinder Shas'la Nyss and Strike Team Shas'la Porai of Bork'an. They wear the distinctive snowscape scheme developed for the war on ice-locked Yngirheim.



Breacher Team Shas'ui Losad and Pathfinder Shas'la Fyra of Dal'yth Sept. The bright green of this armour was introduced as camouflage against the carnivorous Phoroki, who could not visually register this colour.



Pathfinder Shas'la Goshi and Strike Team Shas'la Shen from Fal'shia, garbed for arboreal zone warfare during fighting on Ko'an Prime.



Breacher Team Shas'la Vess and Pathfinder Shas'ui Dossol from Au'taal Sept. This striking armour colour is worn by warriors assigned as ceremonial bodyguards to the sept's honoured Ethereals.





Pathfinder Shas'la Hyro and Breacher Team Shas'ui Kes from N'dras Sept, clad for nocturnal urban warfare during the Bosrai Clash.



Strike Team Shas'la Fasul and Strike Team Shas'ui Gnos from Ke'lshan Sept, garbed as were all of the shipboard cadres who repelled the horrifying boarding actions of Hive Fleet Gorgon



Pathfinder Shas'la Ylos from Els'y'air, clad for the volcanic combat zone on Vulkard IV



Strike Team Shas'la Krel from Tash'var Sept, wearing orbital fortress garrison combat armour



Breacher Team Shas'ui Fylot of Vash'ya Sept, wearing ultraviolet night war camouflage



Pathfinder Shas'ui Nos from T'olku, equipped for jungle warfare on Heym's World



Pathfinder Shas'la Ferel of Ksi'm'yen Sept, in the ice world camouflage of the Go'shol patrol



Strike Team Shas'la Tydu of Fi'rrios Sept, wearing tundra warfare armour camouflage



Breacher Team Shas'la Jer'em, clad in urban camouflage for the rad wastes of Mu'gulath Bay



Strike Team Shas'ui Fros, warrior of the Farsight Enclaves, clad in O'Shovah's red



ARMIES OF EXPANSION



The cadres of the Fire caste are a truly colourful and dynamic spectacle. Their wargear and vehicles are sleek and deadly, and their iconography is picked out in crisp, precise characters across camouflage patterns and striking sept colours. The following pages demonstrate the full glory of the armies of the Tau as they go to war for the Greater Good.

















'EAVY METAL



'EAVY METAL

XV95 GHOSTKEEL BATTLESUIT

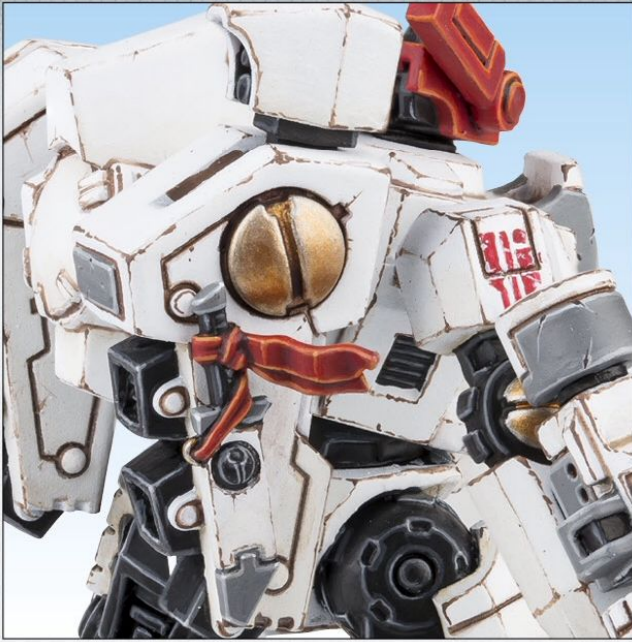


'EAVY METAL

KV128 STORMSURGE



'EAVY METAL



FORCES OF THE TAU EMPIRE

The following section contains background and rules information for Tau Empire forces – their selfless warriors, their sophisticated vehicles and battlesuits, and the commanders that lead them to battle. It enables you to forge your collection of Tau miniatures into an army ready to conquer all before it in your games of Warhammer 40,000.

CHOOSING AN ARMY

When choosing an army to play a game of Warhammer 40,000, there are two main ways of organising your collection. These are the Unbound method, which means taking whichever units you like, and the Battle-forged method, which is more rigid but has extra benefits. Both are described fully in *Warhammer 40,000: The Rules*.

If you are using the Unbound method, simply use the datasheets later in this section that correspond to the models in your collection. If you are using the Battle-forged method, you will instead need to organise the models in your collection into Detachments. This is a fun process in its own right. The most common of these are the Combined Arms and Allied Detachments. Note that you can also include any of the Formations presented in this section as part of a Battle-forged army.

The Hunter Contingent is a special type of Detachment that can be included in any Battle-forged army. Unlike the Detachments shown in *Warhammer 40,000: The Rules*, it has a Force Organisation Chart whose slots are a combination of specific Formations and Army List Entries instead of Battlefield Roles. However, it still has compulsory and optional elements, as well as Restrictions and Command Benefits, just like any other Detachment.

Although units cannot normally belong to more than one Detachment, units from a Formation that is part of a Hunter Contingent are an exception. They count as part of both their Formation and the Detachment, and have all associated Command Benefits and special rules. If your Warlord is part of a Formation or an Army List Entry that makes up part of a Hunter Contingent, that entire Hunter Contingent is your Primary Detachment.

RESTRICTIONS:

This Detachment must include at least one Core choice. For each Core choice you must include between 1 and 10 Auxiliary choices, in any combination, and you may also include up to one Command choice. Only the datasheets listed to the right may be included in this Detachment.

COMMAND BENEFITS:

Ideal Mission Commander: If this Detachment is your Primary Detachment, you can choose to re-roll the result when rolling on the Warlord Traits table.

Coordinated Firepower: Whenever a unit from a Hunter Contingent selects a target in the shooting phase, any number of other units from the same Detachment who can still shoot can add their firepower to the attack. These units must shoot the same target, resolving their shots as if they were a single unit – this includes the use of markerlight abilities. When 3 or more units combine their firepower, the firing models add 1 to their Ballistic Skill.



Command
0-1 per Core



Core
1+



Auxiliary
1-10 per Core



CONTINGENT HEADQUARTERS

- 1 Commander or Commander Shadowsun
- 0-1 Ethereal or Aun'Va or Aun'Shi
- 1-2 units of XV8 Crisis Bodyguards



HUNTER CADRE (pg 104)

- 1 Commander
- 0-1 Cadre Fireblade
- 0-1 unit of XV8 Crisis Bodyguards
- 3-6 units chosen in any combination from the following list:
 - Breacher Team, Strike Team, Kroot Carnivores
- 1-3 units chosen in any combination from the following list:
 - XV25 Stealth Battlesuits, XV8 Crisis Battlesuits, XV95 Ghostkeel Battlesuits, XV104 Riptide Battlesuits
- 1-3 units chosen in any combination from the following list:
 - Pathfinder Team, TX4 Piranhas, Vespids, Stingwings, Drones
- 1-3 units chosen in any combination from the following list:
 - XV88 Broadside Battlesuits, TX7 Hammerhead Gunships, KV128 Stormsurges, Sniper Drones

HUNTER CONTINGENT

The Hunter Contingent Detachment allows you to represent the typical structure of a Tau Empire army on the Warhammer 40,000 battlefield. Whether you wish to represent a Commander assimilating a new planet, or Fire Warriors defending Tau enclaves from attacking aliens, the choices below offer a great way to pick your army.

For example, Leigh's Tau Empire collection consists of Commander Shadowsun, a Cadre Fireblade, two Commanders, an Ethereal, four Strike Teams, two Breacher Teams, two Kroot Carnivore squads, two XV8 Crisis Teams, one XV8 Crisis Bodyguard Team, two Pathfinder Teams, an XV104 Riptide, a TX7 Hammerhead Gunship, two XV88 Broadside Teams, and a XV95 Ghostkeel Battlesuit.

If Leigh wishes to organise his collection using the Battle-forged method, all of his units need to be part of a Detachment or a Formation. Leigh achieves this by choosing one Hunter Contingent Detachment and one Combined Arms Detachment from Warhammer 40,000: The Rules.

The Hunter Contingent Detachment in Leigh's army consists of one Core Formation, one Command Formation and one Auxiliary Formation. Specifically, it consists of a Hunter Cadre

(A Commander and Cadre Fireblade, all of his Strike, Breacher and Pathfinder Teams, his XV8 Crisis Battlesuits, and his TX7 Hammerhead Gunship), a Contingent Headquarters (Commander Shadowsun, an Ethereal and a Crisis Bodyguard Team), and a Firebase Support Cadre (two Broadside Teams and his Riptide).

Leigh's two units of Kroot Carnivores (Troops), his second Commander (HQ), and his Ghostkeel (Elites) form a Combined Arms Detachment. As all of his units belong to a Detachment or a Formation, Leigh's army is a Battle-forged army. The units that are part of the Hunter Contingent Detachment therefore have the Coordinated Firepower Command Benefit, whilst those that are part of the Combined Arms Detachment have the Objective Secured Command Benefit. Finally, Leigh chooses Commander Shadowsun to be his Warlord – his Hunter Contingent Detachment is therefore his Primary Detachment.



OPTIMISED STEALTH CADRE (PG 108)

- 2 units of XV25 Stealth Battlesuits
- 1 unit of XV95 Ghostkeel Battlesuits



FIREBASE SUPPORT CADRE (PG 109)

- 2 units of XV88 Broadside Battlesuits
- 1 unit of XV104 Riptide Battlesuits



INFILTRATION CADRE (PG 107)

- 3 Pathfinder Teams
- 2 units of XV25 Stealth Battlesuits
- 1 unit of TX4 Piranhas



RETALIATION CADRE (pg 105)

- 1 Commander
- 3 units of XV8 Crisis Battlesuits
- 1 unit of XV88 Broadside Battlesuits
- 1 unit of XV104 Riptide Battlesuits



DRONE NETWORK

- 1 unit of Drones



HEAVY RETRIBUTION CADRE (PG 106)

- 1 unit of XV95 Ghostkeel Battlesuits
- 2 units of KV128 Stormsurges



ALLIED ADVANCE CADRE (PG 112)

- 4 units of Kroot Carnivores
- 2 units of Vespids Stingwings



AIR CASTE SUPPORT CADRE (PG 111)

- 1 AX39 Sun Shark Bomber
- 2 AX3 Razorshark Strike Fighters



ARMoured INTERDICTION CADRE (PG 110)

- 3 units of TX7 Hammerhead Gunships
- 1 unit of TX78 Sky Ray Gunships



ASSIGNED AIR CASTE ASSET

- 1 AX39 Sun Shark Bomber or 1 AX3 Razorshark Strike Fighter

DATASHEETS

Each Tau Empire unit in this book has a datasheet. These detail either Army List Entries or Formations, providing all the rules information that you will need to use these models in your games of Warhammer 40,000.

- 1 **Faction:** The unit's Faction is shown here by a symbol. All units that have this symbol, which includes all the units described in this book, have the Tau Empire Faction.
- 2 **Battlefield Role:** The unit's Battlefield Role is shown here by a symbol. Units in this book have one of the following Battlefield Roles: HQ, Troops, Elites, Fast Attack, Heavy Support or Lords of War. The symbols for these Battlefield Roles are defined in Warhammer 40,000: The Rules.
- 3 **Unit Name:** Here you will find the name of the unit.
- 4 **Unit Description:** This section provides a background description of the unit, detailing their particular strengths and weaknesses along with the tactics and methods they employ to wage war in the grim darkness of the 41st Millennium.
- 5 **Points Cost:** This is the points cost of the unit without any upgrades, used if you are choosing an army to a points value.
- 6 **Unit Profile:** This section will show the profiles of any models the unit can include.
- 7 **Unit Type:** This refers to the unit type rules in Warhammer 40,000: The Rules. For example, a unit may be classed as Infantry, Cavalry or Vehicle, which will subject it to a number of rules regarding movement, shooting, assaults, etc.
- 8 **Unit Composition:** This section shows the number and type of models that form the basic unit, before any upgrades are taken.
- 9 **Wargear:** This section details the weapons and equipment the models in the unit are armed with, many of which are described in more detail in the Appendix of this book. The cost for all the unit's basic equipment is included in its points cost.
- 10 **Special Rules:** Any special rules that apply to models in the unit are listed here. Special rules that are unique to models in that unit are described in full here, whilst others are detailed either in the Appendix of this book (pg 115) or in the Special Rules section of Warhammer 40,000: The Rules.
- 11 **Options:** This section lists all of the upgrades you may add to the unit if you wish to do so, alongside the associated points cost for each. Where an option states that you may exchange one weapon 'and/or' another, you may replace either or both, provided you pay the points cost for each. The abbreviation 'pts' stands for 'points' and 'pts/model' stands for 'points per model'. Where applicable, this section also refers to any Transports the unit may take. These have their own datasheets. Dedicated Transports do not use up any slots on a Force Organisation Chart, but otherwise function as separate units. The Detachments section of Warhammer 40,000: The Rules explains how Dedicated Transports work.



- 12 **Warlord Traits:** Sometimes a character's datasheet will have a specific Warlord Trait, in which case it will be listed here.
- 13 **Signature Systems:** Some entries have unique items of wargear, the description and rules for which will be listed here.



FORMATIONS

Formation datasheets are identified by this symbol. The rules for Formations can be found in Warhammer 40,000: The Rules. A Formation datasheet will list the Army List Entries which make up the Formation, any restrictions upon what it may include, and any special rules the Formation's units gain.



TAU EMPIRE WARGEAR LIST

These lists detail the points values of various items of wargear available to units in your army. Many unit entries in the datasheets that follow may include wargear options from one or more of these lists – in each instance, the army list entry will tell you (in bold text) exactly which of these lists you may use. Rules for these items can be found in the Appendix.

Ranged WeaponsPage 116

Where a weapon has two points costs, the first is for a standard, single version, and the second is for a twin-linked weapon of that type. A twin-linked weapon counts as two choices from this list.

- Flamer..... 5/10 pts
- Burst cannon..... 10/15 pts
- Airbursting fragmentation projector 15 pts
- Cyclic ion blaster..... 15 pts
- Fusion blaster 15/20 pts
- Missile pod..... 15/20 pts
- Plasma rifle 15/20 pts

Signature SystemsPage 125

Only one of each Signature System can be taken per army.

- Neuroweb System Jammer 2 pts
- Onager Gauntlet 5 pts
- Failsafe Detonator 10 pts
- Repulsor Impact Field..... 10 pts
- Command and Control Node..... 15 pts
- Purity Engram Neurochip..... 15 pts
- Multi-spectrum Sensor Suite..... 20 pts
- XV8-02 Crisis 'Iridium' Battlesuit..... 25 pts

1. May not be taken by models equipped with Broadside, Riptide or Ghostkeel battlesuits or KV128 Stormsurges.

2. May not be taken by KV128 Stormsurges.

3. May not be taken by models equipped with Riptide battlesuits.

4. May only be taken by models equipped with Broadside battlesuits.

5. May only be taken by a Strike Team or Breacher Team Shas'ui.

Support SystemsPage 121

Where a support system has two points costs, the second is for a Riptide, Ghostkeel and Stormsurge, and the first is for any other battlesuit.

- Advanced targeting system 3 pts
- Counterfire defence system 5 pts
- Early warning override 5 pts
- Positional relay 5 pts
- Target lock 5 pts
- Vectored retro-thrusters ¹ 5 pts
- Drone controller..... 8 pts
- Stimulant injector ² 15/35 pts
- Velocity tracker 20 pts
- Shield generator ³ 25/50 pts

Vehicle Battle SystemsPage 124

- Blacksun filter 1 pts
- Decoy launchers..... 3 pts
- Automated repair system 5 pts
- Sensor spines 5 pts
- Flechette discharger 10 pts
- Point defence targeting relay 10 pts
- Advanced targeting system 10 pts
- Disruption pod..... 15 pts

DronesPage 119

- MV1 Gun Drone 12 pts
- MV4 Shield Drone..... 12 pts
- MV7 Marker Drone 12 pts
- MV8 Missile Drone ⁴ 12 pts
- MV36 Guardian Drone ⁵ 12 pts





COMMANDER

85
POINTS



The Tau Commander surges into battle in a blaze of firepower. Dynamic and determined, the Commander places every shot perfectly for maximum lethality. Veterans of hundreds of battles, each Tau Commander has the honour of piloting a battlesuit that represents the pinnacle of their race's military technology. The Commander's weapons are of the finest quality, often including special issue armaments that annihilate swathes of enemy infantry or tear battle tanks apart with a single shot. In addition, thanks to their rigorous training and vast experience, Tau Commanders are masters of battlefield strategy. Though each has their own favoured approach to command, many fight upon the very front lines of battle, leading by their heroic example. To aid them in this, some especially renowned Commanders earn the right to pilot XV86 Coldstar battlesuits. These wonders of Tau technology allow their pilot to soar across the war zone at incredible speeds before plunging like a blazing comet into the heart of battle.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Commander	4	5	5	4	4	3	4	10	3+	Jet Pack Infantry (Character)	1 Commander

WARGEAR:

- **Crisis battlesuit** (pg 124)

SPECIAL RULES:

- **Independent Character**
- **Supporting Fire** (pg 115)
- **Very Bulky**

OPTIONS:

- May take up to four items from the **Ranged Weapons** and/or **Support Systems** lists.
- May take items from the **Signature Systems** list.
- May take up to two Drones from the **Drones** list.
- A Commander may instead replace its Crisis battlesuit with an XV86 Coldstar battlesuit, equipped with high output burst cannon (pg 116) and missile pod (pg 117) 60 pts
- A Commander in an XV86 Coldstar battlesuit may take up to two items from the **Support Systems** list, and up to two Drones from the **Drones** list.

XV86 COLDSTAR BATTLESUIT

A Commander equipped with an XV86 Coldstar battlesuit has the Flying Monstrous Creature (Character) unit type, but does not have the Fear, Smash, or Vector Strike special rules. They also have a multi-tracker (pg 122) and blacksun filter (pg 121).

