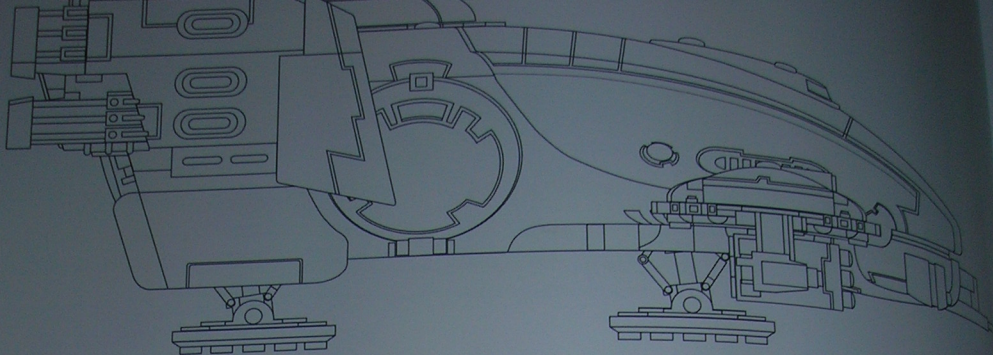




HAMMERHEAD GUNSHIP

	Points	Front Armour	Side Armour	Rear Armour	BS
Hammerhead	90	13	12	10	3 (4)

Thought for the day:
Go forth and vanquish the foe

Type: Tank, Skimmer

Crew: 3. Tau Fire Caste

Weapons: A Hammerhead is armed with a primary weapons system and a secondary weapons system.

The primary weapons system must be one of the following: twin-linked long-barrelled burst cannons +20 pts; ion cannon +30 pts; missile pods +30 pts; twin-linked fusion cannons +30 pts; twin-linked plasma cannons +35 pts; a railgun +50 pts.

The secondary weapons system is either two burst cannons at +10 pts, a pair of Gun Drones at +20 pts, or a smart missile system at +20 pts. Note the burst cannons are not twin-linked and fire separately.

Options: The Hammerhead may be given any of the following from the Tau Codex: Sensor spines, Multi-tracker, Blacksun filter, Target lock, Flechette discharger, Disruption pod, Decoy launcher, Seeker missiles (up to 4 per vehicle). It is always equipped with a Targeting array (already added to the BS) at no extra points cost.

Heavy Support: A Hammerhead is a Heavy Support choice for a Tau army.

SPECIAL RULES

Primary Weapons

Twin-linked Long barrelled burst cannon

Range: 36" Str: 6 AP: 4 Type: Assault3

Ion Cannon

Range: 60" Str: 7 AP: 3 Type: Heavy3

Missile Pods

Range: 36" Str: 7 AP: 4 Type: Assault4

Twin-linked Fusion Cannon

Range: 24" Str: 8 AP: 1 Type: Heavy1,blast **Notes:** At under half range (12") roll 2D6 for Armour Penetration like a multi-melta

Twin-linked Plasma Cannon

Range: 48" Str: 7 AP: 2 Type: Heavy2 **Notes:** Does not suffer from overheating

Railgun

Range: 72" Str: 10 AP: 1 Type: Heavy1 **Notes:** Or may choose to fire sub-munitions instead
Range: 72" Str: 6 AP: 4 Type: Heavy1/ Ordnance blast

Landing Gear: Though they utilise advanced anti-gravitic technology, Tau vehicles are fitted with basic landing gear in case the levitation system should suffer malfunction. In any turn that the vehicle does not move, it may choose to no longer count as a skimmer until it moves again. This benefit does not apply on the first turn of the game.



DEVILFISH TROOP CARRIER

	Points	Front Armour	Side Armour	Rear Armour	BS
Devilfish	80	12	11	10	3

Thought for the day:
There will be no victory
without your sacrifice.

Type: Tank, Skimmer

Crew: 1. Tau Fire Caste

Weapons: The Devilfish is armed with a burst cannon.

The Devilfish always has the Gun Drone vehicle upgrade at no additional points cost.

Options: The Devilfish may replace its Gun Drones with a Smart missile system at a cost of +20 pts.

The Devilfish may be given any of the following from the Tau Codex: Sensor spines, Targeting array, Multi-tracker, Blacksun filter, Target lock, Flechette discharger, Disruption pod, Decoy launcher, Seeker missiles (up to 4 per vehicle).

Transport: The Devilfish can carry up to twelve models. It may not carry any troops in XV battlesuits.

Transport Option: The Devilfish is a Transport option for Tau Fire Warriors and Pathfinders.

Access Points: 3. The Devilfish has two side and one rear hatch, any of which can be used as access points by the passengers.

Fire Points: 0

SPECIAL RULES

Landing Gear: Though they utilise advanced anti-gravitic technology, Tau vehicles are fitted with basic landing gear in case they should malfunction. In any turn that the vehicle does not move, it is not counted as a skimmer.



SKY RAY MISSILE DEFENCE GUNSHIP

	Points	Front Armour	Side Armour	Rear Armour	BS
Sky Ray	125	13	12	10	3

Type: Tank, Skimmer

Crew: 2. Tau Fire Caste

Thought for the day:
The question not is when,
but how, will I die!

Weapons: The Sky Ray is armed with six Seeker missiles, 2 networked Markerlights and a Target lock (meaning it can launch its own missiles, potentially at two different targets per Shooting phase). It is also equipped with a secondary weapons system.

The secondary weapons system is either two burst cannons at +10 pts, a pair of Gun Drones at +20 pts, or a smart missile system at +20 pts. Note the burst cannons are not twin-linked and fire separately.

Options: The Sky Ray may be given any of the following from the Tau Codex: Sensor spines, Targeting array, Blacksun filter, Flechette discharger, Disruption pod, Decoy launcher. The Sky Ray always has a Targeting lock.

Heavy Support: A Sky Ray is a Heavy Support option for a Tau army.

SPECIAL RULES

AA Upgrade: One of the the Sky Ray's roles is to engage enemy aircraft. The Seeker missile and Markerlight array may be upgraded to an AA mount for +30 pts.

To attack aircraft the target must first be hit by a Markerlight. This can be the Sky Ray's own Markerlight (at BS3), or any other Markerlight in the Tau force (at 6s for hitting an aircraft). If the target aircraft is hit then any number of the Sky Ray's Seeker missiles can be fired at the target. Each missile hits on a roll of 4+. An aircraft that has not first been hit by a markerlight cannot be fired at. Once all six missiles have been fired then the Sky Ray is out of ammunition and can only fire its secondary weapon system for the rest of the game.

As an anti-aircraft weapon the Sky Ray cannot fire any other weapons whilst engaging aircraft. The Sky Ray must remain stationary to engage aircraft. With the AA upgrade a Sky Ray may still engage ground targets as normal.

Landing Gear: Though they utilise advanced anti-gravitic technology, Tau vehicles are fitted with basic landing gear in case they should suffer malfunction. In any turn that the vehicle does not move, it may choose to no longer count as a skimmer until it moves again. This benefit does not apply on the first turn of the game.