If the Commander has any Drones, they form a unit with him while he is Gliding. When he is Swooping, the Drones are removed from the battlefield. If he is slain whilst Swooping, his Drones are destroyed. If a Swooping Commander changes flight mode (or is grounded), his surviving Drones are immediately placed on the battlefield in unit coherency with him.



ETHEREAL

50
POINTS



Solemn and stern, members of the Ethereal caste direct their followers with a calm authority that cannot be denied. Each Ethereal moves in the eye of his own personal storm, an oasis of serenity amid the raging madness of war. Whether pacing steadily across the battlefield or borne upon the broad disc of a hover drone, the Ethereal issues measured commands to the Tau around him. Wherever his steady gaze alights, his followers fight harder than ever, compelled to excel in the eyes of one who utterly embodies the Greater Good. To aid the Tau in battle, an Ethereal may invoke the elemental truths of the Tau'va, his voice cutting effortlessly through the clangour of battle. His words fire his warriors' passions, steeling their spirits or inuring them to pain in a fashion that seems impossible to the foe. To the Tau, however, such miracles are perfectly natural – their belief in the Ethereal caste is absolute, and no act of inspiration or empowerment seems beyond them. In this way, the presence of even a single Ethereal can change the face of an entire war.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ethereal	4	3	3	3	2	3	3	10	-	Infantry (Character)	1 Ethereal

SPECIAL RULES:

- **Failure is Not An Option** (pg 115)
- **Independent Character**
- **Stubborn**

Invocation of the Elements: At the start of each of the Ethereal's Movement phases, choose one of the four elemental powers listed below to invoke. The Ethereal, and all friendly non-vehicle units with the Tau Empire Faction within 12" benefit from the effects of the elemental power until the start of the Ethereal's next Movement phase. If the Ethereal is slain, the elemental power ends immediately.

- **Calm of Tides:** Affected models have the Stubborn special rule.
- **Storm of Fire:** Affected models fire an extra shot with pulse weapons (pg 118) when firing at a target within half the weapon's maximum range. This does not affect pulse bombs, pulse driver cannons and pulse blastcannons, but includes Kroot rifles firing pulse rounds. Storm of Fire can only affect a unit once per turn, regardless of how many Ethereals invoke it.
- **Sense of Stone:** Affected models have the Feel No Pain (6+) special rule.
- **Zephyr's Grace:** Affected models can fire Snap Shots after Running.

OPTIONS:

- May take one of the following:
 - Honour blade (pg 116)5 pts
 - Two equalisers (pg 116)10 pts
- May take:
 - Blacksun filter (pg 121)5 pts
 - Homing beacon (pg 122)5 pts
 - Recon armour (pg 124)5 pts
 - Hover Drone (pg 122)5 pts
- May take up to two Drones from the **Drones** list.

COMMANDER FARSIGHT

FALLEN HERO OF VIOR'LA

165
POINTS



Hero, legend, pariah, master of Mont'ka and rebellious outcast – O'Shovah is all of these things and more. Piloting his distinctive red battlesuit, the ancient Commander leaps fearlessly into battle at the head of his warriors. Slung beneath one mechanised fist, Farsight's plasma rifle glows white-hot as he blasts his foes with bolts of searing energy. In his other hand, the Commander brandishes the Dawn Blade, an ancient weapon that has become his totem and – unbeknownst to him – extended O'Shovah's life far beyond its normal span. This mighty blade is lethality itself, a fact proven every time Farsight hacks off another enemy's head or slices an enemy tank in two. More than just an exceptional warrior, Commander Farsight is a gifted strategist and an inspiring leader. He relishes close quarter battles, even after three centuries of war, and his aggressive strategies reflect his hot-blooded Vior'lan heritage. Yet Farsight's tactics are not impetuous, for though he fights with a rare fury, he never wastes a single Tau life.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Commander Farsight	5	5	5	4	4	5	4	10	3+	Jet Pack Infantry (Character)	1 (Unique)

WARGEAR:

- Crisis battlesuit (pg 124)
- Plasma rifle (pg 117)
- Shield generator (pg 123)

WARLORD TRAIT:

- Through Boldness, Victory (pg 115)

SPECIAL RULES:

- Independent Character
- Preferred Enemy (Orks)
- Supporting Fire (pg 115)
- Very Bulky

SIGNATURE SYSTEM

The Dawn Blade: The Dawn Blade is an alien sword discovered in the ruins of Arthas Moloch. Its sculpted surface paints glittering arcs of destruction as it is swung.

Range	S	AP	Type
-	User	2	Melee, Armourbane





COMMANDER SHADOWSUN

HEROINE OF THE THIRD SPHERE EXPANSION

135
POINTS



Panic and confusion consume the enemy as Commander Shadowsun begins her attack. Tanks explode in roaring balls of flame, their sudden, violent demise lighting up the night. Tau fire pours in from all directions, the enemy wheeling in confusion and terror before being cut to pieces by the crossfire. Attackers who believed themselves upon the cusp of victory are suddenly and hopelessly surrounded, and defenders who believed themselves safe are proved horribly mistaken as Shadowsun's brilliant strategies unfold. She is the ultimate huntress, master of the Kauyon, and few indeed are the military minds that come close to rivalling hers. In personal combat, too, O'Shaserra is as swift and deadly as the assassin's blade. Piloting her XV22 battlesuit, Shadowsun is all but invisible, a ghost stalking her prey. Once she has them in her sights, her enemies' doom is guaranteed, for nothing – be it monstrous beast, armoured behemoth or mighty hero – can survive the withering fury of her paired fusion blasters.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Commander Shadowsun	4	5	4	3	3	4	4	10	3+	Jet Pack Infantry (Character)	1 (Unique)

WARGEAR:

- **Two fusion blasters** (pg 117)
- **Advanced targeting system** (pg 121)

WARLORD TRAIT:

- **A Ghost Who Walks Among Us** (pg 115)

SPECIAL RULES:

- **Independent Character**
- **Infiltrate**
- **Shrouded**
- **Stealth**
- **Supporting Fire** (pg 115)

Defender of the Greater

Good: All Stealth Shas'ui and Stealth Shas've models in the same unit as Commander Shadowsun have the Sworn Protector special rule (pg 88).

OPTIONS:

- May take a single MV62 Command-link Drone (pg 119).....20 pts
- May take up to two MV52 Shield Drones (pg 119).....20 pts/model

SIGNATURE SYSTEM

XV22 Stealth Battlesuit: *This experimental battlesuit incorporates the latest advances in cloaking technology, targeting systems and miniature shield generators.*

The XV22 Stealth battlesuit confers a 3+ Armour Save and 5+ invulnerable save. Like other Stealth battlesuits, the XV22 comes equipped with a multi-tracker (pg 122) and blacksun filter (pg 121). Furthermore, Shadowsun can shoot each of her fusion blasters at a different target. If she is firing while in a unit, at least one fusion blaster must be fired at her unit's target.



AUN'SHI

HERO OF FIO'VASH

110
POINTS



Aun'Shi's honour blade spins and whirls like a razor-edged storm. With skill undimmed by his advanced years, the warrior Ethereal blocks and parries, the wild swings of his foes batted aside amid showers of sparks. As he fights, Aun'Shi keeps his gaze level and his breathing steady, radiating serene calm no matter how furiously his foes assail him. Like the zephyrs of the air he dodges and whirls through the ritual steps of combat. As rushing water between rocks does his weapon flow between his enemies' blows, while the unyielding solidity of his guard is like the earth itself. Only when the perfect opening presents itself does he strike, blade leaping forward like fire to strike down his foe. Aun'Shi is exalted by the warriors of the Fire caste, for it was he that stood against the Orks at Fio'vash and emerged triumphant. Though he was old enough to retire even then, the Ethereal Council decided that such a hero must not fade into obscurity. Instead, Aun'Shi fights on, a humble warrior whose selflessness and skill has made him a figure of inspiration to the Tau military.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Aun'Shi	5	3	3	3	3	5	4	10	-	Infantry (Character)	1 (Unique)

WARGEAR:

- Honour blade (pg 116)
- EMP grenades (pg 121)
- Photon grenades (pg 121)
- Shield generator (pg 123)

SPECIAL RULES:

- Failure is Not An Option (pg 115)
- Independent Character
- Invocation of the Elements (pg 76)
- Stubborn

Blademaster: When fighting in a challenge, Aun'Shi must choose a fighting stance – either the Patient Blade or the Killing Blade – each turn, immediately before any To Hit rolls are made in the challenge.

If Aun'Shi chooses the Patient Blade stance, he re-rolls all failed saving throws until the end of the current phase.

If Aun'Shi chooses the Killing Blade stance, his honour blade has the Rending special rule until the end of the current phase.





AUN'VA

MASTER OF THE UNDYING SPIRIT

100
POINTS



Aun'Va is the Ethereal Supreme, the greatest of his kind. He is the guiding star of the Tau race, and his people's truest hope of realising their destiny. Through his inspirational presence Aun'Va pushes even the greenest shas'la to deeds of heroism that almost defy belief, and beneath his unwavering gaze, the Tau fight with a barely restrained ferocity. Never does Aun'Va show the slightest concern during battle, floating forward with a look of stern contempt upon his hard features. Any foe foolish enough to approach is hacked down in an eye-blink by Aun'Va's Ethereal Guards, for nothing must be allowed to impede the progress of the Greater Good.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Aun'Va	1	3	2	3	4	1	1	10	5+	Infantry (Character)	1 (Unique)
Ethereal Guard	4	4	3	3	2	3	3	10	5+	Infantry	2 Ethereal Guards

WARGEAR:

ETHEREAL GUARD

- Honour blades (pg 116)
- Photon grenades (pg 121)

WARLORD TRAIT:

AUN'VA

- Exemplar of the Selfless Cause (pg 115)

SPECIAL RULES:

AUN'VA

- Bonding Knife Ritual (pg 115)
- Failure is Not An Option (pg 115)
- Invocation of the Elements (pg 76)
- Stubborn
- Very Bulky

Great Invocation: When using the Invocation of the Elements special rule, Aun'Va invokes up to two elemental powers per turn, instead of just one.

Supreme Loyalty: Whilst Aun'Va is alive, all friendly units with the Tau Empire Faction on the battlefield re-roll all failed Fear, Morale, Pinning and Regroup tests.

ETHEREAL GUARD

- Bonding Knife Ritual (pg 115)
- Stubborn

SIGNATURE SYSTEM

Paradox of Duality: Aun'va's staff projects a protective field whose strength grows with the power of the weapons fired into it.

Whenever Aun'Va's unit suffers one or more unsaved Wounds from a shooting attack, roll a D6. If the result is equal to or higher than the AP of the shot, the Wound is discounted, exactly as if a cover save had been passed (Wounds from AP1 weapons are therefore automatically discounted). This roll cannot be made against weapons with AP-.

CADRE FIREBLADE

60
POINTS



The voice of the Cadre Fireblade carries along the Tau firing line, his orders clear, calm and concise. As the enemy surges closer, the Fireblade's courage steels his comrades, steadying the firing line and focussing the mind of every Fire Warrior present. Raising his pulse rifle and sighting down its length, the Cadre Fireblade calls out enemy weak spots and optimal firing solutions to his followers, watching the foe press closer with a practised eye. Only at the optimum moment does the Fireblade bark out the order to fire. At the Fireblade's command, the Tau gunline unleashes a storm of fire, an energised squall that tears the enemy to pieces with terrible efficiency. Nothing can survive such a ferocious weight of pulse fire, and enemy warriors are torn apart, their tumbling bodies struck half a dozen times each before they even hit the ground. The foe's composure collapses, the impetus of their charge stalls, yet still Tau fire rains down. By the time the Fireblade gives the order to halt, nothing but the bloody corpses of the foe remain.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Cadre Fireblade	4	5	3	3	3	3	3	9	4+	Infantry (Character)	1 Cadre Fireblade

WARGEAR:

- **Pulse rifle** (pg 118)
- **Photon grenades** (pg 121)
- **Markerlight** (pg 122)

SPECIAL RULES:

- **Independent Character**
- **Split Fire**
- **Supporting Fire** (pg 115)

Volley Fire: If the Cadre Fireblade, and every model in his unit, remains stationary in the Movement phase, their pulse rifles and pulse carbines each fire an additional shot in the Shooting phase.

OPTIONS:

- May take up to two Drones from the **Drones** list.





DARKSTRIDER

HE THAT WALKS UNSEEN

100
POINTS



Striking from the shadows, Sub-Commander El'Myamoto and his hard-bitten Pathfinders slaughter their foes without mercy. An unconventional officer who has refused several promotions in order to remain with his Pathfinder comrades, Darkstrider excels in attacking from unexpected angles and using every element of the battlefield to his advantage. Though unpopular with many Tau Commanders for his borderline insubordination – a trait unthinkable amid the traditionalist ranks of the Fire caste – Darkstrider always gets results. From Gal'yth and Nep'tan to the bloody fields of the Zeist campaign, he has led his warriors into the most deadly situations, always bringing them back alive and victorious. No matter the foe, Darkstrider uses his structural analyser and vast battlefield experience to spot their hidden weaknesses, then coordinates an audacious strike that will exterminate them wholesale. It is this talent for observation and improvisation, coupled with Darkstrider's obvious courage, that has made him a favourite of O'Shaserra herself.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Darkstrider	4	5	3	3	3	3	3	9	5+	Infantry (Character)	1 (Unique)

WARGEAR:

- Pulse carbine (pg 118)
- Photon grenades (pg 121)
- Blacksun filter (pg 121)
- Markerlight (pg 122)

SPECIAL RULES:

- Independent Character
- Outflank
- Scout
- Supporting Fire (pg 115)

Fight on Foot: Darkstrider can only join Breacher Teams, Strike Teams or Pathfinder Teams.

Fighting Retreat:

Darkstrider, and his unit, can consolidate D6" in any direction immediately after firing Overwatch (before rolls for charge range are made).

SIGNATURE SYSTEM

Structural Analyser: This device utilises a new type of sensor to scan for the most critical enemy weak points and then feeds that information back into targeting computers.

When Darkstrider targets a non-vehicle enemy unit with a shooting attack, that unit suffers -1 Toughness against hits from that shooting attack – this applies to Darkstrider's entire unit's shooting attacks, not just his own. Use the target's modified Toughness to determine if the target suffers Instant Death. This ability cannot be used when firing Snap Shots.

STRIKE TEAM

45
POINTS



The strobing flare of massed pulse fire announces the attack of a Fire Warrior Strike Team. Whether leaping from the hatch of a hovering Devilfish or drawn up in a resolute firing line, the warriors of a Strike Team maintain a constant blizzard of shots that cuts their foes to pieces. Howling pulse rifles, pulse carbines and tactical support turrets lay down a withering carpet of suppressing fire, while EMP grenades kick out shimmering shockwaves of electromagnetic force that leave enemy vehicles as cold, dead husks. Any foe that closes to assault range must forge a path through a veritable wall of supporting fusillades from multiple Strike Teams. The few survivors are left reeling amid a dazzling blast of photon grenades, easy prey to be picked off at the Fire Warriors' leisure.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Fire Warrior	2	3	3	3	1	2	1	7	4+	Infantry	5 Fire Warriors
Fire Warrior Shas'ui	2	3	3	3	1	2	2	8	4+	Infantry (Character)	

WARGEAR:

- **Pulse rifle** (pg 118)
- **Photon grenades** (pg 121)

SPECIAL RULES:

- **Supporting Fire** (pg 115)

OPTIONS:

- May include up to seven additional Fire Warriors9 pts/model
- Any model may exchange his pulse rifle for a pulse carbine (pg 118)free
- May upgrade one Fire Warrior to a Fire Warrior Shas'ui10 pts
- A Fire Warrior Shas'ui may take a markerlight (pg 122) and target lock (pg 123)15 pts
- A Fire Warrior Shas'ui may take up to two Drones from the **Drones** list.
- The unit may take EMP grenades (pg 121)2 pts/model
- The unit may take a DS8 tactical support turret (pg 121) with missile pod (pg 117) or smart missile system (pg 118)10 pts
- The unit may take a TY7 Devilfish (pg 94) as a Dedicated Transport.
- The entire unit may take the Bonding Knife Ritual special rule (pg 115)1 pt/model

BREACHER TEAM

45
POINTS



Breacher Teams hit hard and fast, tearing their foes apart with massed firepower before they can react. Comprising the most aggressive and courageous Fire Warriors, the Breacher Teams marry their race's mastery of high-tech firearms with exhaustively drilled close assault protocols to great effect. Specialising in close quarters fire fights and strongpoint assaults the Fire Warriors of the Breacher Teams are experts at overlapping the scattergun fire of their lethal pulse blasters, shredding their foes at point blank range before stepping over their cooling corpses in search of the next target. This close combat role is dangerous in the extreme, but most Breacher Teams place their faith in the protective abilities of an attendant Guardian Drone, enemy fire flickering from the energised shield that envelops them.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Fire Warrior	2	3	3	3	1	2	1	7	4+	Infantry	5 Fire Warriors
Fire Warrior Shas'ui	2	3	3	3	1	2	2	8	4+	Infantry (Character)	

WARGEAR:

- **Pulse blaster** (pg 118)
- **Field amplifier relay** (pg 121)
- **Photon grenades** (pg 121)

SPECIAL RULES:

- **Supporting Fire** (pg 115)

OPTIONS:

- May include up to five additional Fire Warriors.....9 pts/model
- May upgrade one Fire Warrior to a Fire Warrior Shas'ui10 pts
- A Fire Warrior Shas'ui may take a markerlight (pg 122) and target lock (pg 123).....15 pts
- A Fire Warrior Shas'ui may take up to two Drones from the **Drones** list.
- The unit may take EMP grenades (pg 121).....2 pts/model
- The unit may take a DS8 tactical support turret (pg 121) with missile pod (pg 117) or smart missile system (pg 118)10 pts
- The unit may take a TY7 Devilfish (pg 94) as a Dedicated Transport.
- The entire unit may take the Bonding Knife Ritual special rule (pg 115).....1 pt/model