XV8 CRISIS BATTLESUIT

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Shas'ui	25	2	3	5	4	2	2	2	8	3+
Shas'vre	35	3	3	5	4	2	3	2	8	3+
Shas'el	50	3	4	5	4	3	3	3	9	3+
Shas'o	75	4	5	5	4	4	3	4	10	3+

Thought for the day:
Victory is simply greater Perseverance.

Team: A Battlesuit team consists of 1-3 Shas'ui.

A Commander team consists of 1 Shas'el or Shas'o accompanied by 0-2 Shas'vre bodyguards.

Crew: (1) Tau Fire Warrior.

Equipment: The entire team is equipped with XV8 Crisis battlesuits. The above profiles have been ammended to include the suit's enhancements.

Character: One Shas'ui per team may be designated as the team leader at +5 pts. They may select items from the Tau armoury. A Shas'ui team leader can be upgraded to a Shas'vre for an additional +5 pts. Any member of a Commander team may select equipment from the Tau armoury.

Elites: A Crisis Battlesuit team is an Elite Choice for a Tau army.

Headquarters: A Commander team is a HQ choice for a Tau army.

SPECIAL RULES

Independant Character: Unless accompanied by a bodyguard, a Tau Commander is an Independent Character.

XV8 CRISIS BATTLESUIT HARDPOINT OPTIONS

Each suit has three hardpoints You must fill all three hardpoints chosen from the following lists.

WEAPONS SYSTEMS

- Flamer +4 pts. +6 pts if twin-linked*
- Burst cannon +8 pts. +12 pts if twin-linked*
- Plasma rifle +20 pts. +30 pts if twin-linked*
- Fusion blaster +12 pts. +18 pts if twin-linked*
- Missile pod +12 pts. +18 if twin-linked*

* occupies two hardpoints if twin-linked.

SUPPORT SYSTEMS

- Multi-tracker* +5 pts
 - Target lock* +5 pts
 - Shield generator +20 pts
 - Targeting Array +10 pts
 - Blacksun Filter* +3 pts
 - Drone controller * +0 pts
 - plus from 1 to 2 Gun Drones +10 pts per drone
 - plus from 1 to 2 Shield Drones +15 pts per drone
 - plus from 1 to 2 Marker Drones +30 pts per drone
- * may also be taken as a hardwired support system, and as such does not take up a hard point.

CRISIS BATTLESUIT COMMANDER VARIANTS

Only a Shas'o or Shas'el in a Commander team can utilise these personalised variants of the standard XV8 battlesuit.

0-1 XV 81 BATTLESUIT: includes a shoulder-mounted smart missile system, for +20 pts.
It must also select two hardpoint weapon systems choices from the XV8 list above.

0-1 XV84 BATTLESUIT: in addition to normal options includes a Markerlight and a Target lock, for +15 pts.
It must also select three hardpoint choices from the XV8 list above.

0-1 XV89 BATTLESUIT: the heaviest of the Crisis variants includes extra armour plating.
This increases the suit's Save to 2+, but reduces the suit's assault move from 6" to D6", for +25 pts.
It must also select three hardpoint choices from the XV8 list above.

0-1 SHAS'O R'MYR'S BATTLESUIT: Shas'o R'myr's personal battlesuit is the very latest development of the Crisis suit. Worn during the final days of the campaign, as yet it has not been codified by the Imperium's forces. It must be armed with a double-barrelled plasma rifle (Range:24" Str:6 AP:2 Type: Assault2) and a shield generator (invulnerable save 4+ vs firing, 3+ in close combat). It has the following support systems; a flechette discharger* and ejector system. He also has a hardwired drone controller and target lock. Shas'o R'myr may be accompanied by 1 or 2 drones for the pts costs given above. Shas'o R'myr must have the above options, they cannot be altered.
Shas'o R'myr costs 160 pts + drones + bodyguard.
If accompanied by a bodyguard team, the team may be equipped with any of the command variant battlesuits above.
(*Any model attacking Shas'o R'myr in close combat will be wounded on a roll of 4+ before resolving its attacks).



XV88 BROADSIDE BATTLESUIT

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Shas'ui	70	2	3	5	4	2	2	2	8	2+
Shas'vre	+10	3	3	5	4	2	3	2	8	2+

Thought for the day:
The weapon slays where the hand wills.

Team: A team consists of 1-3 Broadside Shas'ui.

Crew: 1. Tau Fire Warrior.

Equipment: The entire team is equipped with XV88 Broadside battlesuits. The above profiles have been amended to include the suit's enhancements.

Character: One Shas'ui per team may be designated as the team leader at +5 pts. They may select items from the Tau armoury. A Shas'ui team leader can be upgraded to a Shas'vre for an additional +5 pts.

Heavy Support: A Broadside Battlesuit team is a Heavy Support Choice for a Tau army.

SPECIAL RULES

Bonded: The team may be bonded by the Ta'lissera at a cost of +10 pts for the whole team.

XV88 BROADSIDE BATTLESUIT HARDPOINT OPTIONS

All Broadside battlesuits are armed with twin-linked railguns and a smart missile system.

The smart missile system may be replaced with twin-linked plasma rifles at +10 pts.

Choose one of the following support systems:

- Multi-tracker +5 pts
- Target Lock +5 pts
- Shield Generator +20 pts
- Targeting array +10 pts
- Blacksun Filter +3 pts
- Drone Controller plus from 1 to 2 Gun Drones +10 pts per drone
- Drone Controller plus from 1 to 2 Shield Drones +15 pts per drone
- Drone Controller plus from 1 to 2 Marker Drones +30 pts per drone
- Advanced stabilisation system +10 pts



TETRA SCOUT SPEEDER TEAM

	Points	Front Armour	Side Armour	Rear Armour	BS
Tetra	50	10	10	10	3

Type: Skimmer, fast, open-topped

Crew: 2. Pathfinders

Team: A team consists of between 1 and 4 Tetras.

Weapons: The Tetra is armed with twin-linked pulse rifles and a Markerlight.

Options: A Tetra may take the following vehicle upgrades from the Tau Codex: Sensor spines, Target lock, Targeting array, Blacksun filter, Decoy launchers. The Tetra is always equipped with a Disruption pod.

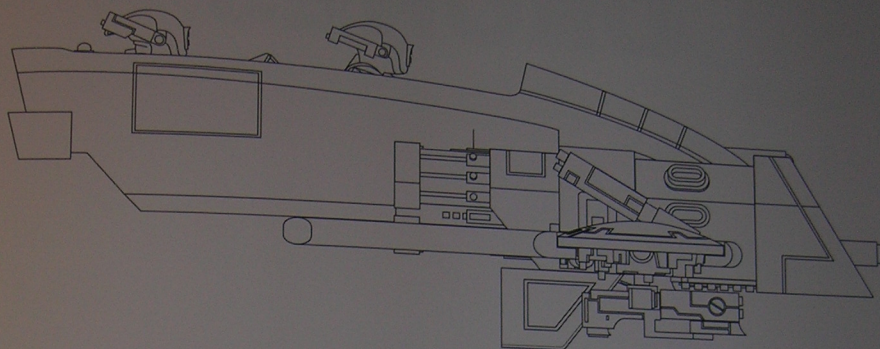
Fast Attack: A Tetra team is a Fast Attack choice for a Tau army.

SPECIAL RULES

Disruption Pod: Weapons fired at the Tetra from more than 12" away count the vehicle as an Obscured Target.

Forward Scouts: Pathfinder operate ahead of the main Tau lines. In scenarios where some troops start on the table and others start in reserve, Tetras always deploy on the table. Tetra teams may make a normal move after deployment but before the first turn to get into a forward position.

Thought for the day:
The brave man always chooses danger.



PIRANHA TEAM

	Points	Front Armour	Side Armour	Rear Armour	BS
Piranha	60	11	10	10	3

Thought for the day:
We will not simply endure
- we will prevail!

Type: Skimmer, fast, open-topped

Crew: 2. Tau Fire Warriors

Team: A team consists of between 1 and 5 Piranhas.

Weapons: The Piranha is armed with a chin-mounted burst cannon and a pair of gun drones armed with twin-linked pulse carbines.

Options: The chin-mounted burst cannon may be upgraded to a fusion blaster for +5 pts.

A Tetra may take the following vehicle upgrades from the Tau Codex: Sensor spines, Multi-tracker, Target lock, Targeting array, Blacksun filter, Decoy launchers, Disruption pod, Seeker missiles (maximum of two per Piranha). The Piranha is always equipped with gun drones.

Fast Attack: A Piranha team is a Fast Attack choice for a Tau army.

SPECIAL RULES

Gun Drones: The drones will move with the vehicle, contained in its specially designed recesses. During any Tau Movement phase, the drones may disengage in the same way as infantry dismount from a transport and form an independent unit. From then on, the drones function as a Drone squadron. The Drones may not rejoin the vehicle during the game. Each Piranha's drones act separately, they do not form up into one larger unit.

While attached, the drones may fire as part of the vehicle, using their own BS, in addition to any other weapons that would normally be permitted to fire, and are treated as passengers if the vehicle is damaged.



HEAVY GUN DRONE SQUADRON

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Heavy Gun Drone	25 each	2	2	3	4	1	4	1	7	4+

Squadron: A squadron consists from 2-6 Heavy Gun Drones.

Equipment: Each Drone is armed with twin-linked burst cannons.

Options: Any Drone may replace one burst cannon with a Markerlight, for free.

Jetpacks: Heavy Gun Drones are subject to the Jump Infantry and Jetpack special rules, as described in the Warhammer 40,000 Unit Types rules section and may be deployed using the Deep Strike special rule if the mission being played permits it (though they may not make the additional 6" move in the turn they arrive).

Heavy Support: A Heavy Gun Drone squadron is a Heavy Support choice for a Tau army.

Thought for the day:
Blessed is a closed mind
filled with faith.

DRONE SENTRY TURRET TEAM

	Points	Front Armour	Side Armour	Rear Armour	BS
Drone Sentry Turret	45	12	12	12	2

Team: A team consists 1-4 turrets

Type: Immobile, (open-topped if fired last turn)

Crew: Drone

Weapons: A Drone sentry turret is armed with twin-linked burst cannons.

Options: The twin-linked burst cannons may be upgraded to twin-linked missile pods for +6 pts; or twin-linked plasma rifles at +3 pts; or twin-linked fusion blaster at +7 pts.

Deep Strike: Drone sentry turrets may Deep Strike (dropped from Orcas or Mantas) at +1 pt per model, if the mission permits. Each turret should be positioned separately using the Deep Strike rules, they do not have to deploy together. If the turret lands on another vehicle then both vehicles take a glancing hit from the impact. If it lands on impassable terrain or deviates off the table then the turret is destroyed.

Heavy Support: A team of Drone sentry turrets is a Heavy Support choice for a Tau army. A team may be transported in an Orca or Manta.

Fortifications. If playing a scenario where the Tau can take fortifications then a Drone Sentry Turret team counts as a Troop choice. A Tau player may purchase Drone sentry turrets as part of the Defender's Armoury in a Cityfight game.

SPECIAL RULES

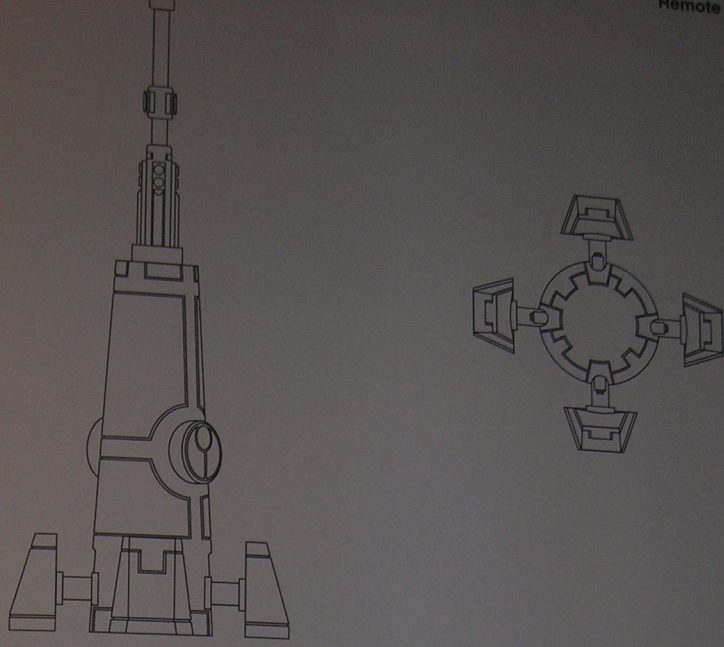
Pop-up Turret: A Drone sentry turret only counts as open-topped once it has opened fire. If a sentry turret fired last turn then it counts as an open-topped vehicle. If the Sentry turret did not fire last turn then it does not count as open-topped.

Damage: If the turret takes a Crew Shaken or Crew Stunned result (and can therefore not fire), then the turret will automatically close, this is part of the turret's defence against incoming fire. It will not count as open-topped in subsequent turns. If the turret takes an Immobilised damage result, then this has no effect, but the turret still counts as damaged for the purposes of calculating Victory Points.

Markerlight Targeting: A model equipped with a Markerlight can designate a target point for a single deep striking Drone sentry turret. Nominate a target point within LOS and range of the markerlight and the Drone sentry turret will land on that point – do not roll for scatter. The model with the markerlight cannot move whilst designating the point, or fire another weapon in the Shooting phase.

Victory Pts: Drone sentry turrets may not claim Victory Points for occupying table quarters or other objectives.

Thought for the day:
Within the dark and forgotten places
hide the enemies of the Emperor.