KROOT CARNIVORES

60
POINTS



Surging from the undergrowth with their rifles blazing, the warriors of the Kroot Carnivore squads fall upon their victims with feral shrieks. In their midst lumber massive Krootoxes, gunners perched upon their backs as they direct saving bursts of heavy fire into the foe. Snapping and snarling around their masters' legs, Kroot Hounds bound forward, ready to tear at the flesh of fallen foes with their beak-like jaws. Though undoubtedly primitive compared to their Tau allies, the mercenary Kroot are feral warriors whose skills on the battlefield make them invaluable additions to the Empire's military machine. More than one enemy army has been tricked into engaging an apparently fragile Tau gunline only for the jaws of a Kroot ambush to snap shut upon them with deadly force.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Kroot	4	3	3	3	1	3	1	7	6+	Infantry	10 Kroot
Shaper	4	3	3	3	3	3	3	8	6+	Infantry (Character)	
Krootox Rider	4	3	6	3	2	3	2	7	6+	Infantry	
Kroot Hound	4	0	3	3	1	5	2	6	-	Beasts	

WARGEAR:

KROOT AND SHAPER

- **Kroot rifle with pulse rounds** (pg 117)

KROOTOX RIDER

- **Kroot gun** (pg 117)

SPECIAL RULES:

- **Acute Senses** (Kroot Hounds only)
- **Bulky** (Krootox Rider only)
- **Infiltrate**
- **Move Through Cover**
- **Stealth (Forests)**

OPTIONS:

- May include up to ten additional Kroot6 pts/model
- May include up to three Krootox Riders25 pts/model
- May include up to ten Kroot Hounds5 pts/model
- May upgrade one Kroot to a Shaper15 pts
- A Shaper may exchange his Kroot rifle for either a pulse rifle (pg 118) or a pulse carbine (pg 118)4 pts
- May upgrade all models with Kroot rifles to take sniper rounds (pg 117)1 pt/model



XV25 STEALTH BATTLESUITS

90
POINTS



For some foes, the only hint of danger is a slight sensor-ghost, or the unnerving feeling of being watched. For others there is no warning at all, before the world lights up with chattering burst cannons and hissing fusion blasters. Flickering out from amid their camouflage fields come the Tau Stealth Suits, their point-blank salvoes chopping enemy infantry to steaming offal and blowing their armoured vehicles sky high. Panicked wildfire flashes back at them, flying wide or rattling from the thick XV25 armour. In response, the Stealth Suits fire their jump jets to leap away, shimmering out of view in moments. Alternatively, activating homing beacons or markerlights, they may call down reinforcements or barrages of seeker missiles to annihilate the last of their prey without mercy.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Stealth Shas'ui	2	3	4	3	1	2	2	8	3+	Jet Pack Infantry	3 Stealth Shas'ui
Stealth Shas'vre	2	3	4	3	1	2	3	9	3+	Jet Pack Infantry (Character)	

WARGEAR:

- **Stealth battlesuit** (pg 124)
- **Burst cannon** (pg 116)

SPECIAL RULES:

- **Infiltrate**
- **Shrouded**
- **Stealth**
- **Supporting Fire** (pg 115)

OPTIONS:

- May include up to three additional Stealth Shas'ui30 pts/model
- Any Stealth Shas'ui may take a single item from the **Support Systems** list.
- For every three models in the squad (excluding Drones), one may replace his burst cannon with a fusion blaster (pg 117)5 pts/model
- May upgrade one Stealth Shas'ui to a Stealth Shas'vre10 pts
- A Stealth Shas'vre may take up to one item from the **Support Systems** list.
- A Stealth Shas'vre may take:
 - Homing beacon (pg 122)10 pts
 - Markerlight (pg 122) and target lock (pg 123).....5 pts
- A Stealth Shas'vre may take up to two Drones from the **Drones** list.
- The entire unit may take the Bonding Knife Ritual special rule (pg 115).....1 pt/model



XV8 CRISIS BATTLESUITS

22
POINTS



Whether leaping into battle from low atmosphere or bounding toward the foe with their jump jets flaring, XV8 Crisis Battlesuits make for a truly inspiring sight. Heroes of the Tau Empire, these elite shas'ui have every high-tech weapon and support system at their disposal as they cut deep into the enemy lines with guns blazing. Salvoes of missiles and plasma fire tear heavy infantry to pieces and vaporise their armoured support. Gouts of superheated flame and whirring volleys of burst cannon fire sweep lesser enemies away like autumn leaves upon a gale. The Crisis Battlesuits seem to be everywhere at once, breaking the staunchest defences and blunting the deadliest assaults with dynamism and determination, while the shots and blades of their enemies glance harmlessly from their mighty armour.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Crisis Shas'ui	2	3	5	4	2	2	2	8	3+	Jet Pack Infantry	1 Crisis Shas'ui
Crisis Shas'vre	2	3	5	4	2	2	3	9	3+	Jet Pack Infantry (Character)	

WARGEAR:

- **Crisis battlesuit** (pg 124)

SPECIAL RULES:

- **Supporting Fire** (pg 115)
- **Very Bulky**

OPTIONS:

- May include up to eight additional Crisis Shas'ui22 pts/model
- Any Crisis Shas'ui may take up to three items from the **Ranged Weapons** and/or **Support Systems** lists.
- May upgrade one Crisis Shas'ui to a Crisis Shas'vre10 pts
- A Crisis Shas'vre may take up to three items from the **Ranged Weapons**, **Signature Systems** and/or **Support Systems** lists.
- Any Crisis Shas'ui or Crisis Shas'vre may take up to two Drones from the **Drones** list.
- The entire unit may take the Bonding Knife Ritual special rule (pg 115).....1 pt/model



XV8 CRISIS BODYGUARDS

32
POINTS



What better expression of the Greater Good can there be than the act of giving one's life for one's commanding officer? Such is the mantra of the *saz'nami*, the Crisis Bodyguards who watch over Tau Commanders in the field. These veteran *shas'v're* selflessly protect their charge, stepping in front of shots and blows without a second thought, using their armoured bodies to shield their Commander from flaming explosions or sprays of vile bio-acid. They also move swiftly to eliminate foes before they become a threat. As such, each Crisis Bodyguard fights like the hero of a propaganda holocaust, spinning and leaping, kicking and blasting as they slaughter the enemy with every weapon at their disposal. To threaten the life of a Tau Commander is to invite the wrath of their protectors, and in doing so face swift annihilation.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Crisis Bodyguard	2	3	5	4	2	2	3	9	3+	Jet Pack Infantry	1 Crisis Bodyguard

WARGEAR:

- **Crisis battlesuit** (pg 124)

SPECIAL RULES:

- **Supporting Fire** (pg 115)
- **Very Bulky**

Sworn Protector: An Independent Character in a unit that contains at least one model with this special rule automatically passes Look Out, Sir attempts.

OPTIONS:

- May include up to eight additional Crisis Bodyguards32 pts/model
- Any Crisis Bodyguard may take up to three items from the **Support Systems** and/or **Ranged Weapons** lists.
- Any Crisis Bodyguard may take items from the **Signature Systems** list.
- Any Crisis Bodyguard may take up to two Drones from the **Drones** list.
- The entire unit may take the Bonding Knife Ritual special rule (pg 115).....2 pts/model





XV95 GHOSTKEEL BATTLESUITS

130
POINTS



Ghostkeel Battlesuits lunge from the shadows to rake their prey with lethal volleys of fire. Wreathed in stealth fields projected by their hovering drones, the half-seen battlesuits move with terrifying speed for their size. One moment the enemy is advancing across the battlefield, the next looming killers are bounding through their midst with guns blazing. Panicked return fire flies wide, the Ghostkeels' attackers unable to draw a bead on their sensor-baffled targets. Should one of their prey level especially large or deadly weapons, an XV95 pilot will trigger his countermeasure suite, sending targeting systems haywire. Amid the resultant confusion, the Ghostkeels deliver their killing shots, blasting their targets into glowing atoms before fading back into the darkness once more.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Ghostkeel Shas'vre	2	3	6	5	4	2	3	9	3+	Jet Pack Monstrous Creature	1 Ghostkeel Shas'vre
MV5 Stealth Drone	2	2	3	5	1	4	1	7	4+	Jet Pack Infantry (Drone)	2 MV5 Stealth Drones

WARGEAR:

- **Ghostkeel battlesuit** (pg 124)
- **Fusion collider** (pg 117)
- **Ghostkeel electrowarfare suite** (pg 121)
- **Holophoton countermeasures** (pg 122)
- **Twin-linked flamer**

SPECIAL RULES:

GHOSTKEEL SHAS'VRE

- **Fire Team** (pg 115)
- **Stealth**
- **Supporting Fire** (pg 115)

MV5 STEALTH DRONE

Stealth Field: All models in a unit with one or more Stealth Drones receive the Stealth special rule (including the Drone). Any models that already have Stealth receive the Shrouded special rule instead. Models that already have Stealth and Shrouded receive no additional benefit.

OPTIONS:

- May include up to two additional Ghostkeel Shas'vre, each with two MV5 Stealth Drones.....130 pts/model
- Any Ghostkeel Shas'vre may exchange its fusion collider for a cyclic ion raker (pg 117).....free
- Any Ghostkeel Shas'vre may exchange its twin-linked flamer for one of the following:
 - Twin-linked burst cannon (pg 116).....5 pts
 - Twin-linked fusion blaster (pg 117).....10 pts
- Any Ghostkeel Shas'vre may take up to two items from the **Support Systems** list.
- The entire unit may take the Bonding Knife Ritual special rule (pg 115).....1 pt/model



XV104 RIPTIDE BATTLESUITS

180
POINTS



Looming through the smoke and flames of the battlefield, XV104 Riptides are a truly terrifying sight. The teams' strides shake the ground, and their jump jets roar thunderously as they make long, dynamic bounds across the war zone. Foes quail in horror as the massive suits swings their heads in their direction, the pilots and their networked AIs bringing their mighty arsenals to bear. With a rising whine, the Riptides' nova reactors power up, a momentary glow gathering around the battlesuits' jutting guns before they turn the world to fire and light. Nothing can survive the Riptide Team's destructive salvoes, be it lumbering Tyranid bio-horrors or squads of Space Marine Terminators, and soon enough the XV104s are on the move once more, leaving glowing craters and sundered corpses in their wake. Since they led the victory on the battlefields of Agrellan, Riptide Battlesuits have become synonymous with victory in the Tau mindset. From a closely guarded secret, they have become the most popular and sought after asset in the Fire caste's arsenal, fighting and winning on countless worlds.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Riptide Shas'vre	2	3	6	6	5	2	3	9	2+	Jet Pack Monstrous Creature	1 Riptide Shas'vre

WARGEAR:

- **Riptide battlesuit** (pg 124)
- **Heavy burst cannon** (pg 116)
- **Twin-linked smart missile system** (pg 118)
- **Riptide shield generator** (pg 123)
- **Nova reactor** (pg 123)

SPECIAL RULES:

- **Fire Team** (pg 115)
- **Supporting Fire** (pg 115)

OPTIONS:

- May include up to two additional Riptide Shas'vre *180 pts/model*
- Any Riptide Shas'vre may exchange its twin-linked smart missile system for one of the following:
 - Twin-linked plasma rifle (pg 117) *free*
 - Twin-linked fusion blaster (pg 117) *free*
- Any Riptide Shas'vre may exchange its heavy burst cannon for an ion accelerator (pg 117) *5 pts*
- Any Riptide Shas'vre may take up to two Shielded Missile Drones (pg 119) *25 pts/model*
- Any Riptide Shas'vre may take up to two items from the **Support Systems** list.
- The entire unit may take the Bonding Knife Ritual special rule (pg 115) *1 pt/model*



DRONES

56
POINTS



Gliding through the air in close formation, Gun Drones accelerate into battle with their pulse carbines spitting. Shared ballistic computations and fire-avoidance protocols allow them to jink and dodge, enemy shots whining harmlessly through their midst as the determined AIs mercilessly harry the foe. Many Tau Commanders make extensive use of Drones in battle, using them as automated scouts or fast moving fire reserves, seeding them across the battlefield from low orbit or even burying them under thin layers of topsoil or snow ready to ambush incautious foes. Whatever their use, Drones are not considered expendable assets, but instead celebrated as invaluable helpers and programmed for self-preservation wherever possible.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
MV1 Gun Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)	4 MV1 Gun Drones
MV7 Marker Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)	
MV4 Shield Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)	

WARGEAR:

MV1 GUN DRONE

- **Twin-linked pulse carbine** (pg 118)

MV7 MARKER DRONE

- **Markerlight** (pg 122)

MV4 SHIELD DRONE

- **Shield generator** (pg 123)

SPECIAL RULES:

- **Supporting Fire** (pg 115)

OPTIONS:

- May include up to eight additional MV1 Gun Drones14 pts/model
- May upgrade any MV1 Gun Drone to:
 - MV7 Marker Drone.....free
 - MV4 Shield Dronefree





TX4 PIRANHAS

40
POINTS



Sleek squadrons of TX4 Piranhas race across the battlefield, sweeping wide around the enemy flanks or punching through their midst in lightning-fast strafing runs. These agile craft have countless uses within the Tau military; their speed and heavy firepower allow them to serve in capacities as varied as armoured escort, reconnaissance in force, tank-hunting, flank attackers, supply-line raiding, mobile reserves or even, in extreme circumstances, sudden-strike assassinations. Where the Piranha truly excels is in combined operations with Pathfinder Teams – the Piranha's pace and firepower allow it to provide on-the-spot support to Pathfinders in danger of being overrun, while in return the Pathfinders' markerlights pick out ideal targets for the Piranha to turn its guns upon.

	[Armour]					Unit Type	Unit Composition			
	BS	F	S	R	HP					
TX4 Piranha	3	11	10	10	2	Vehicle (Fast, Open-topped, Skimmer)	1 TX4 Piranha			
	WS	BS	S	T	W	I	A	Ld	Sv	
	2	2	3	4	1	4	1	7	4+	
MV1 Gun Drone										Jet Pack Infantry (Drone)

WARGEAR:

- **Burst cannon** (pg 116)
- **Two MV1 Gun Drones** (pg 119)

OPTIONS:

- May include up to four additional TX4 Piranhas.....40 pts/model
- Any TX4 Piranha may take up to two seeker missiles (pg 118).....8 pts each
- Any TX4 Piranha may exchange its burst cannon for a fusion blaster (pg 117).....10 pts/model
- Any TX4 Piranha may take items from the **Vehicle Battle Systems** list.

PATHFINDER TEAM

44
POINTS



No image epitomises the essence of the Greater Good quite like a courageous Pathfinder holding his markerlight's beam upon a distant, crucial target, even as his own position is overrun by the foe. Indeed, the entire mission of the Pathfinders is a strategic embodiment of the Tau'va, for their key role is not to engage the enemy in person, but to optimise the abilities of their comrades so that they can strike with maximum effectiveness. To this end, Pathfinders carry markerlights and are regularly accompanied by a variety of highly specialised Drones that serve as fire support and drop-beacons. Of course, this is not to say the Pathfinders themselves are anything less than lethal, for with their guns blazing, these honoured scouts are fully capable of wiping out their foes in punishing close-range fire fights.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Pathfinder	2	3	3	3	1	2	1	7	5+	Infantry	4 Pathfinders
Pathfinder Shas'ui	2	3	3	3	1	2	2	8	5+	Infantry (Character)	

WARGEAR:

- **Pulse carbine** (pg 118)
- **Photon grenades** (pg 121)
- **Markerlight** (pg 122)

SPECIAL RULES:

- **Scout**
- **Supporting Fire** (pg 115)

OPTIONS:

- May include up to six additional Pathfinders.....11 pts/model
- May include an MB3 Recon Drone (pg 119).....28 pts
- May include an MV33 Grav-inhibitor Drone (pg 119) and/or an MV31 Pulse Accelerator Drone (pg 119).....15 pts/model
- Up to three models may replace their pulse carbine and markerlight with one of the following:
 - Ion rifle (pg 117).....10 pts/model
 - Rail rifle (pg 117).....15 pts/model
- The unit may take EMP grenades (pg 121).....2 pts/model
- May upgrade one Pathfinder to a Pathfinder Shas'ui10 pts
- A Pathfinder Shas'ui may take a blacksun filter (pg 121).....1 pt
- A Pathfinder Shas'ui may take up to two Drones from the **Drones** list.
- The entire unit may take the Bonding Knife Ritual special rule (pg 115).....1 pt/model
- A Pathfinder Team may take a Devlfish (pg 94) as a Dedicated Transport.



TY7 DEVILFISH

80
POINTS



Skimming swiftly across the battlefield, the TY7 Devilfish glides between smoking wrecks and blazing ruins, boosting over corpse-choked waterways and yawning ravines as it closes on its objective. A resilient and versatile transport, it is the Devilfish that affords the Fire caste the mobility they need to fight war in the Tau way. Formations of Devilfish bear Breacher Teams into the heart of the foe to execute the final stages of the Mont'ka strike. It is Devilfish that rapidly relocate Fire Warriors to new coordinates as part of each grand strategic manoeuvre, or punch through the enemy lines with guns blazing to extract Pathfinder Teams before they can be overwhelmed. These ubiquitous transports are exceptionally popular with the Fire caste, and their courageous pilots are afforded great respect.

	[Armour]					Unit Type	Unit Composition			
	BS	F	S	R	HP					
TY7 Devilfish	3	12	11	10	3	Vehicle (Skimmer, Tank, Transport)	1 TY7 Devilfish			
	WS	BS	S	T	W	I	A	Ld	Sv	
MV1 Gun Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)

WARGEAR:

- **Burst cannon** (pg 116)
- **Two MV1 Gun Drones** (pg 119)

TRANSPORT

- **Transport Capacity:** Twelve models. A Devilfish may transport Drones, but may not transport models with the Bulky, Very Bulky or Extremely Bulky special rules.
- **Fire Points:** None.
- **Access Points:** One on each side and one to the rear.

OPTIONS:

- May exchange both MV1 Gun Drones for a twin-linked smart missile system (pg 118) *10 pts*
- May take up to two seeker missiles (pg 118) *8 pts each*
- May take items from the **Vehicle Battle Systems** list.

AX39 SUN SHARK BOMBER

160
POINTS



As the Sun Shark bomber soars into battle, its pulse bomb generator flares to life, the charge glowing brighter and brighter until it sears the eyes like a miniature star. Guided by holosuite targeters, the Sun Shark's pilot grimly holds his course through a hail of enemy flak, waiting to discharge his pulse bomb at the optimum moment. Even as the Sun Shark peels away into the clouds once more, a vast fireball engulfs the enemy below, the blazing flare erasing those who will not embrace the Greater Good. With its theoretically infinite ammunition source, the Sun Shark keeps hammering the foe until no resistance remains, its dedicated Interceptor Drones skimming at its wings and shooting down any enemy aircraft that attempt to interfere with this mission of lethal illumination.

	[Armour]										Unit Type	Unit Composition
	BS	F	S	R	HP							
AX39 Sun Shark Bomber	3	11	10	10	3						Vehicle (Flyer)	1 AX39 Sun Shark Bomber
	WS	BS	S	T	W	I	A	Ld	Sv			
MV17 Interceptor Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)	2 MV17 Interceptor Drones	

WARGEAR:

AX39 SUN SHARK BOMBER

- **Pulse bomb generator** (pg 123)
- **Missile pod** (pg 117)
- **Networked markerlight** (pg 123)
- **Two seeker missiles** (pg 118)

MV17 INTERCEPTOR DRONE

- **Twin-linked ion rifle** (pg 117)

SPECIAL RULES:

MV17 INTERCEPTOR DRONE

- **Interceptor**
- **Skyfire**
- **Supporting Fire** (pg 115)

Afterburners:

Interceptor Drones can Turbo-boost as if they were Jetbikes (see *Warhammer 40,000: The Rules*).

High Velocity Deployment: Interceptor Drones can disembark at any point during the Sun Shark's move (even though models cannot normally disembark from Zooming Flyers). Note that, unlike other Transports, a Sun Shark Bomber that moves before its Interceptor Drones disembark can continue its move immediately after they have disembarked.

OPTIONS:

- May upgrade missile pod to a twin-linked missile pod (pg 117).....5 pts
- May take items from the **Vehicle Battle Systems** list.



AX3 RAZORSHARK STRIKE FIGHTER

145
POINTS



As the Razorshark begins its attack run, some foes spray fire into the skies in the hope of driving off their attacker. Others dash for cover, praying to their primitive deities for help that will not come. Neither course of action will save them. Hurtling down from the clouds, the lethal strike fighter rakes the enemy with a punishing salvo. Burst cannon rounds chew lines of carnage through the foe, bodies twitching and dancing as they are struck again and again. Seeker missiles scream down to punch through tank turrets and turn armoured transports into blazing pyres. Yet it is the rain of fire from the Razorshark's quad ion turret that is truly terrifying, the stream of high energy shots chopping the foe into glowing chunks or blasting them apart in a single, massive explosion of energy.

AX3 Razorshark Strike Fighter	[Armour]					Unit Type	Unit Composition
	BS	F	S	R	HP		
AX3 Razorshark Strike Fighter	3	11	10	10	3	Vehicle (Flyer)	1 AX3 Razorshark Strike Fighter

WARGEAR:

- **Burst cannon** (pg 116)
- **Quad ion turret** (pg 117)
- **Two seeker missiles** (pg 118)

OPTIONS:

- May exchange burst cannon for a missile pod (pg 117).....5 pts
- May take items from the **Vehicle Battle Systems** list.



VESPID STINGWINGS

72
POINTS



Vespid Stingwings dart into battle with unsettling insectile speed. The high pitched whine of their wings inspires atavistic revulsion, seeming to come from every direction at once as it echoes and bounces from ruins and wreckage. When they strike, the Vespids do so with lightning speed, dropping from above with their neutron blasters emitting bolts of translucent fire. Each shot shimmers clean through the armour of the foe, scouring their bodies with massive doses of radiation and burning them alive from the inside. In return, the thick carapaces of the Vespids are proof against all but the fiercest blows, even bolt shells ricocheting away as the Vespids continue their vicious attack. Should the enemy counter-attack in force, the Vespids simply disengage, darting into the sky ready to plunge down anew.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Vespid Stingwing	3	3	3	4	1	6	1	6	4+	Jump Infantry	4 Vespid Stingwings
Vespid Strain Leader	3	3	3	4	1	6	2	9	4+	Jump Infantry (Character)	

WARGEAR:

- **Neutron blaster** (pg 117)

SPECIAL RULES:

- **Fleet**
- **Hit & Run**
- **Move Through Cover**
- **Stealth (Ruins)**

OPTIONS:

- May include up to eight additional Vespid Stingwings18 pts/model
- May upgrade one Vespid Stingwing to a Vespid Strain Leader10 pts





SNIPER DRONE TEAM

58
POINTS



One moment the enemy advance through cover with their weapons at the ready. The next, pinpoint volleys of Sniper Drone longshot fire whip through their midst, bursting skulls, detonating ammo packs, cutting the legs from under those who flee and blasting the guts out of those who stand and fight. Shock and panic take hold as more warriors fall by the second. Comms troopers, officers, weapon specialists – all are punched off their feet with frightening speed, until the foe's ability to fight back is utterly destroyed. As the last, frantic survivors flee back towards their own lines, the Firesight Marksman nods with quiet satisfaction, safe within his shielded hide as he begins scanning for the next target for his hovering Sniper Drones.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Firesight Marksman	2	5	3	3	1	2	1	7	4+	Infantry	1 Firesight Marksman
MV71 Sniper Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)	3 MV71 Sniper Drones

WARGEAR:

FIRELIGHT MARKSMAN

- **Pulse pistol** (pg 118)
- **Drone controller** (pg 121)
- **Markerlight** (pg 122)

MV71 SNIPER DRONE

- **Longshot pulse rifle**
(pg 118)

SPECIAL RULES:

- **Stealth**
- **Supporting Fire** (pg 115)

OPTIONS:

- May include up to two additional Firesight Marksmen13 pts/model
- May include up to six additional MV71 Sniper Drones15 pts/model



TX7 HAMMERHEAD GUNSHIPS

125
POINTS



Hammerhead Gunships glide into battle like predatory beasts. As they advance, their massive turret armaments traverse smoothly, railguns and ion cannons sweeping left and right as they hunt for targets. The moment a suitable victim presents itself, firing solutions are calculated in the blink of an eye. Power surges as gravitic stabilisers kick in with a bass hum and the Hammerheads loose the lethal fury of their arsenal upon the foe. Railgun rounds streak the air with glowing contrails, cutting through inches-thick armour to blow the enemy's crude tanks sky high. Ion cannons spit streams of energy, explosively vaporising flesh and metal alike with every blast. Before such technological fury, all the foe can do is flee, or die.

	[Armour]										Unit Type	Unit Composition
	BS	F	S	R	HP							
TX7 Hammerhead Gunship	4	13	12	10	3						Vehicle (Skimmer, Tank)	1 TX7 Hammerhead Gunship
	WS	BS	S	T	W	I	A	Ld	Sv			
MV1 Gun Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)		

WARGEAR:

- **Railgun with solid shot** (pg 117)
- **Two MV1 Gun Drones** (pg 119)

SPECIAL RULES:

- **Fire Team** (pg 115)

OPTIONS:

- May include up to two additional TX7 Hammerhead Gunships125 pts/model
- Any TX7 Hammerhead Gunship may:
 - Exchange its railgun for an ion cannon (pg 117)free
 - Take submunition rounds (pg 117) for its railgun5 pts
 - Take up to two seeker missiles (pg 118).....8 pts each
- Any TX7 Hammerhead Gunship may exchange both MV1 Gun Drones for one of the following:
 - Twin-linked burst cannon (pg 116).....free
 - Twin-linked smart missile system (pg 118).....free
- Any TX7 Hammerhead Gunship may take items from the **Vehicle Battle Systems** list.
- One TX7 Hammerhead Gunship in the army may be upgraded to include Longstrike (see next page).....45 pts

'THOSE WITH SUPERIOR REACH CAN DICTATE THE TERMS OF BATTLE AND IMPOSE THEIR WILL UPON THEIR FOE. REMEMBER, THE FIRST STEP ON THE PATH TO VICTORY IS OFTEN THE MOST IMPORTANT.'

- Commander Puretide



LONGSTRIKE

The Titan-slayer and the Terror of T'ros, Shas'la Longstrike is the greatest tank ace of the Tau military. His ability to handle a Hammerhead Gunship is instinctual, and his marksmanship second to none. After seeing all of his bondmates slain by Imperial tanks on T'ros, the already courageous Longstrike has become a ruthless, hard-hearted killer who lives to exterminate any who would impede the Greater Good. Upon reviewing his exceptional combat record in that campaign – during which he fired the killing shot to the head of an Imperial Warhound Titan – Longstrike was chosen to test the experimental XV02 Pilot Battlesuit. Rumour has it that, now, Shas'la Longstrike literally cannot miss...

SPECIAL RULES:

- Preferred Enemy (Astra Militarum)
- Tank Hunters

Hammerhead Ace: Longstrike's Hammerhead is Ballistic Skill 5, has the additional special rules listed above, and the XV02 Pilot Battlesuit Signature System. If Longstrike's Hammerhead is destroyed, he is slain. Longstrike and his Hammerhead are a single unit for the purposes of Victory Points.

SIGNATURE SYSTEM

XV02 Pilot Battlesuit: This prototype allows a pilot to work in tandem with his vehicle's AI. By processing the cadre tactical network and incoming data so quickly, the pilot can react to enemies attacking his vehicle or nearby units.

The XV02 Pilot Battlesuit incorporates a blacksun filter (pg 121). Longstrike's TX7 Hammerhead Gunship can fire Overwatch and has the Supporting Fire special rule (pg 115). Furthermore, Longstrike's TX7 Hammerhead Gunship is not limited to firing Overwatch once each phase (it can still only fire Overwatch once against each eligible charging unit).



TX78 SKY RAY GUNSHIPS

115
POINTS



While the Hammerhead is a dynamic hunter, its sister gunship the TX78 Sky Ray is a far more sinister killer. Mounting a complement of seeker missiles beneath its upswept ordnance racks, the Sky Ray typically lurks behind the main Tau advance, remaining mute and concealed until the moment comes to strike. The Sky Ray often fulfils a supporting role, and its ballistic arsenal can be called in by any Tau with a markerlight to carry out a remote strike on a sufficiently valuable target. Alternatively, the Sky Ray can use its own networked markerlights to direct its weaponry, most commonly when it meets an unexpected enemy breakthrough with a sudden, screaming volley of high explosive warheads.

	[Armour]										Unit Type	Unit Composition
	BS	F	S	R	HP							
TX78 Sky Ray Gunship	4	13	12	10	3						Vehicle (Skimmer, Tank)	1 TX78 Sky Ray Gunship
	WS	BS	S	T	W	I	A	Ld	Sv			
MV1 Gun Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)		

WARGEAR:

- **Six seeker missiles** (pg 118)
- **Two networked markerlights** (pg 123)
- **Velocity tracker** (pg 123)
- **Two MV1 Gun Drones** (pg 119)

SPECIAL RULES:

- **Fire Team** (pg 115)

OPTIONS:

- May include up to two additional TX78 Sky Ray Gunships 115 pts/model
- Any TX78 Sky Ray Gunship may exchange both MV1 Gun Drones for one of the following:
 - Twin-linked burst cannon (pg 116) free
 - Twin-linked smart missile system (pg 118) free
- Any TX78 Sky Ray Gunship may take items from the **Vehicle Battle Systems** list.



XV88 BROADSIDE BATTLESUITS

65
POINTS



With deliberate strides, XV88 Broadside Battlesuits advance into optimum firing positions. Inside each of the heavily armoured battlesuits, holotargeting data dances across the retinas of the grim-faced pilot as he swings the suit's mighty guns towards the foe. Each Broadside is a walking gun battery, carrying either a twin-linked heavy rail rifle that can smash through Imperial power armour as though it were glass, or high-yield missile pods capable of wiping out swathes of enemy infantry in lethal explosions. As these terrifying weapons open fire, secondary systems on the battlesuits' shoulders add to the carnage, and the battlefield before the Broadside is swiftly transformed into a landscape of craters littered with blazing, dismembered corpses.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
Broadside Shas'ui	2	3	5	4	2	2	2	8	2+	Infantry	1 Broadside Shas'ui
Broadside Shas'vre	2	3	5	4	2	2	3	9	2+	Infantry (Character)	

WARGEAR:

- **Broadside battlesuit** (pg 124)
- **Twin-linked heavy rail rifle** (pg 117)
- **Twin-linked smart missile system** (pg 118)

SPECIAL RULES:

- **Extremely Bulky**
- **Supporting Fire** (pg 115)

OPTIONS:

- May include up to two additional Broadside Shas'ui65 pts/model
- May upgrade one Broadside Shas'ui to a Broadside Shas'vre10 pts
- Any Broadside Shas'ui or Shas'vre may exchange his twin-linked heavy rail rifle for a twin-linked high-yield missile pod (pg 117)free
- Any Broadside Shas'ui or Shas'vre may exchange his twin-linked smart missile system for a twin-linked plasma rifle (pg 117)5 pts/model
- Any Broadside Shas'ui or Shas'vre may take a seeker missile (pg 118)8 pts/model
- Any Broadside Shas'ui or Shas'vre may take up to one item from the **Support Systems** list.
- Any Broadside Shas'ui or Shas'vre may take up to two Drones from the **Drones** list.
- The entire unit may take the Bonding Knife Ritual special rule (pg 115)1 pt/model

KV128 STORMSURGES

360
POINTS



The earth shakes with the approach of the towering KV128 Stormsurge. Mag-lifted into battle by modified Manta Missile Destroyers, these titanic walking tanks serve as mobile strongpoints with enough firepower to obliterate entire formations of the foe. Once he has the enemy in his sights, the Stormsurge's pilot fires stabilising anchors, locking the enormous ballistic suit to the ground while the gunner diverts all power to its apocalyptic arsenal of weaponry. The Fire Warriors about its feet duck and brace while the foe recoils with desperate cries of terror. Then, with a roar that bursts eardrums and cracks armaglass, the Stormsurge opens fire, pounding its target area with salvo upon salvo of pulse waves, rockets and blasts until nothing remains but flaming, wreckage-strewn devastation. Super-heavy tanks and cyclopean Titans explode, their inches-thick armour torn apart like parchment and their weak spots punched open by destroyer missiles, while entire battalions of enemy infantry die screaming amid an endless storm of rippling detonations and surging fire.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Unit Composition
KV128 Stormsurge	2	3	6	6	8	2	2	9	3+	Gargantuan Creature	1 KV128 Stormsurge

WARGEAR:

- **Pulse blastercannon** (pg 118)
- **Twin-linked smart missile system** (pg 118)
- **Cluster rocket system** (pg 116)
- **Four destroyer missiles** (pg 116)
- **Twin-linked flamer**

SPECIAL RULES:

Stabilising Anchors: In your Shooting phase, in addition to firing normally, a Stormsurge can begin deploying its anchors; from then on the Stormsurge cannot move under any circumstances or make Stomp attacks. In the Shooting phase of your next turn, and in each subsequent Shooting phase, a Stormsurge with its anchors deployed can fire twice. Make the second shooting attack directly after the first has been resolved. The Stormsurge can retract its anchors at the beginning of any of your Movement phases, and can then move, shoot and make Stomp attacks normally.

OPTIONS:

- May include up to two additional Stormsurges.....360 pts/model
- Any KV128 Stormsurge may exchange its twin-linked flamer for one of the following:
 - Twin-linked burst cannon (pg 116).....5 pts/model
 - Twin-linked airbursting fragmentation projector (pg 116).....5 pts/model
- Any KV128 Stormsurge may exchange its pulse blastercannon for a pulse driver cannon (pg 118).....15 pts/model
- Any KV128 Stormsurge may take up to three items from the **Support Systems** list.

HUNTER CADRE



Possessing an exceptional balance of firepower, mobility and resilience, the Hunter Cadre is the tactical mainstay of Tau forces. Whether surging forward on the attack or hammering the foe with volleys of defensive fire, the Hunter Cadre has the tools to complete any mission required of it. Tau Commanders are permitted a degree of flexibility in the way they assemble their Hunter Cadres, allowing them to tailor the forces available to their own personal interpretation of Kauyon or Mont'ka strategies. However, whether their composition emphasises ambush hunting, defensive feints or sudden, overwhelming strikes, all warriors of a Hunter Cadre share an unbreakable bond of comradeship and conviction that will see them through any battle, no matter how challenging.

FORMATION:

- 1 Commander
- 0-1 Cadre Fireblade
- 0-1 unit of XV8 Crisis Bodyguards
- 3-6 units chosen in any combination from the following list:
 - Breacher Team, Strike Team, Kroot Carnivores
- 1-3 units chosen in any combination from the following list:
 - XV25 Stealth Battlesuits, XV8 Crisis Battlesuits, XV95 Ghostkeel Battlesuits, XV104 Riptide Battlesuits
- 1-3 units chosen in any combination from the following list:
 - Pathfinder Team, TX4 Piranhas, Vespids Stingwings, Drones
- 1-3 units chosen in any combination from the following list:
 - XV88 Broadside Battlesuits, TX7 Hammerhead Gunships, KV128 Stormsurges, Sniper Drones

RESTRICTIONS:

None.

SPECIAL RULES:

Unbreakable Bonds of Comradeship: Units from this Formation that have the Supporting Fire special rule (pg 115) can provide Supporting Fire to any other model in this Formation if they are within 12" of each other, rather than 6".