0-1 REMOTE SENSOR TOWER TEAM

	Points	Front Armour	Side Armour	Rear Armour	BS
Remote Sensor Tower	40	10	10	10	2(3)

Thought for the day:
In Nostra Manus – Progenies Futuris.

Type: Immobile

Crew: Drones

Team: A team consists of 1-3 Remote sensor towers.

Weapons: A Remote sensor tower has a Markerlight, Target Lock and a Sensor Array. A Remote sensor tower always has a Targeting Array.

Options: None.

Troops: A team of Remote sensor towers is a Troops choice for a Tau army.

Fortifications: A Tau player may also purchase Remote sensor towers as part of the Defender's Armoury in a Cityfight game.

SPECIAL RULES

Markerlight: This functions as a standard Markerlight, illuminating a target for another weapon or Seeker missile.

Target Lock: The Remote sensor tower can communicate information on potential targets directly to Tau vehicles in the area. At the start of the Tau player's Shooting phase choose a single Tau vehicle on the table, and it counts as having the Target Lock

upgrade for that turn's firing only.

Sensor Array: The Sensor Array detects enemy activity in the vicinity of the tower, acting as a sentry. These sensors allow the tower to detect infiltrators and secret deployment. If enemy infiltrators set up within 4D6" of the tower then the tower may take a 'free' shot at them with its Markerlight (or sound the alarm in a raid scenario). If the Markerlight hits, then a Seeker missile can immediately be launched. These shots are taken before the battle begins and may cause infiltrators to fall back.

These shots are taken before the battle begins and may cause infiltrators to fall back.

Damage: If the tower takes a Crew Shaken or Crew Stunned result (and therefore cannot fire), then it cannot use its Markerlight, Target Lock or Sensor Array.

If the turret take as Immobilised damage result, then this has no effect, but the turret still counts as damaged for the purposes of calculating Victory Points

Victory Pts: Remote sensor towers may not claim Victory Points for occupying table quarters or other objectives.



BARRACUDA

	Points	Front Armour	Side Armour	Rear Armour	BS
Barracuda	220	10	10	10	3 (4)

Type: Flyer

Crew: (1) Tau Air Caste

Thought for the day:
Obedience is the maker of armies.

Weapons: The Barracuda is armed with an ion cannon, two burst cannons and twin-linked missile pods. Note the burst cannons are not twin-linked and fire separately.

Options: The Barracuda can be upgraded to carry up to four Seeker missiles for +10 pts each. These can be controlled by any model with a Markerlight.

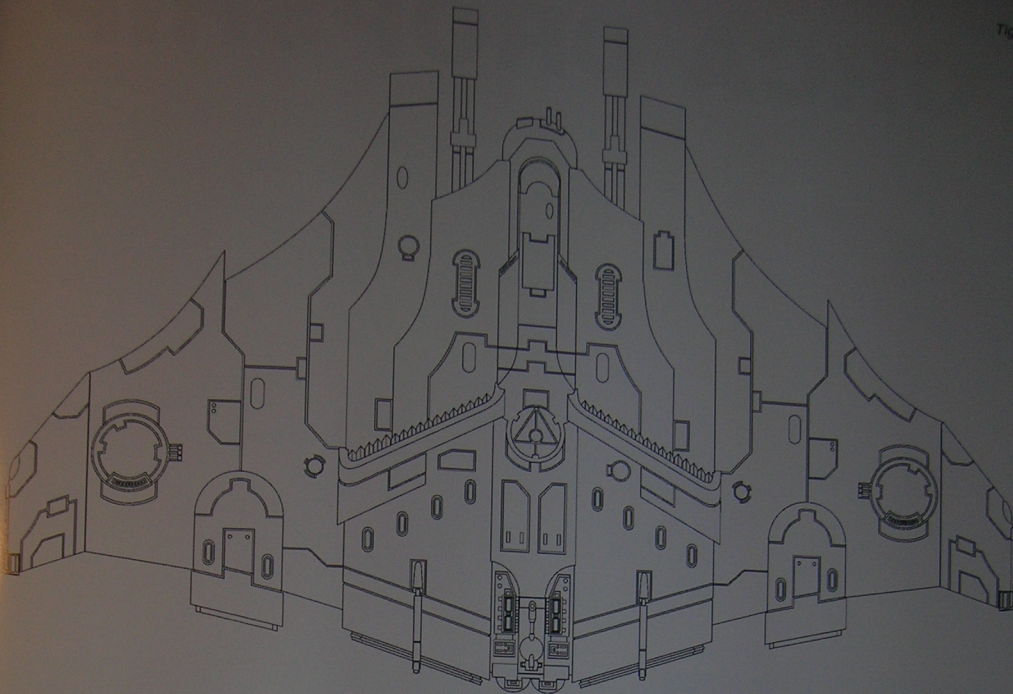
The Barracuda can take any of the following vehicle upgrades as described in the Tau Codex: Blacksun filter, Disruption pod, Decoy launcher and Target lock.

Heavy Support: The Barracuda is a Heavy Support choice for a Tau army.

SPECIAL RULES

Weapon	Range	Str	AP	Type	Notes
Ion cannon	60"	7	3	Heavy 3	-
Burst cannon	18"	5	5	Assault 3	-
Missile pod	36"	7	4	Assault 2	-
Seeker missile	Unlimited	8	3	Heavy 1	*1

*1 These weapons are controlled by any model with a Markerlight. Any model equipped with a Markerlight may request a single missile to be launched if they score a hit on the desired target with their Markerlight. The Seeker missiles can be fired as normal in the Tau's Shooting phase, after the Barracuda has arrived from being in reserve and been placed on the table edge, but before it makes its attack run. Seeker missiles are an exception to the rule that flyers may not fire in their own turn, only on an attack run in their enemy's turn.



TIGER SHARK

	Points	Front Armour	Side Armour	Rear Armour	BS
Tiger Shark	520	10	10	10	3 (4)

Type: Super-heavy Flyer

Structure Points: 2

Crew: (2) Tau Air Caste

Thought for the day:
Our enemies cannot stop us.
They can only test our faith,
strength and courage.

Weapons: The Tiger Shark is armed with twin-linked Ion cannons, two burst cannons and twin-linked missile pods. Note the burst cannons are not twin-linked and fire separately. The Tiger Shark has three drone racks carrying 14 drones in total.

The Tiger Shark is always equipped with a Targeting Array. It is also equipped with a Decoy launcher, as described in the Tau Codex. The points cost for these upgrades is included in the Tiger Shark's points value.

Options: The Tiger Shark may replace its twin-linked ion cannons and drone racks with twin-linked heavy railguns for +150 pts. It may also take a rack of 6 Seeker missiles and a networked Markerlight for +70 pts.

The Tiger Shark can take any of the following vehicle upgrades as described in the Tau Codex: Blacksun filter, Disruption pod.

Super Heavy Detachment: As a Super-heavy flyer the Tiger Shark must be taken as a separate detachment. A detachment consists of 1-3 Tiger Sharks.