Ambushes and Feints: Units from this Formation that are within 12" of this Formation's Commander or Cadre Fireblade at the start of the Shooting phase can Run or move Flat Out and then shoot in that Shooting Phase. Each unit must complete both actions before you move onto the next unit – otherwise the chance to make the second action is forfeit.

RETALIATION CADRE



The sudden attacks of a Retaliation Cadre have shattered the impetus of countless enemy assaults and torn the heart from supposedly impregnable defences without number. Held back in a low-flying Manta, the Retaliation Cadre is most commonly used to deliver the final, killing blow in either Mont'ka or Kauyon strategies, massing a great strength of elite battlesuits and applying their prodigious firepower precisely where it is required. Upon deployment the entire cadre drops from low altitude, even the Broadside Battlesuits employing single-drop grav-boosters to cushion their landing as they arrive directly into combat. Even as they fall from above the elite pilots start shooting, stitching volleys of fire into the enemy's ranks and scattering them in terror just moments before the battlesuits' feet hit the ground.

FORMATION:

- 1 Commander (pg 75)
- 3 units of XV8 Crisis Battlesuits (pg 87)
- 1 unit of XV88 Broadside Battlesuits (pg 102)
- 1 unit of XV104 Riptide Battlesuits (pg 90)



RESTRICTIONS:

None.

SPECIAL RULES:

- **Relentless**

Low Altitude Deployment: If all of the units from this Formation start in Reserve, you can announce before the battle begins that they will use Low Altitude Deployment. If you do so, deploy the entire Formation using the Deep Strike special rule at the start of your second turn.

Drop Zone Clear: All models in this Formation add 1 to their Ballistic Skill during the turn that they arrive by Deep Strike.

HEAVY RETRIBUTION CADRE



When a Heavy Retribution Cadre opens fire, the blinding firestorm produced is truly terrifying. Even the most colossal enemies stand little chance when caught amid this sudden monsoon of destruction. Tyranid bio-titans rear and stagger, crashing to the ground with their monstrous bodies rent and bleeding. Whole lances of Imperial Knights lean into the deluge of shot, pushing forward like men walking into a gale until, one-by-one, their ion shields fail and they are torn apart in bright blossoms of nuclear flame. All the while – his presence invisible but very much felt upon the field of battle – the cadre’s attached Ghostkeel spotter maintains a forward position, feeding back targeting data to his Stormsurge allies and ensuring their already monstrous firepower is directed to maximum effect.

FORMATION:

- 1 unit of XV95 Ghostkeel Battlesuits (pg 89)
- 2 units of KV128 Stormsurges (pg 103)



RESTRICTIONS:

None.

SPECIAL RULES:

Optimum Fire Position: You can re-roll failed To Hit rolls for shooting attacks made by Stormsurges from this Formation if the target unit is within 12" of a Ghostkeel Battlesuit from this Formation.

Monsoon of Destruction: If an enemy unit is chosen as the target by at least two units from this Formation in the same Shooting phase, that unit cannot Run or move Flat Out in their next turn. In addition, such units must halve the result of any Charge rolls they make in the next turn (rounding fractions down).

INFILTRATION CADRE



Slipping through the burning streets of ruined cities or pacing between the tangled trees of alien jungles, the Infiltration Cadre serves as the eyes and ears of the Fire caste. These courageous warriors advance into harm's way in order to locate high value strategic targets to attack. Operating deep behind enemy lines, the warriors of an Infiltration Cadre must be prepared to fight unsupported against superior foes, using every iota of their skills in stealth and evasion to stay alive while hammering the enemy with fire. However, a properly deployed Infiltration Cadre is never truly isolated, for by activating their intervention request beacons or concentrating their markerlights in a neutralisation lattice, the cadre can call in massive reinforcements or screaming volleys of seeker missiles to turn the tables upon the foe.

FORMATION:

- 3 Pathfinder Teams (pg 93)
- 2 units of XV25 Stealth Battlesuits (pg 86)
- 1 unit of TX4 Piranhas (pg 92)



RESTRICTIONS:

None.

SPECIAL RULES:

Intervention Request Beacons: If a unit from this Formation is completely destroyed, you can activate the Formation's Intervention Request Beacons. If you do so, all units you have remaining in Reserve arrive at the start of your next turn (there is no need to roll for them).

Neutralisation Lattice: If a unit from this Formation inflicts three or more markerlight hits on a target unit in a Shooting phase, inflict a single seeker missile (pg 118) hit on the enemy unit in addition to placing the markerlight counters. Note that you do not need to roll to hit for the seeker missile, nor do you need to have a unit capable of firing the missile in range of the target (the missiles are fired by support craft flying high above the battlefield).

OPTIMISED STEALTH CADRE



Like malicious ghosts, the elite warriors of the Optimised Stealth Cadre haunt their enemies' battle lines. They strike at will, appearing from amid the fog of war with their guns spitting furiously. So sudden and overwhelming is the cadre's assault that enemy forces are thrown into disarray, warriors fleeing or firing wildly as the Tau seem to come from all directions at once. Networking their stealth fields in a manoeuvre known as mesme'j'kaara – the wall of mirrors – the pilots of the Optimised Stealth Cadre utterly confound their foes' senses and sensors alike, appearing to attack from one quarter while in truth moving in from the opposite direction altogether. By the time their prey has realised the nature of the trick, it is far too late – punishing fire rains down upon their unprotected flanks to the ruin of all.

FORMATION:

- 2 units of XV25 Stealth Battlesuits (pg 86)
- 1 unit of XV95 Ghostkeel Battlesuits (pg 89)



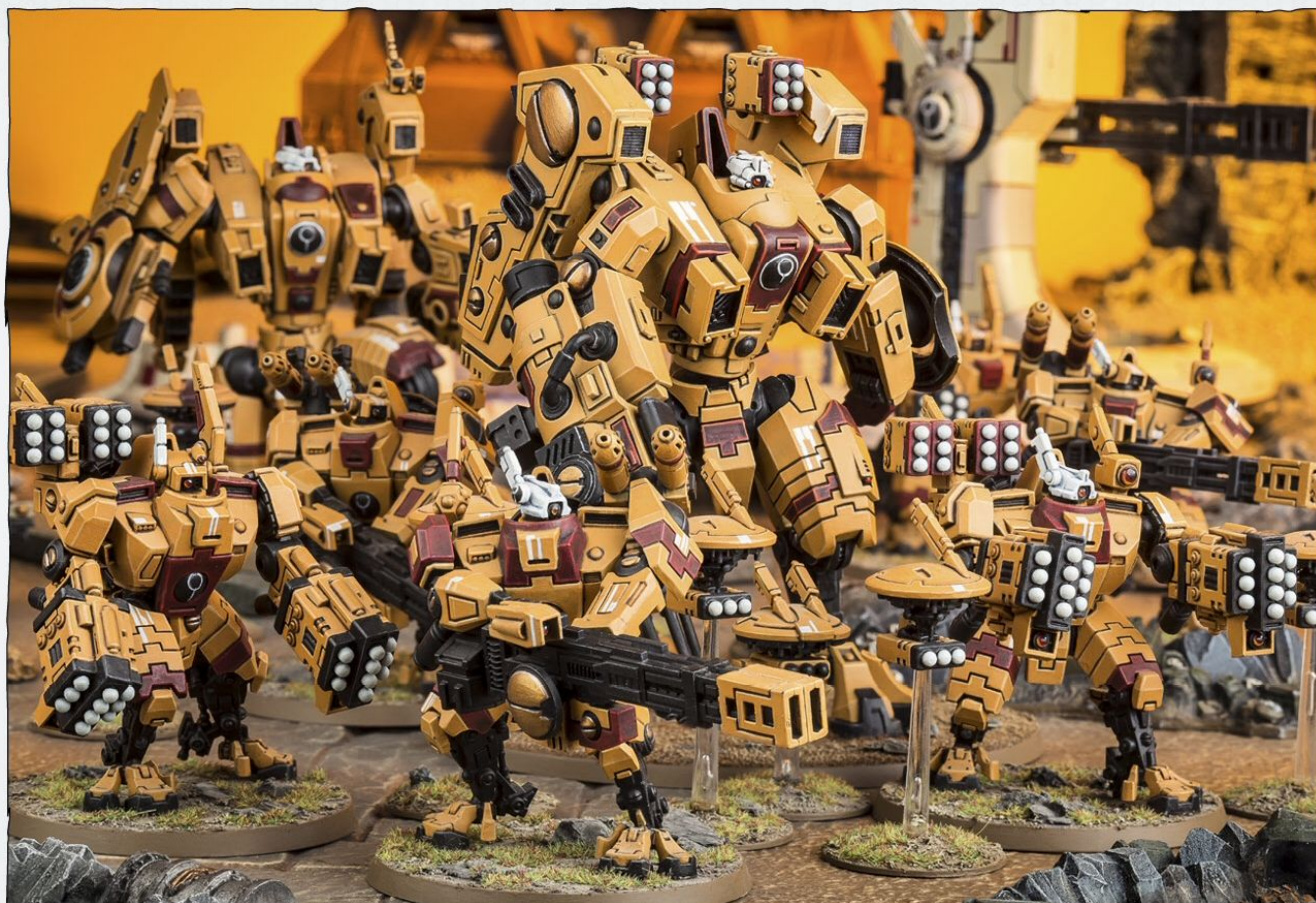
RESTRICTIONS:

None.

SPECIAL RULES:

The Wall of Mirrors: At the start of your shooting phase, this Formation can network their stealth fields to create a Wall of Mirrors. If you do so, then the weapons used by the Formation's Ghostkeels, and by any unit of Stealth Battlesuits from this Formation that are within 6" of a Ghostkeel from this Formation, have the Ignores Cover special rule, and these models add 1 to their Ballistic Skill for that Shooting phase. In addition, their weapons are assumed to strike the rear armour of any vehicle that they hit, no matter what its actual facing.

FIREBASE SUPPORT CADRE



Few sights are as breathtaking, or as terrifying, as a Firebase Support Cadre opening fire. Synchronising their targeting data with sub-orbital Drone-feeds and structural analysis databanks, the pilots of the Firebase Support Cadre calculate their angles and site their weapons on known weak spots with pinpoint accuracy before letting fly in a single, ground-shaking fusillade. Even the mightiest foes stand little chance against the resultant firestorm, whole squads of Terminators, Tyranid monstrosities or mega-armoured Ork Nobz ripped apart in seconds. Tanks explode in blossoms of flame, and even towering Imperial Knights and graceful Wraithknights stagger and fall, their armour punctured again and again by heavy rail-rifles and fusion blasts until nothing remains but flaming wreckage.

FORMATION:

- 2 units of XV88 Broadside Battlesuits (pg 102)
- 1 unit of XV104 Riptide Battlesuits (pg 90)



RESTRICTIONS:

None.

SPECIAL RULES:

Co-ordinated Firestorm: Instead of firing independently in the Shooting phase, all units in a Firebase Support Cadre can participate in a co-ordinated firestorm. When they do so, all models from this Formation must shoot the same target, resolving their shots as if they were a single unit – this includes the use of markerlight abilities. When resolving this Shooting attack, all firing models have the Tank Hunters and Monster Hunter special rules.



ARMOURED INTERDICTION CADRE



Skimming low across the battlefield, the gunships of the Armoured Interdiction Cadre supply massive firepower wherever it is needed most. The throaty roar of jet engines heralds the gunships' onset, just moments before their terrifying arsenal is loosed. Deafening whip-cracks fill the air as the railguns of the TX7 Hammerheads open fire, streaking the air with crackling blue contrails as they blast hyper-velocity rounds through anything in their sights. Volleys of seeker missiles scythe down to carpet the target in explosions as the Sky Rays lend their own fire to the barrage. Against such a sudden, massive bombardment, enemy armour stands no chance of survival, and with interlaced predictive targeting guiding their shots, there are few targets indeed that can evade the Armoured Interdiction Cadre for long.

FORMATION:

- 3 units of TX7 Hammerhead Gunships (pg 99)
- 1 unit of TX78 Sky Ray Gunships (pg 101)



RESTRICTIONS:

None.

SPECIAL RULES:

Interlaced Predictive Targeting: Pick a point anywhere on the battlefield at the start of your Shooting phase. The point you pick is the centre of this Formation's Predictive Targeting Grid. You can re-roll failed To Hit rolls for attacks made by models from this Formation if the target unit is within 6" of the point that you picked.

AIR CASTE SUPPORT CADRE



Diving down upon the battlefield, the pilots of the Air Caste Support Cadre brave the foe's onslaughts to aid their Fire caste comrades. Guns hammering, they blast lines of fire through the enemy ranks, plasma and ion rounds tearing infantry to bloody pieces while seeker missiles scream down to slam into bunkers and tanks alike with explosive results. The pilots' commitment to the Greater Good keeps them firing to full effect even with severe damage to their craft, their guns trained on priority ground targets and all power diverted to their weapon systems. The Tau do not believe in senseless sacrifice, and so these craft are fitted with advanced repair systems that ensure casualties are kept to a minimum, no matter how dangerous the cadre's mission may prove to be.

FORMATION:

- 1 AX39 Sun Shark Bomber (pg 95)
- 2 AX3 Razorshark Strike Fighters (pg 96)



RESTRICTIONS:

None.

SPECIAL RULES:

Commitment to the Greater Good: Roll a dice if a Crew Shaken or Crew Stunned result is inflicted on a model from this Formation. On a roll of 2-6 the result is ignored and has no effect. Note that if the model lost any Hull Points as a result of the attack, these are deducted as normal.

Advanced Repair Systems: Roll a dice at the start of your turn for each Hull Point lost by models from this Formation. On a roll of 6 the Hull Point is restored.

ALLIED ADVANCE CADRE



The air fills with the drone of Vespider wings and the shrill hunting-calls of the Kroot as the Allied Advance Cadre surge forth into battle. Ideally suited to fighting amid dense terrain, even the most hostile wilderness is little impediment to these strange warriors. Kroot Carnivores lope through the undergrowth, the distinctive crack and whine of their weapons echoing between tree trunks as the foe is punched from their feet in puffs of blood. Overhead, the Vespider Stingwings flit through the air, scouring the enemy below with their neutron blasters and sending bursts of strategic intel back to the Kroot Shapers advancing below. Working in concert, these forces make for a lethal combination, their skills in cunning guerrilla warfare allowing them to hold far superior foes at bay for hours, or even days on end.

FORMATION:

- 4 units of Kroot Carnivores (pg 85)
- 2 units of Vespider Stingwings (pg 97)



RESTRICTIONS:

None.

SPECIAL RULES:

Guerilla Fighters: Vespider Stingwing units from this Formation gain the Infiltrate and Stealth (Forests) special rules.

Strategic Intel: Kroot Carnivore units from this Formation that are within 12" of a Vespider Stingwing unit from this Formation replace their Stealth (Forests) special rule with the Shrouded (Forests) special rule, and add 1 to their Ballistic Skill.

Combined Battleforce: Units from this Formation have the Supporting Fire (pg 115) special rule, but can only provide Supporting Fire for other units from their Formation.





APPENDIX

This section of the book details many of the rules for using a Tau Empire army in your games of Warhammer 40,000, including their unique Warlord Traits, wargear and Tactical Objectives. The profiles page at the end provides a list of unit and weapons profiles for reference during your games.

TAU EMPIRE SPECIAL RULES

A Tau Empire army uses a number of special rules that are common to several of its units, which are collected here for your convenience. Special rules that are unique to particular units are presented in the relevant unit entry instead. Other, more common rules are simply listed by name – these are all described in full in the Special Rules section of *Warhammer 40,000: The Rules*.

BONDING KNIFE RITUAL

Many Tau groupings undergo the solemn and bloody ceremony known as the ta'lissera. Those teams that share this bond swear to support one another at all costs for the rest of their lives.

A unit consisting entirely of models with this special rule (not counting Drones) benefits from Heroic Morale, even if they are not accompanied by an Independent Character.

FAILURE IS NOT AN OPTION

Beneath the measured stare of an Ethereal, all Tau find themselves filled with new and near-fanatical purpose. However, should such a revered leader fall in battle, his loss will cause utter dismay.

All friendly models with the Tau Empire Faction within 12" of the Ethereal use his Leadership for Fear, Morale, Pinning and Regroup tests. However, if the Ethereal is removed as a casualty in a mission that uses Victory Points, your opponent gains one additional Victory Point.

FIRE TEAM

Some battlesuit and battle tank sensor-systems can be networked to provide enhanced efficiency when they fight in dedicated fire teams.

Whilst a unit with this special rule includes 3 vehicles or Monstrous Creatures, all vehicles and Monstrous Creatures in the unit have +1 Ballistic Skill.

SUPPORTING FIRE

Fire caste doctrine, as laid down in the Code of Fire, instructs every warrior to protect their comrades. Using overlapping fields of fire, teams provide each other this mutual support on the battlefield.

When an enemy unit declares a charge, all friendly models with this special rule in units within 6" of the charging unit's target can choose to fire Overwatch as if they were also targets of the charge. Note that a unit can still only fire Overwatch once each phase.

WARLORD TRAITS

When generating Warlord Traits for a Warlord with the Tau Empire Faction, you can either roll on one of the Warlord Traits tables in *Warhammer 40,000: The Rules*, or roll on the table to the right.