SPECIAL RULES

Drone Rack: The Drone racks may be deployed on any attack run without the flyer having to land. The drones deploy by the normal rules for Deep Strike, but as they deploy during the attack run in the opponent's turn, they may move, shoot and assault normally in the Tau player's subsequent turn. Any number of squadrons can be deployed in a single turn.

Escape Pod: If the Tiger Shark is destroyed, nominate a point on the table and scatter the pod 2D6" as with the rules for Deep Strike. If the pod scatters so that it is off the table, it is counted as having escaped safely; see below. If not, place two Tau models within 2" of it (count as Fire Warriors with no weapons). The crew are counted as being below half strength and are worth 0 Victory Points on their own, but their vehicle counts as only being damaged for Victory Points purposes whilst the crew are still alive or if they escape.

Heavy Railgun

	Range	Str	AP	Type	Notes
Railgun	108"	10	1	Ordnance1/ Titan-killer	
- sub-munitions	108"	7	3	Ordnance1/ blast	

ORCA

	Points	Front Armour	Side Armour	Rear Armour	BS
Orca	390	11	11	10	3

Type: Super-Heavy Flyer, Orbital Lander

Structure Points: 3

Crew: 3. 1 Air Caste, 2 Fire Caste operators

Weapons: The Orca is armed with twin-linked long-barrelled burst cannons and a missile pod.

Options: The Orca can take any of the following vehicle upgrades as described in the Tau Codex; Blacksun filter, Disruption pod, Decoy Launcher, Targeting array, up to 4 Seeker missiles.

Transport: The Orca may carry 24 Tau warriors*, up to 8 Gun Drones and 1 Ethereal.

In addition it can also carry up to 24 Tau warriors or Gun Drones.

or up to a maximum of 6 Crisis battlesuits (each battlesuit counts as 4 Tau warriors).

or up to a maximum of 3 Broadside battlesuits (each battlesuit counts as 8 Tau warriors).

or up to a maximum of 6 Heavy Gun Drones (each Heavy Gun Drone counts as 4 Tau warriors).

or up to a maximum of 4 Drone sentry turret (each Drone sentry turret counts as 6 Tau warriors).

or up to a maximum of 2 Tetra's (each Tetra counts as 12 Tau warriors).

or up to a maximum of 6 Krootox (each Krootox counts as 4 Tau warriors).

or up to a maximum of 12 Kroot Hounds (each Kroot Hound counts as 2 Tau warriors).

* Tau warrior includes Fire Warriors, Stealthsuits, Pathfinders, or Kroot.

Super Heavy Detachment: As a Super-heavy Flyer the Orca must be taken as a separate detachment.

A detachment consists of 1-3 Orcas.

Access Points: 1. The Orca has a rear ramp.

Fire Points: 0

SPECIAL RULES

Rapid Deployment: Rather than land on a dangerous, fire-swept, drop zone, the Orca can drop its passengers from the rear ramp without halting, skimming low over the ground whilst the squads, drones and battlesuits disembark via jetpacks. Instead of halting to deploy troops (like an orbital lander), squads can disembark from the back of the Orca anywhere along its flight path. This is treated just like normal disembarking from a vehicle. Place the models within 2" of the rear ramp before moving the Orca on to the next drop point. Troops which disembark do nothing else until the start of their next turn. Alternatively, the Orca can land using the Orbital Lander rules.

Escape Pod: If the Orca is destroyed, nominate a point on the table and scatter the pod 2D6" as with the rules for Deep Strike. If the pod scatters so that it is off-table, it is counted as escaped safely; see below. If not, place a Tau model within 2" of it (counts as a Fire Warrior with no weapons). The crewman is counted as being below half strength and is worth 0 Victory Points on his own, but the Orca counts only as being damaged for Victory Points purposes whilst the crewman is still alive or if he escapes off the table.

Decoy Launchers: If an Orca is equipped with a decoy launcher then instead of re-rolling an Immobilised glancing hit, you may re-roll an Engine Damaged glancing hit on the Super-heavy Flyers Damage tables. You may only re-roll the damage once, and the second result must stand.

Weaponry:	Range	Str	AP	Type
1b burst cannon	36"	5	5	Assault3
Missile pod	36"	7	4	Assault 2

Thought for the day:
Power does not reside with the Oracle,
but with the Priests.

MANTA				
	Points	Front Armour	Side Armour	Rear Armour BS
Manta	1980	13	12	11 (2) 3 (4)

Type: Super-Heavy Flyer, Orbital Lander

Structure Points: 10

Crew: 9. Tau Air Caste

Weapons: The Manta is armed with twin-linked heavy railguns, 3 x twin-linked long-barrelled ion cannons, twin-linked missile pods, 16 drone-controlled long-barrelled burst cannons (fired using BS2), 10 Seeker missiles (fire a maximum of 2 per turn) and a network Markerlight.

The Manta is always equipped with a Targeting Array for its main weapons. It also has an Energy shield, a Blacksun filter, Escape pod and Decoy launchers.

Options: None.

Transport: 188 Tau warriors* (see below).

Super-Heavy Detachment: As a Super-heavy Flyer the Manta must be taken as a separate detachment. A detachment consists of 1-3 Mantas.

Access Points: 2. The Manta's lower transport deck is an access elevator. It also has a rear ramp.

SPECIAL RULES

Upper Transport Deck Capacity: The Orca may carry 48 Tau warriors*.

or up to a maximum of 12 Heavy Gun Drones (each Heavy Gun Drone counts as 4 Tau warriors).

or up to a maximum of 24 Kroot Hounds (each Kroot Hound counts as 2 Tau warriors).

* Tau warriors includes Fire Warriors, Kroot, Stealthsuits, Pathfinders or Gun Drones. If a Pathfinder squad is deployed from a Manta they do not have to take a Devilfish troop carrier.

Lower Transport Deck Capacity: The Manta may carry 140 Tau warriors* in its lower deck.

or up to a maximum of 4 Devilfish Troop Carriers**.

or up to a maximum of 4 Hammerheads or Sky Rays.

or up to a maximum of 4 Piranhas.

in addition to the 4 vehicles, the lower deck may also carry up to 10 Crisis battlesuits or 5 Broadside battlesuits.

Alternatively, instead of vehicles the lower deck may carry;

or up to a maximum of 50 Crisis battlesuits.

or up to a maximum of 25 Broadside battlesuits.

or up to a maximum of 36 Heavy Gun Drones.

or up to a maximum of 12 Drone sentry turrets.

or up to a maximum of 12 Tetra speeders.

* Tau warriors includes Fire Warriors, Kroot and Kroot Hounds, Stealthsuits, Pathfinders or Gun Drones. If a Pathfinder squad is deployed from the lower deck of a Manta then they must take a Devilfish troop carrier.

** Additionally, Devilfish may also be pre-loaded with up to 12 Fire Warriors or Pathfinders.

AA Fire: Due to its size, when firing at a Manta the enemy do not require 6s to hit, as with other aircraft, instead they can always use their own basic BS, just like firing at any other vehicles.

Energy Shield: The Manta is equipped with powerful energy shields and counter measures and has a 4+ Invulnerable Save against all hits.

Decoy Launchers: Decoy launchers are mounted near the engines of the Manta and fire clouds of reflective strips and tiny emitter drones to protect the vulnerable thrusters arrays. The Manta gains a 4+ Save against the effects of an Engines Damage result on the Super-heavy Flyer Damage tables. Roll a dice, on 4+ the result is ignored.

Drone Controlled Sub-Munitions: The Manta's sub-munitions are drone controlled for greater accuracy. When firing sub-munitions the Manta does not roll the additional D6 for deviation whilst moving, its rounds always deviate by a single D6.

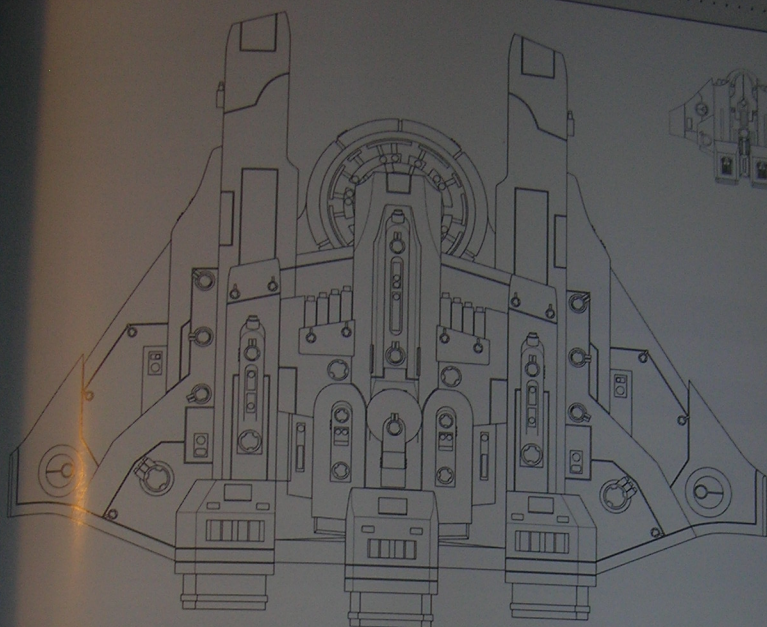
Weaponry:	Range	Str	AP	Type	Notes
1b burst cannon	36"	5	5	Assault3	Drone controlled
1b ion cannon	90"	7	3	Heavy3	
Heavy railgun	108"	10	1	Ordnance1/ Titan-killer	
sub-munitions	108"	7	3	Ordnance1/ blast	
Missile pod	36"	7	4	Assault2	
Seeker missile	unlimited	8	3	Heavy1	

Thought for the day:
By thy colours will the foe know thee,
By thy banners will the foe fear thee.

ORES EL'LEATH (CUSTODIAN) CLASS CARRIER

Tau Fleet

310 pts



The Custodian is the largest of the next generation of Tau vessel yet encountered. It is a huge carrier transporting squadrons of attack craft and Mantas which fly in support of the rest of the Tau fleet. As well as its own protective firepower, the Custodian also transports three dedicated escort vessels, codenamed Wardens. The Wardens small size limits their etherdrive capability, so in order to operate effectively they are carried by their mothership and launched upon arriving in system. Their role is to protect the mothership, so they rarely stray too far.

The Custodian class carrier, the *A'rho*, was perceived to be the main threat to the Imperial fleet around Taros, and as such was remorselessly hunted down and eventually destroyed by Fleet Admiral Kotto.

TYPE/HITS	SPD	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/10	20cm	45	2	5+	5
ARMAMENT		RANGE/SPD		FIREPOWER /STR	
Prow gravitic launcher		20-40cm		4	
Port railgun battery		45cm		4	
Starboard railgun battery		45cm		4	
Port ion cannon		30cm		1	
Starboard ion cannon		30cm		1	
Port launch bay		Barracudas: 25cm Mantas: 20cm		4 squadrons	
Starboard launch bay		Barracudas: 25cm Mantas: 20cm		4 squadrons	
Ventral grav-hooks		-		Cap: 3 Wardens	

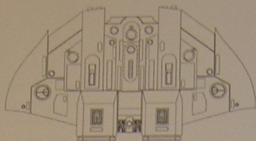
All Custodians are fitted with a prow deflector to raise their front armour to 6. This is disabled if the ship suffers a prow critical hit.

30 pts

KIR'LA (WARDEN) CLASS CARRIER ESCORT

TYPE/HITS	SPD	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	90	1	5+	1
ARMAMENT		RANGE/SPD		FIREPOWER /STR	
Prow ion cannon		30cm		1	
Prow railgun battery		30cm		2	

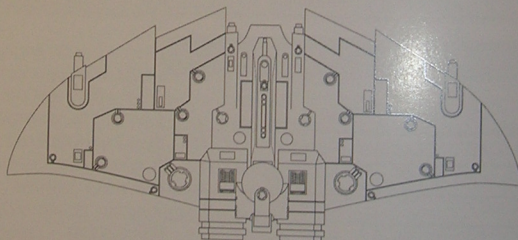
KIR'SHASHVRE (CASTELLAN) CLASS HEAVY ESCORT



The Castellan is the Wanderer's capable of independent action for starship combat. It is deployed as a traditional escort vessel, comparable to the Imperial Navy's Firestorm class frigates. Amongst the fleet deployed Castellans in support of their larger vessels.

TYPE/HITS	SPD	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	90	1	5+	2
ARMAMENT		RANGE/SPD	FIREPOWER /STR		FIRE ARC
Prow gravitic launcher		20-40cm	2		Front
Prow railgun battery		30cm	3		Front/left/right

LAR'SHI'VRE (PROTECTOR) CLASS WARSHIP



The Protector is the Tau's main vessel, designed and built for the purpose of engaging and destroying enemy in fleet actions. It is armed and versatile, carrying a variety of different weaponry to best the foe. A Protector is designed to match Imperial cruisers on even terms whilst lacking the great bulk and structure of a cruiser, packing considerable firepower.

Two Protectors formed the right flank of the Tau fleet around the transport ships.

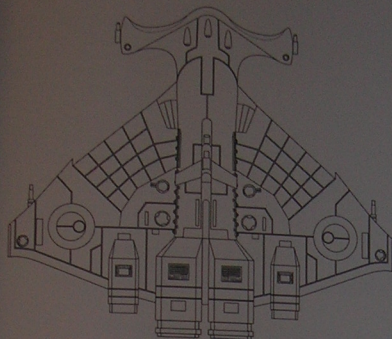
TYPE/HITS	SPD	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/6	20cm	45	2	5+	3
ARMAMENT		RANGE/SPD	FIREPOWER /STR		FIRE ARC
Prow gravitic launcher		20-40cm	6		Front
Prow railgun battery		45cm	2		Front
Port railgun battery		45cm	2		Front/left
Starboard railgun battery		45cm	2		Front/right
Prow ion cannon		45cm	2		Front
Prow launch bay		Barracudas: 25cm Mantas: 20cm	2 squadrons		—

All Protectors are fitted with a prow deflector to raise their front armour to 6. This is disabled if the ship suffers a prow critical hit.