WARLORD TRAITS TABLE

D6 WARLORD TRAIT

- 1 Precision of the Skilled Hunter.** *No foe can evade the Warlord once they have fallen under his crosshairs.*
Enemy models cannot take Look Out, Sir rolls against your Warlord's shooting attacks. If your Warlord has no ranged weapons, re-roll this result.
- 2 Through Unity, Devastation.** *This Warlord coordinates his warriors' arcs of fire.*
One use only. Declare your Warlord is using this ability at the start of one of your Shooting phases. For the duration of the phase, all friendly units with the Tau Empire Faction within 12" of the Warlord re-roll To Hit rolls of 1.
- 3 A Ghost Who Walks Among Us.** *This Warlord has mastered the battlesuit art of striking at his target while evading retribution.*
The Warlord, and his unit, move 3D6" when making Jet Pack thrust moves. If your Warlord is not Jet Pack Infantry, re-roll this result.
- 4 Exemplar of the Selfless Cause.** *The Warlord's heroic example inspires his warriors to ever greater acts of courage and self-sacrifice.*
One use only. Declare your Warlord is using this ability at the start of one of your Movement phases. All friendly units with the Tau Empire Faction on the battlefield that have Gone to Ground are no longer considered Gone to Ground and can move, shoot and charge normally this turn.
- 5 Predator of the Skies.** *A sky-hunter beyond compare, no aircraft or skyborne monster is safe from the sights of this Warlord's weapons.*
One use only. Declare your Warlord is using this ability at the start of one of your Shooting phases. For that phase, the Warlord, and his unit, have the Skyfire special rule.
- 6 Through Boldness, Victory.** *Using speed and sheer aggression, the Warlord pushes his forces as he seeks to land a decisive offensive blow upon the enemy.*
Your Warlord, and any unit he joins, does not scatter when arriving by Deep Strike. If your Warlord cannot Deep Strike, re-roll this result.

ARSENAL OF EXPANSION

This section of *Codex: Tau Empire* lists the weapons and equipment used by the Tau, along with the rules for using them in your games of Warhammer 40,000. Some more esoteric equipment is detailed in the appropriate entry in the datasheets (pg 75 to 103), while the weapons and equipment used by most units are detailed here.

MELEE WEAPONS

Rules for close combat weapons can be found in *Warhammer 40,000: The Rules*. The close combat weapon profile is listed on the profiles page.

EQUALISER

Equalisers are typically carried in pairs by some members of the Ethereal caste. They are not only badges of office, but also potent weapons containing a powerful disruption field that can shatter armour and bone on impact.

Range	S	AP	Type
-	User	4	Melee

HONOUR BLADE

An honour blade is a long, broad-bladed spear that is used to settle disputes between Ethereal caste members in stylised bloodless duels. Against the unenlightened races of the galaxy, it is a deadly weapon used in elegant sweeping movements where the blade becomes virtually invisible.

Range	S	AP	Type
-	+2	-	Melee, Two-handed

KROOT RIFLE

See page 117.

RANGED WEAPONS

The full rules for flamers can be found in *Warhammer 40,000: The Rules*. The flamer profile is listed on the profiles page.

AIRBURSTING FRAGMENTATION PROJECTOR

This experimental weapon scatters fragmentation bomblets over a wide area, at a height calculated by a simple AI within each warhead to cause optimum damage.

Range	S	AP	Type
18"	4	5	Assault 1, Barrage, Ignores Cover, Large Blast

BURST WEAPONS

Burst weaponry finds use across the Tau military, primarily mounted on battlesuits and vehicles. Utilising a similar plasma induction technology found in Tau pulse technology, burst cannons are multibarrelled weapons able to sustain high rates of fire.

	Range	S	AP	Type
Burst cannon	18"	5	5	Assault 4
High output burst cannon	18"	5	5	Assault 6, Twin-linked
Heavy burst cannon				
Standard	36"	6	4	Heavy 8
Nova-charge	36"	6	4	Heavy 12, Gets Hot, Nova-charge, Rending

Nova-charge: This profile can only be used if a Riptide Shas'vre uses his nova reactor (pg 123) to charge his primary weapon.

CLUSTER ROCKET SYSTEM

These massive rocket pods are programmed to fire dozens of Drone-assisted warheads in optimised saturation patterns, maintaining a rate and density of fire sufficient to destroy entire mobs of Orks or swarms of Tyranid weapon-beasts. Explosions carpet the target zone, hurling bodies into the air and atomising screaming foes by the score.

Range	S	AP	Type
48"	5	5	Heavy 4D6



DESTROYER MISSILE

Each sleek destroyer missile incorporates an AI targeting processor far more advanced than anything used in seeker missiles. Drawing on extensive real-time targeting data, the destroyer missile identifies its target's primary weak spot. It then uses self-guiding micro rockets to adjust trajectory and ensure a direct hit upon that location, tearing its victim apart in a spectacular explosion.

Range	S	AP	Type
60"	8	1	Heavy 1, One Use Only

FUSION WEAPONS

Fusion weapons are anti-tank weapons that reduce reinforced armour to molten slag in the blink of eye.

	Range	S	AP	Type
Fusion blaster	18"	8	1	Assault 1, Melta
Fusion collider	18"	8	1	Assault 1, Blast, Melta

ION WEAPONS

The high-energy streams fired by ion weapons react destructively with their target, vaporising flesh and metal with equal ease. Ion weapons can be overcharged to generate a more devastating attack, but at a risk of overheating its primary power cells.

	Range	S	AP	Type
Cyclic ion blaster				
Standard	18"	7	4	Assault 3
Overcharge	18"	8	4	Heavy 1, Blast, Gets Hot
Cyclic ion raker				
Standard	24"	7	4	Assault 6
Overcharge	24"	8	4	Heavy 1, Large Blast, Gets Hot
Ion rifle				
Standard	30"	7	4	Rapid Fire
Overcharge	30"	8	4	Heavy 1, Blast, Gets Hot
Quad ion turret				
Standard	30"	7	4	Heavy 4
Overcharge	30"	8	4	Heavy 1, Gets Hot, Large Blast
Ion cannon				
Standard	60"	7	3	Heavy 3
Overcharge	60"	8	3	Heavy 1, Gets Hot, Large Blast



Ion rifle

Ion accelerator				
Standard	72"	7	2	Heavy 3
Overcharge	72"	8	2	Heavy 1, Gets Hot, Large Blast
Nova-charge	72"	9	2	Ordnance 1, Gets Hot, Large Blast, Nova-charge

Nova-charge: This profile can only be used if a Riptide Shas'vere uses his nova reactor (pg 123) to charge his primary weapon.

KROOT WEAPONS

Kroot use primitive slug-throwers adapted by the Tau to fire pulse rounds. Some also fire sniper rounds, which have greater stopping power, but must be reloaded between shots, making them cumbersome to wield. The Kroot rifle also comes with blades attached to the muzzle and stock, a throwback to traditional Kroot fighting staves.

	Range	S	AP	Type
Kroot rifle				
Pulse round	24"	4	6	Rapid Fire
Sniper round	24"	X	6	Heavy 1, Sniper
Close combat	-	User	5	Melee, Two-handed
Kroot gun	48"	7	4	Rapid Fire

MISSILE POD WEAPONS

A simple but effective delivery system for multiple missiles, these weapon pods are used on light vehicles and heavy infantry at medium range, and are mounted on many battlesuits and drones.

	Range	S	AP	Type
Missile pod	36"	7	4	Assault 2
High-yield missile pod	36"	7	4	Heavy 4

NEUTRON BLASTER

Stingwing weapons are a hybrid of Vespida and Tau technology. The crystal mounted upon each blaster emits a powerful neutron blast that is able to bypass all but the most effective armour.

Range	S	AP	Type
18"	5	3	Assault 1

PLASMA RIFLE

Plasma technology is used by many races, despite its highly unstable nature. The Tau favour a form of the technology that forgoes a degree of stopping power for an increased level of safety for the operator.

Range	S	AP	Type
24"	6	2	Rapid Fire

RAIL WEAPONS

Tau rail weapons use linear accelerator technology to fire a solid projectile at hyper-velocity. They are capable of punching through the thickest of armour and of taking down the largest of enemies.

	Range	S	AP	Type
Rail rifle	30"	6	1	Rapid Fire
Heavy rail rifle	60"	8	1	Heavy 1
Railgun				
Solid shot	72"	10	1	Heavy 1
Submunition	72"	6	4	Heavy 1, Large Blast



Rail rifle

PULSE WEAPONS

Pulse technology is common within the Fire caste, and all pulse weapons utilise pulsed induction fields to propel lethal bursts of plasma over great distances. A pulse rifle or carbine is standard issue for Fire Warriors, while Breacher Teams wield pulse blasters, that utilise negatively charged ion A.R.C. technology to hammer their targets with short ranged bursts of devastating fire. The larger pulse weapons at the Tau's disposal, including the pulse driver cannon and blastcannon, employ superheated plasma on a different scale altogether, leaving only glowing craters to mark where the victims once stood.

	Range	S	AP	Type
Pulse pistol	12"	5	5	Pistol
Pulse carbine	18"	5	5	Assault 2, Pinning
Pulse rifle	30"	5	5	Rapid Fire
Longshot pulse rifle	48"	X	5	Rapid Fire, Sniper
Pulse bomb	-	5	5	Bomb 1, Large Blast, One Use Only
Pulse driver cannon	72"	10	2	Ordnance 1, Large Blast

PULSE BLASTER

A shot from a pulse blaster has a different profile depending on how far the target unit is from the firer. If it is not clear which of the profiles to use, the controlling player can choose.

Range	S	AP	Type
up to 5"	6	3	Assault 2
5"-10"	5	5	Assault 2
10"-15"	4	-	Assault 2

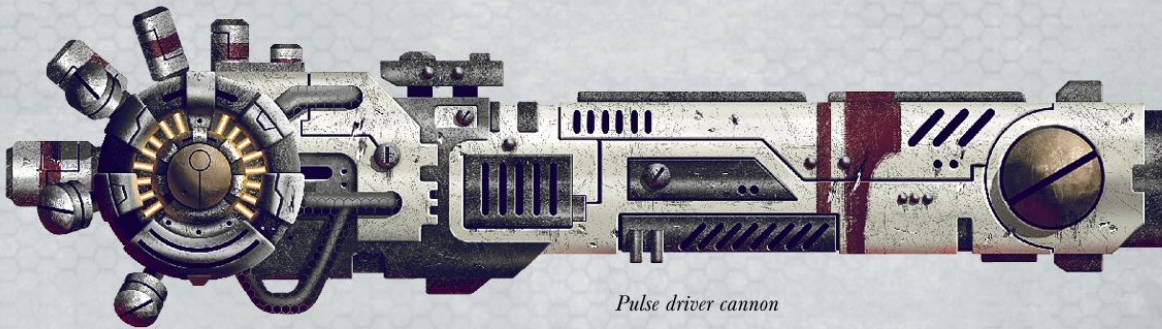
PULSE BLASTCANNON

A shot from a pulse blastcannon has a different profile depending on how far the target unit is from the firer. If it is fired at between 10" and 30", the profile used is based on the distance to the central hole of the blast marker when it is placed, before rolling for scatter. If it is not clear which of the profiles to use, the controlling player can choose.

Range	S	AP	Type
up to 10"	D	1	Heavy 2
10"-20"	10	3	Heavy 2, Blast
20"-30"	9	5	Heavy 2, Large Blast



Pulse blaster



Pulse driver cannon

SEEKER MISSILE

Seeker missiles are one-shot weapons usually guided to their targets by markerlights, though they can be fired independently as well.

Range	S	AP	Type
72"	8	3	Heavy 1, One Use Only

SMART MISSILE SYSTEM

A smart missile system fires self-guiding missiles with drone intelligence, which can find targets even hiding behind terrain.

Range	S	AP	Type
30"	5	5	Heavy 4, Homing, Ignores Cover

Homing: Smart missile systems can be fired at targets out of the unit's line of sight.

DRONES

The intelligent machines known as Drones are miracles of Tau technology. Programmed with advanced, adaptive consciousness, these exceptional devices can be relied upon to perform a wide range of tasks, from bearing specialist equipment into battle to gunning down the foe or enveloping Fire caste warriors in a protective shield.

DRONES

Tau Drones are independent artificial intelligences, programmed to support and protect the Tau and their allies in battle.

A unit comprised entirely of Drones is a non-scoring unit. Drones do not have the Bulky special rule.

UNIT UPGRADE DRONES

Drones taken as upgrades for a unit act as additional squad members in all regards. They are unable to leave their unit and must maintain unit coherency with their unit at all times. Drones taken as upgrades cannot purchase options, however, and so do not pay for them if their unit does so.

For example: If a unit of six Fire Warriors takes two Gun Drones and purchases EMP grenades, they only pay 12 points for the EMP grenades (2 points for each Fire Warrior in the squad).

INDEPENDENT CHARACTERS AND DRONES

Independent Characters who have taken Drones as upgrades are still permitted to join units, in which case both the character and his Drones join the unit. If the Independent Character then leaves the unit, all his surviving Drones also leave the unit, forming a separate unit with him.

If the Independent Character is killed whilst part of a unit, his surviving Drones are thereafter part of that unit and cannot leave it; the Independent Character's unit has, for the purposes of Victory Points, been destroyed.

If the Independent Character is killed while he is not joined to another unit, do not remove any surviving Drones – the unit is not destroyed until all the Drones have been destroyed as well. These Drones cannot join other units. Another Independent Character can join the surviving Drones, but as they are not his upgrades, he cannot take them with him if he then joins another unit.

VECHICLE DRONES

Some vehicles include two Drones – these start the game attached to the vehicle.

ATTACHED DRONES

Whilst attached to the vehicle, Drones are treated as embarked passengers (although they don't count against a vehicle's Transport Capacity and they can even be attached to a vehicle that doesn't have a Transport Capacity). This means that while they are attached, they can make shooting attacks as if they were passengers shooting from Fire Points, using their location on the vehicle to determine line of sight, range etc. Unlike other models shooting from Fire Points, attached Drones must shoot at the same target as the vehicle they are attached to. Target Acquired abilities used by a Tau vehicle, or vehicle squadron, also apply to any attached Drones in the unit.

If a vehicle is destroyed before it has detached its Drones, the Drones are automatically destroyed along with it.

DETACHING DRONES

During any friendly Movement phase, Drones may detach from their vehicle in the same way as Infantry disembarking from an Open-topped Transport. All Drones from a vehicle or vehicle squadron must detach at the same time – they then form a single new unit.

After detaching, Drones cannot re-attach to any vehicle, but they can embark on Transport vehicles in the same manner as other Drones.

Drones that started the game attached to a vehicle do not award Victory Points when destroyed. In addition, your opponent only needs to destroy the vehicle, and not that vehicle's detached Drones as well, to be awarded any Victory Points it is worth.

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type
MV1 Gun Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)
MV4 Shield Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)
MV7 Marker Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)
MV8 Missile Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)
MV31 Pulse Accelerator Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)
MV33 Grav-inhibitor Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)
MV36 Guardian Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)
MV52 Shield Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)
MV62 Command-link Drone	2	2	3	4	1	4	1	7	4+	Jet Pack Infantry (Drone)
MV84 Shielded Missile Drone	2	2	4	6	1	4	1	7	4+	Jet Pack Infantry (Drone)
MB3 Recon Drone	2	2	3	4	2	4	1	7	4+	Jet Pack Infantry (Drone)

MV1 GUN DRONE

Mounting underslung twin-linked pulse carbines, Gun Drones provide their controller with additional covering fire.

WARGEAR:

- **Twin-linked pulse carbine** (pg 118)

SPECIAL RULES:

- **Supporting Fire** (pg 115)

MV4 SHIELD DRONE

Projecting a powerful counter-ballistic force field, Shield Drones protect their operators from harm.

WARGEAR:

- **Shield generator** (pg 123)

SPECIAL RULES:

- **Supporting Fire** (pg 115)

MV7 MARKER DRONE

Fitted with a markerlight and predictive tracking module, Marker Drones can paint targets and call in seeker missile strikes.

WARGEAR:

- **Markerlight** (pg 122)

SPECIAL RULES:

- **Supporting Fire** (pg 115)

MV8 MISSILE DRONE

The Missile Drone launches volleys of lethal explosive warheads at the foe.

WARGEAR:

- **Missile pod** (pg 117)

SPECIAL RULES:

- **Supporting Fire** (pg 115)

MV31 PULSE ACCELERATOR DRONE

The Pulse Accelerator Drone augments the pulse weaponry of its operator's squad, lending greater range to their fire.

WARGEAR:

- **Pulse accelerator** (pg 123)

SPECIAL RULES:

- **Supporting Fire** (pg 115)

MV33 GRAV-INHIBITOR DRONE

This Drone hovers protectively at its operator's shoulder, driving back the enemy with thrumming gravity waves.

WARGEAR:

- **Gravity wave projector** (pg 122)

SPECIAL RULES:

- **Supporting Fire** (pg 115)

MV52 SHIELD DRONE

This prototype Drone emits a potent force shield capable of blocking even the most powerful attacks.

SPECIAL RULES:

MV52 Shield Generator:

The MV52 shield generator confers a 3+ invulnerable save.

MV84 SHIELDED MISSILE DRONE

The Shielded Missile Drone uses its cohesive energy field to absorb incoming shots, while its missiles arc out to destroy the foe.

WARGEAR:

- **Missile pod** (pg 117)
- **Shield generator** (pg 123)

SPECIAL RULES:

- **Supporting Fire** (pg 115)

MV62 COMMAND-LINK DRONE

The hardened comms-arrays of these Drones relay a Commander's plans to their troops with lightning speed.

SPECIAL RULES:

Command-link: Nominate a single friendly unit within 12" of the Command-link Drone at the start of each friendly Shooting phase. That unit re-rolls To Hit rolls of 1 until the end of the phase.

MV36 GUARDIAN DRONE

The Guardian Drone has emitters that project a protective energy field to nearby field amplifier relay units.

SPECIAL RULES:

Guardian Field: A Guardian Field confers a 5+ invulnerable save to the Guardian Drone and a 6+ invulnerable save to all other models in its unit. A Guardian Field confers a 5+ invulnerable save to other models in the Drone's unit that have a field amplifier relay (pg 121).

MB3 RECON DRONE

The Recon Drone mounts an array of support systems to aid Pathfinder Teams in the field.

WARGEAR:

- **Burst cannon** (pg 116)
- **Homing beacon** (pg 122)
- **Positional relay** (pg 123)

SPECIAL RULES:

- **Supporting Fire** (pg 115)

Turret Mounting: When a Recon Drone embarks on a Devilfish, it is treated like an embarked passenger, but does not count towards Transport Capacity. While the Drone is embarked, the vehicle counts as having a homing beacon and positional relay.



SUPPORT SYSTEMS

Rules for the following grenades can be found in the *Warhammer 40,000: The Rules*. The profile for EMP grenades is listed on the profiles page.