IL'PORRUI (EMISSARY) CLASS ENVOY SHIP

Tau Fleet

130 pts



The Emissary is not a true fighting vessel, but a transport for Water Caste dignitaries, Tau commanders and Ethereals. Despite its size, the Emissary is well equipped and perfectly capable of looking after itself against all but the largest enemy capital ships.

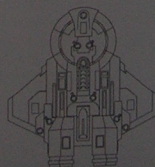
These ships are becoming common within the Tau Empire, and often rove out into the Empire's fringes on diplomatic missions to the Tau's neighbours. They are also used as large merchant vessels, and are becoming something of a workhorse within Tau space.

TYPE/HITS	SPD	TURNS	SHIELDS	ARMOUR	TURRETS
Cruiser/4	20cm	45	1	5+	2
ARMAMENT		RANGE/SPD	FIREPOWER /STR		FIRE ARC
Prow gravitic launcher		20-40cm	3		Front
Prow railgun battery		45cm	4		Front
Port railgun battery		30cm	2		Front/left
Starboard railgun battery		30cm	2		Front/right
Port launch bay		Barracudas: 25cm	1 squadron		—
Starboard launch bay		Barracudas: 25cm	1 squadron		—

All Emissaries are fitted with a prow deflector to raise their front armour to 6. This is disabled if the ship suffers a Prow critical hit.

TAU TRANSPORT

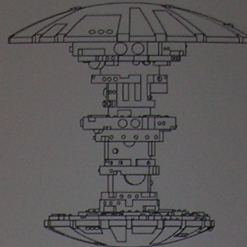
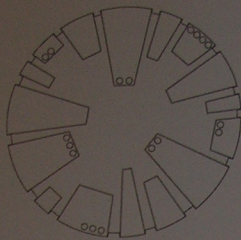
pts: special



The Tau Empire thrives on the trade between its Septs, and transports are the workhorses of the trade routes. Small vessels, with limited crews, there have been many different types of transports identified, but all are similar in design. Transports are general only armed for self-defence and have a large hold for transporting goods.

TYPE/HITS	SPD	TURNS	SHIELDS	ARMOUR	TURRETS
Escort/1	20cm	90	1	5+	1
ARMAMENT		RANGE/SPD	FIREPOWER /STR		FIRE ARC
Prow railgun battery		30cm	2		Front/left/right

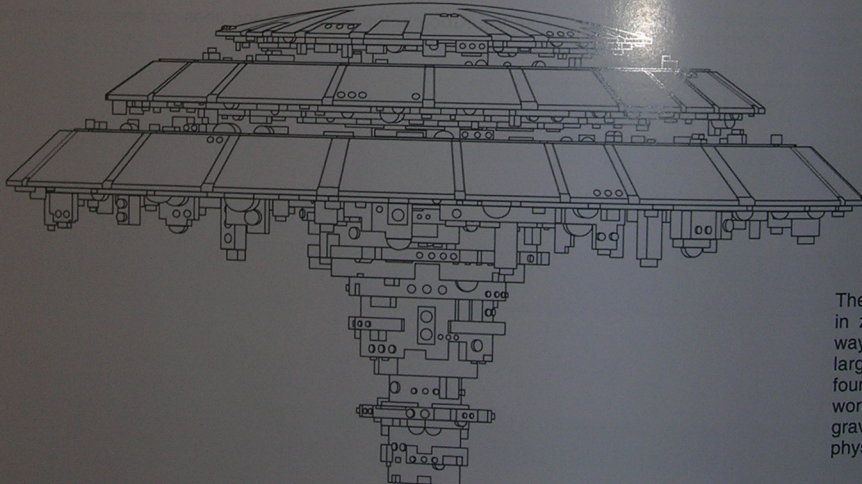
SECURITY ORBITAL



The Tau Empire is linked by a network of small orbital waystations. These waystations have many different roles, but all serve as stopping-off points on long journeys. They mark the routes between Tau Septs and serve as communication relay points. They are operated and maintained by the Caste.

TYPE/HITS	SPD	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/4	0	0	1	5+	3
ARMAMENT		RANGE/SPD	FIREPOWER /STR		FIRE ARC
Railgun battery		45cm	4		All round
Ion cannons		30 cm	2		All round
The Security Orbital is fitted with tracking systems.					

AIR CASTE ORBITAL CITY



The Tau Air Caste live much of their lives in zero-gravity, either as spacewaystation crew, or in the Caste's large orbital habitats, which can be found above most well-established worlds. Tau of the Air Caste can adapt to zero-gravity, but the effects upon their physiology is unknown.

TYPE/HITS		SPD	TURNS	SHIELDS	ARMOUR	TURRETS
Defence/12		0	0	4	5+	4
ARMAMENT		RANGE/SPD		FIREPOWER /STR		FIRE ARC
Railgun battery		45cm		12		All round
Launch bay		Mantas 20cm		4 squadrons		-
The orbital habitat is fitted with tracking systems.						

Once captured (usually as newly born or very young), the Kroot rear and domesticate their Great Knarlocs for a variety of uses. Around Kroot settlements, Great Knarlocs are a common sight.

Great Knarlocs are most commonly used by Kroot forces as baggage animals, to carry heavy equipment and supplies whilst on campaign. These domesticated creatures are kept chained and muzzled for safety, but they are not expected to fight in combat. Occasionally a baggage column might be caught up in a battle, for example, if a Kroot column is caught in an ambush. In this case, the Goads and the Great Knarloc will be forced to fight to defend themselves.

Other Great Knarlocs are trained to fight, goaded into battle by their handlers whilst some Great Knarlocs, once old enough, are trained to carry riders and used to mount weapons, much like the more common Krootox. These weapon mounts are not as common as the herded beasts or those used to carry heavy loads, which are easier to train. They make effective assault troops supporting the Carnivore squads, able to provide heavy weapons fire, or quickly advance and join an assault, using the Great Knarloc natural predatory instincts in close combat.

The Kroot bolt thrower is a primitive but effective weapon by the Kroot since long before they encountered the Tau. As with Kroot rifles and guns the Tau have aided their efforts by using Tau technology to improve the Kroot's weapon. Instead of the basic sharpened bolts the Tau provide fused explosive tips, making them far more dangerous. The tips are a smaller version of the warheads used in Tau missile pods. The bolt thrower is fired by an ingenious hand system which drops bolts from the magazine into position quickly re-draws the bow string, allowing it to keep up a rate of fire for little effort on behalf of the crew.

GOADED GREAT KNARLOC HERD

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Great Knarloc	60	4	-	6	5	5	3	3	7	6+
Kroot Goad	+ 10 each	4	3	4	3	1	3	1	8	6+
Shaper	+ 21	4	3	4	3	3	3	3	8	6+

Herd: Each Great Knarloc must be accompanied by 4-8 Kroot Goads. A maximum of one Kroot must be upgraded to a Shaper at an additional cost of +21 pts. Some Shapers carry weapons gifted by their employers and may choose additional equipment from the armoury.