Photon grenades *
* see defensive grenades

EMP grenades **
** see haywire grenades

ADVANCED TARGETING SYSTEM

This specialised target acquisition system enables the battlesuit to identify and pick out priority targets in the midst of battle.

A model with an advanced targeting system has the Precision Shots special rule.

BLACKSUN FILTER

This advanced optical system enhances and magnifies a warrior's low-light vision whilst simultaneously filtering bright flares of light that could blind him in battle.

A model with a blacksun filter has the Night Vision special rule and is immune to the effects of the Blind special rule.

COUNTERFIRE DEFENCE SYSTEM

These AI sensor suites incorporate predictive logic circuits to ensure that assaulting enemies are met with a withering hail of fire.

A model with a counterfire defence system fires Overwatch at Ballistic Skill 2, rather than Ballistic Skill 1.

DRONE CONTROLLER

A Drone controller acts as an interface between a Fire caste operator and the AI battle programs of nearby drones.

All Gun Drones, Marker Drones and Sniper Drones in the same unit as a model with a Drone controller use the bearer's Ballistic Skill instead of their own. If a unit contains several Drone controllers, use the highest Ballistic Skill amongst the bearers.



DS8 TACTICAL SUPPORT TURRET

Carried in racks along the flanks of Orca Dropships, tactical support turrets are automated defence batteries that provide support for Fire Warrior Strike Teams. These armoured turrets plummet into battle and deploy as fixed positions to add their firepower to the fight. Each turret is programmed to self-destruct should its sensors register the possibility of capture or tampering. This feature means that the Tau's superior weaponry can never be turned upon them by their enemies.

Tactical support turrets are not set up when their unit deploys or arrives from Reserve. Instead, if the unit remains stationary in its Movement phase, you can set up the tactical support turret on an area of open ground, within 2" of a model from its unit, and more than 2" away from any enemy models. Once set up, the turret cannot move.

A tactical support turret has a Ballistic Skill of 3. It can fire in the Shooting phase or as part of an Overwatch attack when the rest of the models in its unit shoot, and must target the same enemy unit as the rest of its unit. It can fire on the turn it is set up.

Enemy models cannot attack or affect a tactical support turret in any way, but it is immediately removed as a casualty if there are no other models from its unit within 2" of it, or if an enemy model approaches within 2" of it. Should a unit's tactical support turret ever be removed as a casualty, it can be returned to play in a future Movement phase as described above.

EARLY WARNING OVERRIDE

This sensor suite detects the electronic signatures of teleport beams and orbital-entry jump systems and jolt the battlesuit's weapons to lock-on status before the target has a chance to react.

All weapons on a model with an early warning override have the Interceptor special rule.

FIELD AMPLIFIER RELAY

Taking the form of a lightweight backpack unit, the field amplifier relay picks up the protective force field of the Guardian Drone, spreading it in an energised umbrella over its bearer and beaming the signal on to other relays within range.

A model with a field amplifier relay that is in a unit that includes a Guardian Drone has a 5+ invulnerable save.

GHOSTKEEL ELECTROWARFARE SUITE

The Ghostkeel's AI electrowarfare suite aggressively scans enemy targeting spectrums and invades the foe's sensor arrays, filling them with false information and scrap-data that makes it almost impossible to effectively fire upon the battlesuit at range.

The cover save bonus for having the Stealth and/or Shrouded special rules is doubled for this model against attacks made at a range of greater than 12" (to a maximum of a 2+ cover save).

MARKERLIGHT

A markerlight is a hand-held device that projects a simple beam onto a target which then transmits a torrent of targeting data to other Tau units, allowing them to engage the target with unerring accuracy.

Markerlights are ranged weapons with the following profile:

Range	S	AP	Type
36"	-	-	Heavy 1, Target Acquired

Target Acquired: Markerlights cannot directly cause damage or Wounds. Instead, each time a unit suffers a hit with this special rule, place a markerlight counter next to it (no saves can be taken against these hits). Markerlight counters remain next to their unit until the end of the current phase or until they are used (whichever comes first).

Immediately before a unit with the Tau Empire Faction shoots at a target that has any markerlight counters, it can declare it is using one or more of the markerlight abilities listed to the right. Each ability costs a number of markerlight counters – remove this number of counters from the target immediately when the ability is declared. A unit can combine any number of markerlight abilities – providing that there are enough counters.

Note that a unit cannot benefit from its own markerlights.

• **Destroyer:** Markerlight cost: 1+
For each markerlight counter expended on this ability, a single destroyer missile fired by the unit at the target changes its Strength from 8 to D.

• **Pinpoint:** Markerlight cost: 1+
All models firing at the target as part of this shooting attack gain a bonus to their Ballistic Skill for the duration of the shooting attack. The size of this bonus is equal to the number of markerlight counters expended on this ability. Pinpoint can increase the Ballistic Skill of Snap Shots and Overwatch.

• **Scour:** Markerlight cost: 2
All wounds, glancing hits and penetrating hits allocated to the target as part of this Shooting attack gain the Ignores Cover special rule.

• **Seeker:** Markerlight cost: 1+
For each markerlight counter expended on this ability, the unit immediately fires a single seeker missile (if it has one) in addition to any other weapons it is permitted to fire. A seeker missile fired in this way:

- does not need line of sight.
- must be fired at the same target as the vehicle's other weapons.
- is resolved at Ballistic Skill 5.
- has the Ignores Cover special rule.
- does not reduce the number of weapons a vehicle can fire at its full Ballistic Skill.

GRAVITY WAVE PROJECTOR

This projector emits a high-powered graviton wave that repulses nearby enemies, slowing their advance to a crawl.

At the start of the enemy Assault phase, nominate an enemy unit within 12" and then roll a D3. If, during that Assault phase, the nominated unit attempts to assault the Grav-inhibitor Drone, or its unit, reduce that unit's charge move by the result of the D3 (to a minimum of 0).

HOLOPHOTON COUNTERMEASURES

Triggered by AI-assisted threat-warning protocols, holophoton countermeasures take the form of a targeted barrage of holo-decoys, friendly target simulacra and stroboscopic blasts. Enemy weapons are confounded, safety-switches engaging and machine spirits rebelling while their operators are left bewildered and blinded by the overwhelming sensory overload.

Once per battle, in the enemy Shooting phase, a model equipped with holophoton countermeasures can disrupt the targeting systems used by one enemy unit that is targeting it or the unit it belongs to. Declare that the unit will use the holophoton countermeasures after the enemy unit has chosen it as a target, but before any hit rolls are made. The enemy unit can only make Snap Shots in that shooting phase.

HOMING BEACON

These multi-spectrum homing devices allow a cadre's battlesuit reinforcements to deploy with pinpoint precision.

Friendly units arriving by Deep Strike do not scatter as long as the first model is placed within 6" of a model with a homing beacon.

HOVER DRONE

Many Ethereals take to the field of war atop personal hover drones that float above the surface of the battlefield.

A model with a hover drone is not slowed by difficult terrain (even when charging), can move over all other models and terrain freely (but cannot end their move on top of other models or impassable terrain) and automatically passes Dangerous Terrain tests.

MULTI-TRACKER

A multi-tracker assists battlesuit pilots in engaging enemy threats using multiple armaments at once, making them formidable opponents in a wide variety of battle conditions.

A model with a multi-tracker can fire an additional weapon in each Shooting phase.

NETWORKED MARKERLIGHT

These markerlights are networked directly into weapon systems, allowing them to deliver their payload with pinpoint accuracy.

Networked markerlights are a specialised version of the standard markerlight system (pg 122). When a unit with one or more networked markerlights makes a Shooting attack, the networked markerlights are always fired first. Once the shots from the networked markerlights are resolved, the unit can then fire their other weapons. This means that they can expend their own markerlights in order to benefit their other weapons.

NOVA REACTOR

Though slightly unstable, the nova reactor is a dark-matter power source with an output akin to that of a small star.

You must declare if the pilot is going to attempt to use the nova reactor at the start of each of his Movement phases. If he chooses to do so, roll a D6. On the roll of a 1 or a 2, something has gone wrong – the Riptide Shas'v're suffers a single Wound with no saves of any kind allowed and the attempt fails. On any other roll, the attempt is successful, and you can choose one of the abilities listed below for the Riptide Shas'v're to have (until the start of its next Movement phase).

Action	Effect
<i>Nova Shield</i>	This grants the Riptide Shas'v're a 3+ invulnerable save.
<i>Boost</i>	The Riptide Shas'v're rolls 4D6 for its Thrust Move in the Assault phase.
<i>Ripple Fire</i>	The Riptide Shas'v're can fire its twin-linked fusion blaster, its twin-linked plasma rifle, or its twin-linked smart missile system twice this turn. Even though these weapons are fired twice, each still only counts as firing one weapon.
<i>Nova-charge</i>	The Riptide Shas'v're's ion accelerator or heavy burst cannon can fire using its nova-charge profile.

POSITIONAL RELAY

This device records detailed battlefield data and relays it in a tight-band, encrypted burst to assets in orbit, allowing them to better coordinate forces operating in strategic reserve.

Whilst the bearer is within 6" of a board edge, any friendly unit with the Tau Empire Faction that arrives from Reserve using the Outflank special rule, can choose to move on from that board edge (even if it is your, or your opponent's board edge). Outflanking units that do not choose to arrive from that board edge arrive using the Outflank special rule, as detailed in *Warhammer 40,000: The Rules*.

PULSE ACCELERATOR

This device emits a powerful induction field that accelerates the charges of pulse weapons, increasing their range.

All pulse weapons (pg 118) in a unit that contains at least one pulse accelerator increase their maximum range by 6".

PULSE BOMB GENERATOR

This mechanism produces and contains a ball of incandescent plasma which hangs beneath the bomber, ready to be dropped when a suitable target is reached.

Immediately after the Sun Shark makes a bombing run, roll a D6. On a score of 2+, another pulse bomb is created and the Sun Shark can make another bombing run later in the game. On a roll of a 1, the pulse bomb generator's power fails – no more bombs can be created, and no more bombing runs can therefore be performed.

RIPTIDE SHIELD GENERATOR

Within a Riptide battlesuit's ablative shield is housed a small energy field generator whose potency can be further boosted by diverting power from the XV104's nova reactor.

A Riptide shield generator confers a 5+ invulnerable save.

SHIELD GENERATOR

This generator projects a cohesive energy field capable of protecting the bearer from heavy ordnance and anti-tank weapons fire.

A shield generator confers a 4+ invulnerable save.

STIMULANT INJECTOR

The battlesuit is fitted with an advanced life-support system that is able to flood the warrior's system with analgesic drugs and life-sustaining stimulants should he become wounded.

A model with a stimulant injector has the Feel No Pain special rule.

TARGET LOCK

Fire caste infantry who carry markerlights are often equipped with hard-wired target locks that allow them to designate priority targets whilst their squad provides covering fire.

A model with a target lock can shoot at a different target to the rest of his unit.

VECTORED RETRO-THRUSTERS

The warrior's battlesuit is equipped with supplemental thruster nozzles, allowing him a degree of additional manoeuvrability.

A model with vectored retro-thrusters has both the Fleet and Hit & Run special rules.

Models in Broadside battlesuits cannot be equipped with vectored retro-thrusters.

VELOCITY TRACKER

These advanced motion-detecting and heat-seeking sensor systems allow pilots to track the movements of airborne targets.

A model with a velocity tracker can choose whether or not to have the Skyfire special rule each time he makes a shooting attack (choose once for all weapons).

BATTLESUITS AND ARMOUR

Tau battlesuits are made of a dense nanocrystalline alloy which has an impact resistant structure and a lightweight composition that allows the suit to carry more weapon and support systems. Meanwhile, the shape of each battlesuit helps to deflect solid shots, while a liquid metal coating reflects laser fire.

The following battlesuits come equipped with multi-trackers (pg 122) and blacksun filters (pg 121).

Battlesuit	Armour Save
Stealth	3+
Crisis	3+
Coldstar	3+
Ghostkeel	3+
Broadside	2+
Riptide	2+

RECON ARMOUR

Recon armour is similar to the combat armour worn by Fire Warriors, although it lacks some of the segmentations, trading a level of protection for greater movement.

Recon armour confers a 5+ Armour Save.



VEHICLE BATTLE SYSTEMS

AUTOMATED REPAIR SYSTEM

Tiny maintenance drones swarm over damaged systems to repair them in the midst of battle.

At the end of each friendly turn, roll a D6 for each vehicle with an automated repair system that has suffered an immobilised or weapon destroyed result. On the roll of a 6, one Immobilised or Weapon Destroyed result of the owning player's choice is repaired and no longer has any effect. Note, this does not restore any Hull Points.

ADVANCED TARGETING SYSTEM

An advanced targeting system assists the vehicle's gunner by identifying targets of particular value or danger and plotting fire plans to counter them.

A vehicle with an advanced targeting system has the Precision Shots special rule.

BLACKSUN FILTER

This optical filtering suite allows vehicle sensors to target enemies at full efficiency and range, even during night fighting operations.

A vehicle equipped with a blacksun filter has the Night Vision special rule.

DECOY LAUNCHERS

Decoy launchers are mounted near the engines of Tau skimmers and fire clouds of reflective strips and tiny emitter drones to protect the vehicle from enemy missiles.

A vehicle with decoy launchers has a 4+ invulnerable save against glancing and penetrating hits caused by weapons with the Interceptor special rule.

DISRUPTION POD

A disruption pod throws out distorting images in both visual and magnetic spectra, making it hard to target the vehicle at range.

A vehicle with a disruption pod has +1 cover save. This means that they have a 6+ cover save even in the open.

FLECHETTE DISCHARGER

Powerful clusters of reactive charges are attached to the hulls of many Tau vehicles. If the enemy approaches, the clusters fire off vicious clouds of high velocity flechettes.

During the Initiative 10 step of the Fight sub-phase, any enemy unit with at least one model in base contact with the vehicle suffers a number of Strength 4 AP- hits equal to the number of models it has in base contact with the vehicle.

POINT DEFENCE TARGETING RELAY

Designed to provide superior covering fire for nearby Fire caste units, a point defence relay automatically targets and engages enemies that attempt to assault.

A vehicle with a point defence targeting relay can fire Overwatch, but only with weapons of Strength 5 or less. If the vehicle has any attached drones, they may also fire Overwatch with weapons of Strength 5 or less. In addition, the vehicle has the Supporting Fire special rule.

SENSOR SPINES

Sensor spines are used to feed data to an advanced ground-following flight control system, plotting safe courses through treacherous terrain that avoid traps and mines that might lie hidden from sight.

A vehicle with sensor spines has the Move Through Cover special rule.

SIGNATURE SYSTEMS

Signature Systems are items of terrifying power. Many of them are experimental weapons, or are so advanced that they cannot be mass-produced. Only one of each of the following items may be chosen per army.

COMMAND AND CONTROL NODE

The Command and Control Node is a sophisticated AI-assisted transmission system that enables a Commander to better direct battlefield operations by linking all Tau targeting computers together. A Commander who masters the flood of data can better orchestrate the firepower of his forces.

If a model with this wargear does not shoot in the Shooting phase, all Shooting attacks made by other models in his unit re-roll failed To Hit rolls until the end of the phase. This cannot be used when firing Overwatch. The Node can be used at the same time as a Multi-spectrum Sensor Suite.

FAILSAFE DETONATOR

This battlesuit device has been developed to be used only in the direst of circumstances. When activated, it causes the bearer's battlesuit to self-destruct, buying his team-mates time to withdraw and regroup from overwhelming enemy forces.

If a model with a Failsafe Detonator is slain in the Assault phase, centre the large blast marker over him immediately before removing the model as a casualty. All units, friend and foe, suffer a number of Strength 5 AP- hits equal to the number of models from their unit that are at least partially under the template. Unsaved Wounds inflicted by a Failsafe Detonator count towards determining the assault results.

MULTI-SPECTRUM SENSOR SUITE

Representing the pinnacle of Tau sensor technology, this prototype scans all spectral bands to locate stealth-cloaked enemies and relay the information to targeting computers.

If a model with a Multi-spectrum Sensor Suite does not shoot in the Shooting phase, all Shooting attacks made by other models in his unit gain the Ignores Cover special rule until the end of the current phase. This cannot be used when firing Overwatch. A Multi-spectrum Sensor Suite can be used at the same time as a Command and Control Node.

REPULSOR IMPACT FIELD

The Tau have tried to reverse engineer the tractor beam technology recovered from Ork wrecks for decades, but their attempts to decipher its workings remain largely futile, due in no small part to the complete lack of logical, uniform construction employed by greenskins. So far, the sum total of Tau ingenuity has only managed to produce a single functioning Repulsor Impact Field. Testing has proven it to be a devastating weapon, emitting a shock wave of energy that smashes into those nearby with immense force.

At the start of the Fight sub-phase, at the Initiative 10 step, the Repulsor Impact Field inflicts D6 Strength 4 AP- hits on each enemy unit that completed a charge against the bearer, or his unit, this turn.

ONAGER GAUNTLET

Onager Gauntlets were first utilised during the Damocles Crusade to keep Crisis teams effective against Imperial Guard armoured companies. So armed, a warrior could punch a hole through the side of a battle tank, but the casualty rate whilst attempting to get close enough to use them was extremely high. Indeed, of the twelve original Onager Gauntlets, only one now remains, recovered from Commander Bravestorm's critically damaged battlesuit.

During the Fight sub-phase, a model with the Onager Gauntlet can opt to substitute all his close combat attacks for a single Strength 10 AP1 attack.

NEUROWEB SYSTEM JAMMER

The Tau seek mastery not only over their own technology, but also over that of other races. To this end, they have created a device capable of broadcasting a jamming field that interferes with enemy weapon systems, causing critical, and sometimes explosive malfunctions.

At the start of each enemy Shooting phase, a model with a Neuroweb System Jammer can use it to target a single enemy unit within 12". All shooting weapons in the target unit gain the Gets Hot special rule until the end of the phase.

PURETIDE ENGRAM NEUROCHIP

Commander Puretide was undoubtedly the most gifted Tau Commander of all time. The Tau were unwilling to lose his tactical and strategic brilliance, and upon his death, his mind was scanned and his accumulated memories committed to a massive hologram program on his birth world of Dal'yth. A sliver of that genius has been crafted into a bio-chip. When surgically implanted into the brain of a Fire caste commander, the bearer can access much of the wisdom of Puretide himself, drawing upon a great reservoir of tactical acumen.

At the start of the bearer's Movement phase, choose one of the following special rules: Counter-attack, Furious Charge, Monster Hunter, Stubborn or Tank Hunters. The model with the Puretide Engram Neurochip has that special rule until the start of his next Movement phase.

XV8-02 CRISIS 'IRIDIUM' BATTLESUIT

Following the death of Commander Pridestar to a sniper's bullet and the subsequent rout of Fire caste warriors during the Klodate Worlds Suppression, the Earth caste developed an experimental iridium alloy and produced enough armour plates to reinforce a small series of battlesuits. The XV8-02 prototype offers Fire caste leaders and their bodyguards optimal protection.

A model with an XV8-02 Crisis 'Iridium' Battlesuit has +1 Toughness and an Armour Save of 2+. They otherwise follow all of the rules for XV8 Crisis battlesuits (pg 124).

TACTICAL OBJECTIVES

Codex: *Tau Empire* includes six Tactical Objectives to use in your games of Warhammer 40,000 that are exclusive to Tau Empire players, and which reflect their unique methods of waging war.

If your Warlord has the Tau Empire Faction, these Tactical Objectives replace the Capture & Control Tactical Objectives (numbers 11-16) from *Warhammer 40,000: The Rules*.

If a Warhammer 40,000 mission has the Tactical Objectives special rule, players use the normal rules for using Tactical Objectives with the following exception: when a Tau Empire player generates a Capture & Control objective (numbers 11, 12, 13, 14, 15 or 16), generate the corresponding Tau Empire Tactical Objective instead, as shown in the table opposite. Other Tactical Objectives (numbers 21-66) are generated normally.

D66	RESULT
11	The Lure
12	Patient Hunter
13	Ambush
14	Multiple Distractions
15	Feigned Withdrawal
16	The Greater Good

11 THE LURE

TYPE: TAU EMPIRE

The Tau have been known to place small units of troops in front of their main force, using them to draw the enemy into a trap.

Score 1 Victory Point at the end of your turn if at least one enemy unit that made a successful charge in the enemy's last turn is completely destroyed. Score D3 victory points if three or more enemy units that made a successful charge in the enemy's last turn are destroyed.

12 PATIENT HUNTER

TYPE: TAU EMPIRE

Using patience and foresight, the patient hunter will deploy in the perfect position to destroy their foe.

Score 1 Victory Point at the end of your turn if one or more enemy units were completely destroyed by a unit from your army that is in your deployment zone.

13 AMBUSH

TYPE: TAU EMPIRE

The Tau are masters at waiting for the right moment to spring an ambush that will tear the heart out of an enemy battle force.

Score 1 Victory Point at the end of your turn if an enemy unit was completely destroyed and/or failed a Morale check during your turn. If at least three enemy units were completely destroyed and/or failed Morale checks, score D3 Victory Points instead.

14 MULTIPLE DISTRACTIONS

TYPE: TAU EMPIRE

Tau commanders use multiple distractions to split a foe's forces, leaving them vulnerable to impending attacks.

Score 1 Victory Point at the end of your turn if there is at least one enemy unit completely within 12" of one table edge and at least one enemy unit completely within 12" of the opposite table edge.

15 FEIGNED WITHDRAWAL

TYPE: TAU EMPIRE

The Tau will attempt to lure enemy units into a carefully prepared trap by feigning retreat.

Score 1 Victory Point at the end of your turn if at least one enemy unit that started your turn within 9" of one of your units and not in its own deployment zone is completely destroyed.

16 THE GREATER GOOD

TYPE: TAU EMPIRE

While sacrifice for the Greater Good is considered heroic, unnecessary losses are disdained.

Score D3 Victory Points at the end of your turn if you control an Objective Marker that was controlled by the enemy at the start of the turn. Score D3+3 Victory Points if you capture 3 such Objective Markers. Score 1 extra Victory Point if no friendly models were destroyed during the turn.

DESIGNER'S NOTE - TACTICAL OBJECTIVES CARD DECK

If you own a deck of Tau Empire Tactical Objective Cards, you can generate your Tactical Objectives by shuffling the deck and drawing the top card instead of rolling a D66. These should be kept face up, so your opponent can see which Tactical Objectives you have generated, unless the mission you are playing instructs you otherwise.



PROFILES

HQ

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Aun'Shi	5	3	3	3	3	5	4	10	-	In(ch)	79
Aun'Va	1	3	2	3	4	1	1	10	5+	In(ch)	80
Cadre Fireblade	4	5	3	3	3	3	3	9	4+	In(ch)	81
Commander	4	5	5	4	4	3	4	10	3+	In, Jp (ch)	75
Commander Farsight	5	5	5	4	4	5	4	10	3+	In, Jp (ch)	77
Commander Shadowsun	4	5	4	3	3	4	4	10	3+	In, Jp (ch)	78
Darkstrider	4	5	3	3	3	3	3	9	5+	In(ch)	82
Ethereal	4	3	3	3	2	3	3	10	-	In(ch)	76
Ethereal Guard	4	4	3	3	2	3	3	10	5+	In	80

TROOPS

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Fire Warrior	2	3	3	3	1	2	1	7	4+	In	83
Fire Warrior Shas'ui	2	3	3	3	1	2	2	8	4+	In(ch)	83
Kroot	4	3	3	3	1	3	1	7	6+	In	85
Kroot Hound	4	0	3	3	1	5	2	6	-	Be	85
Krootox Rider	4	3	6	3	2	3	2	7	6+	In	85
Shaper	4	3	3	3	3	3	3	8	6+	In(ch)	85

ELITES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Crisis Bodyguard	2	3	5	4	2	2	3	9	3+	In, Jp	88
Crisis Shas'ui	2	3	5	4	2	2	2	8	3+	In, Jp	87
Crisis Shas'vre	2	3	5	4	2	2	3	9	3+	In, Jp(ch)	87
Ghostkeel Shas'vre	2	3	6	5	4	2	3	9	3+	Mc, Jp	89
Riptide Shas'vre	2	3	6	6	5	2	3	9	2+	Mc, Jp	90
Stealth Shas'ui	2	3	4	3	1	2	2	8	3+	In, Jp	86
Stealth Shas'vre	2	3	4	3	1	2	3	9	3+	In, Jp(ch)	86

FAST ATTACK

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Pathfinder	2	3	3	3	1	2	1	7	5+	In	93
Pathfinder Shas'ui	2	3	3	3	1	2	2	8	5+	In(ch)	93
Vespid Stingwing	3	3	3	4	1	6	1	6	4+	In, J	97
Vespid Strain Leader	3	3	3	4	1	6	2	9	4+	In, J(ch)	97

HEAVY SUPPORT

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
Broadside Shas'ui	2	3	5	4	2	2	2	8	2+	In	102
Broadside Shas'vre	2	3	5	4	2	2	3	9	2+	In(ch)	102
Firesight Marksman	2	5	3	3	1	2	1	7	4+	In	98

LORDS OF WAR

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
KV128 Stormsurge	2	3	6	6	8	2	2	9	3+	Gc	103

VEHICLES

	WS	BS	S	F	S	R	I	A	HP	Unit Type	Pg
TY7 Devilfish	-	3	-	12	11	10	-	-	3	S, Tk, T	94
TX7 Hammerhead Gunship	-	4	-	13	12	10	-	-	3	S, Tk	99
TX4 Piranha	-	3	-	11	10	10	-	-	2	F, O, S	92
AX3 Razorshark	-	3	-	11	10	10	-	-	3	Fl	96
Strike Fighter	-	3	-	11	10	10	-	-	3	Fl	95
AX39 Sun Shark Bomber	-	3	-	11	10	10	-	-	3	Fl	95
TX78 Sky Ray Gunship	-	4	-	13	12	10	-	-	3	S, Tk	101

DRONES

	WS	BS	S	T	W	I	A	Ld	Sv	Unit Type	Pg
MV62 Command-link Drone	2	2	3	4	1	4	1	7	4+	In, Jp(D)	119
MV1 Gun Drone	2	2	3	4	1	4	1	7	4+	In, Jp(D)	91
MV17 Interceptor Drone	2	2	3	4	1	4	1	7	4+	In, Jp(D)	95
MV7 Marker Drone	2	2	3	4	1	4	1	7	4+	In, Jp(D)	91
MV8 Missile Drone	2	2	3	4	1	4	1	7	4+	In, Jp(D)	119
MV52 Shield Drone	2	2	3	4	1	4	1	7	4+	In, Jp(D)	119
MB3 Recon Drone	2	2	3	4	2	4	1	7	4+	In, Jp(D)	119
MV4 Shield Drone	2	2	3	4	1	4	1	7	4+	In, Jp(D)	91
MV84 Shielded Missile Drone	2	2	4	6	1	4	1	7	4+	In, Jp(D)	119
MV71 Sniper Drone	2	2	3	4	1	4	1	7	4+	In, Jp(D)	98
MV5 Stealth Drone	2	2	3	5	1	4	1	7	4+	In, Jp(D)	89
MV36 Guardian Drone	2	2	3	4	1	4	1	7	4+	In, Jp(D)	119

UNIT TYPES

Beast = Be, Fast = F, Flyer = Fl, Gargantuan Creature = Gc, Infantry = In, Jet pack unit = Jp, Jump unit = J, Monstrous Creature = Mc, Open-topped = O, Skimmer = S, Tank = Tk, Transport = T, Character = (ch), Drone = (D)

MELEE WEAPONS

Weapon	Range	S	AP	Type
Close combat weapon	-	User	-	Melee
EMP grenade	-	2	-	Haywire
Equaliser	-	User	4	Melee
Honour blade	-	+2	-	Melee, Two-handed
Kroot rifle	-	User	5	Melee, Two-handed

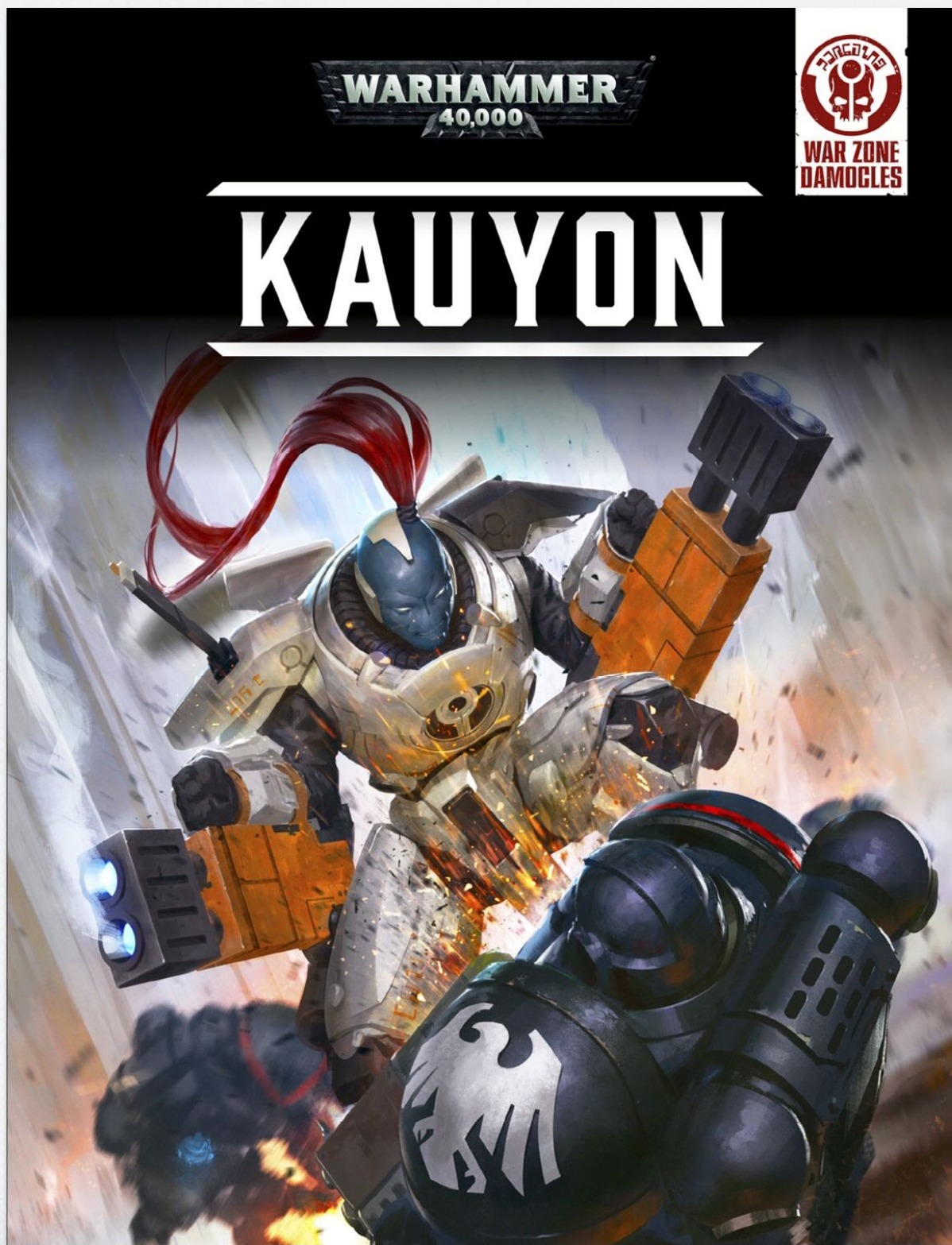
RANGED WEAPONS

Weapon	Range	S	AP	Type
Airbursting frag. projector	18"	4	5	Assault 1, Barrage, Ignores Cover, Large Blast
Burst cannon	18"	5	5	Assault 4
Cluster rocket system	48"	5	5	Heavy 4D6
Cyclic ion blaster	-	-	-	-
- Standard	18"	7	4	Assault 3
- Overcharge	18"	8	4	Heavy 1, Blast, Gets Hot
Cyclic ion raker	-	-	-	-
- Standard	24"	7	4	Assault 6
- Overcharge	24"	8	4	Heavy 1, Large Blast, Gets Hot
Destroyer missile	60"	8	1	Heavy 1, One Use Only
EMP grenade	8"	2	-	Assault 1, Haywire
Flamer	Template	4	5	Assault 1
Fusion blaster	18"	8	1	Assault 1, Melta
Fusion collider	18"	8	1	Assault 1, Blast, Melta
Heavy burst cannon	-	-	-	-
- Standard	36"	6	4	Heavy 8
- Nova-charge*	36"	6	4	Heavy 12, Gets Hot, Nova-charge, Rending
High output burst cannon	18"	5	5	Assault 6, Twin-linked
High-yield missile pod	36"	7	4	Heavy 4
Heavy rail rifle	60"	8	1	Heavy 1
Ion accelerator	-	-	-	-
- Standard	72"	7	2	Heavy 3
- Overcharge	72"	8	2	Heavy 1, Gets Hot, Large Blast
- Nova-charge*	72"	9	2	Ordnance 1, Gets Hot, Large Blast, Nova-charge
Ion cannon	-	-	-	-
- Standard	60"	7	3	Heavy 3
- Overcharge	60"	8	3	Heavy 1, Gets Hot, Large Blast
Ion rifle	-	-	-	-
- Standard	30"	7	4	Rapid Fire
- Overcharge	30"	8	4	Heavy 1, Blast, Gets Hot
Kroot gun	48"	7	4	Rapid Fire
Kroot rifle	-	-	-	-
- Pulse round	24"	4	6	Rapid Fire
- Sniper round*	24"	X	6	Heavy 1, Sniper
Longshot pulse rifle	48"	X	5	Rapid Fire, Sniper
Markerlight	36"	-	-	Heavy 1, Target Acquired
Missile pod	36"	7	4	Assault 2
Neutron blaster	18"	5	3	Assault 1
Photon grenade	8"	1	-	Assault 1, Blast, Blind
Plasma rifle	24"	6	2	Rapid Fire
Pulse blastercannon	-	-	-	-
- up to 10"	up to 10"	D	1	Heavy 2
- 10"-20"	10"-20"	10	3	Heavy 2, Blast
- 20"-30"	20"-30"	9	5	Heavy 2, Large Blast
Pulse blaster	-	-	-	-
- up to 5"	up to 5"	6	3	Assault 2
- 5"-10"	5"-10"	5	5	Assault 2
- 10"-15"	10"-15"	4	-	Assault 2
Pulse bomb	-	5	5	Bomb 1, Large Blast, One Use Only
Pulse carbine	18"	5	5	Assault 2, Pinning
Pulse driver cannon	72"	10	2	Ordnance 1, Large Blast
Pulse rifle	30"	5	5	Rapid Fire
Pulse pistol	12"	5	5	Pistol
Quad ion turret	-	-	-	-
- Standard	30"	7	4	Heavy 4
- Overcharge	30"	8	4	Heavy 1, Gets Hot, Large Blast
Rail rifle	30"	6	1	Rapid Fire
Railgun	-	-	-	-
- Solid shot	72"	10	1	Heavy 1
- Submunition*	72"	6	4	Heavy 1, Large Blast
Seeker missile	72"	8	3	Heavy 1, One Use Only
Smart missile system	30"	5	5	Heavy 4, Homing, Ignores Cover

* The ion accelerator and heavy burst cannon's nova-charge mode can only be used with the nova reactor (pg 123), and the railgun's submunition and Kroot rifle's sniper rounds can only be used if purchased.

WHAT'S NEXT

A CAMPAIGN SUPPLEMENT FOR WARHAMMER 40,000 - INCLUDING NEW RULES AND MISSIONS TO RE-ENACT THE EPIC CONFLICT BETWEEN THE IMPERIUM AND THE TAU EMPIRE.



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