Thought for the day
Be just and fear nothing

Equipment: The Great Knarloc is armed with a large, sharp beak and claws. The Goads and Shaper are armed with a Kroot rifle and a goad-stick (used for prodding the Great Knarloc in the right direction).

Heavy Support: 1-3 Great Knarlocs and Goads are a single Heavy Support choice for a Kroot Mercenary army.

A single Great Knarloc and 4-8 Kroot Goads are a Heavy Support choice for a Tau army or any other army allowed to use a Kroot Mercenary force. The army may only include a Great Knarloc if it also includes at least one Kroot Carnivore squad.

For the purposes of mission objectives, a Great Knarloc with no remaining Goads cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

SPECIAL RULES

Rending Beak: The Great Knarloc has a powerful beak, capable of crushing through armour and bone. Any close combat attacks which roll a 6 to hit automatically inflicts a wound with no Armour Save possible. Other attacks which hit must roll to wound as normal, and the victim receives their normal Armour Save.

If a Great Knarloc rolls a 6 for armour penetration against a vehicle, it rolls another D6 and adds the result to the total armour penetration score.

Feeding Frenzy: An angry Great Knarloc is a voracious creature. When rolling its 'to hit' dice in close combat, if the Great Knarloc rolls more 1s than 6s it gets carried away and eats one of its Goads. Immediately remove the closest Goad from play.

Hyperactive Nymune Organ: The Great Knarloc and its all its Goads are all affected by the Hyperactive Nymune Organ adaptation. This means that the entire unit counts as Fleet of Foot. In the Shooting phase you may declare that the unit is going to run instead of shoot. Roll a D6. The result is the distance the unit may move in the Shooting phase. This move is unaffected by difficult terrain.

Hits on the Squad: The Great Knarloc is far larger than its Goads and is more likely to be hit by incoming fire. Randomise any hits on the squad by rolling a D6. 1-3 the shot hits the Kroot Goads. 4-6 hits the Great Knarloc.

If all the Goads are killed then the Knarloc must make a Leadership test. If it passes it is enraged enough to fight on as normal. If it fails the Great Knarloc flees the battlefield, remove it from play.

Signature Evolutionary Adaptations: The Great Knarloc is not affected by signature evolutionary adaptations. The Goads and Shaper must take the same adaptation as the rest of the army.

Fieldcraft: The Great Knarloc benefits from the Kroot Fieldcraft special rule. They gain the +1 to their Cover Save in woods or jungles, and do not take Difficult Terrain tests when moving in woods or jungles. The Goads also benefit from the Fieldcraft special rule.



0-1 MOUNTED GREAT KNARLOC HERD

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Great Knarloc	70	4	3	6	5	5	3	3	7	6+

Thought for the day:
Attack, attack! No prisoners!

Herd: A herd consists of 1-3 Great Knarlocs, each with two Riders.

Equipment: A Kroot bolt thrower. The Great Knarloc is armed with a large, sharp beak and claws.

Options: The bolt thrower can be loaded with explosive bolts at +15 pts, or it can be upgraded to a twin-linked Kroot gun for +30 pts.

Heavy Support: 0-1 Great Knarloc herd are a Heavy Support choice for a Kroot Mercenary army.

A Great Knarloc herd is a Heavy Support choice for a Tau army. The army may only include a Great Knarloc herd if it also includes at least one Kroot Carnivore squad.

For the purposes of mission objectives, a Great Knarloc can capture table quarters, hold objectives and counts as surviving troops in a Meat Grinder battle.

SPECIAL RULES

Rending Beak: The Great Knarloc has a powerful beak, capable of crushing through armour and bone. Any close combat attacks which roll a 6 to hit automatically inflicts a wound with no Armour Save possible. Other attacks which hit must roll to wound as normal, and the victim receives their normal Armour Save.

If a Great Knarloc rolls a 6 for armour penetration against a vehicle, it rolls another D6 and adds the result to the total Armour Penetration score.

Hyperactive Nymune Organ: The Great Knarloc is affected by the hyperactive nymune organ adaptation. This means that it counts as 'Fleet of Foot'. In the Shooting phase you may declare that it is going to run instead of shoot. Roll a D6. The result is the distance the unit may move in the Shooting phase. This move is unaffected by difficult terrain.

Signature Evolutionary Adaptations: The Great Knarloc is not affected by signature evolutionary adaptations.

Fieldcraft: The Great Knarloc benefits from the Kroot Fieldcraft special rule. They gain the +1 to their Cover Save in woods or jungles, and do not take Difficult Terrain tests when moving in woods or jungles.

Weapon	Range	Str	AP	Type
Kroot bolt thrower	36"	4	-	Assault/1
Explosive bolt	36"	6	6	Assault/1, Blast
Kroot gun	48"	7	4	Rapid Fire



0-1 GREAT KNARLOC BAGGAGE HERD

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Great Knarloc	25	4	-	5	5	5	2	2	7	6+
Kroot Goad	+ 10 each	4	3	4	3	1	3	1	8	6+

Thought for the day:
Hate, hate, hate!
This is our mantra.

Herd: Each herd consists of 1-3 Baggage Great Knarlocs. Each Great Knarloc must be accompanied by 1-2 Kroot Goads.

Equipment: The Great Knarloc is armed with claws. The Goads are armed with a Kroot rifle.

Troop Choice: 0-1 Baggage herd is a single Troops choice for a Kroot Mercenary army. It may not be taken as one of the compulsory Troop choices, these must be filled with other Troops before a Baggage herd can be selected. If a Kroot army is being ambushed they may add a single Baggage herd to their force for free.

A single Great Knarloc and 1-2 Kroot Goads are a Troops choice for a Tau army or any other army allowed to use a Kroot Mercenary force. The army may only include a Great Knarloc if it also includes at least one Kroot Carnivore squad.

For the purposes of mission objectives, a Great Knarloc with no remaining Goads cannot capture table quarters, hold objectives or count as surviving troops in a Meat Grinder battle.

SPECIAL RULES

Hyperactive Nymune Organ: The Great Knarloc and all its Goads are affected by the hyperactive nymune organ adaptation. This means that the entire unit counts as Fleet of Foot. In the Shooting phase you may declare that the unit is going to run instead of shoot. Roll a D6. The result is the distance the unit may move in the Shooting phase. This move is unaffected by difficult terrain.

Hits on the Squad: The Great Knarloc is far larger than its goads and is more likely to be hit by incoming fire. Randomise any hits on the squad by rolling a D6. 1-2 the shot hits the Kroot Goads; 3-6 hits the Great Knarloc.

If all the Goads are killed then the Knarloc must make a Leadership test. If it passes it is enraged enough to fight on as normal. If it fails, the Great Knarloc flees the battlefield, remove it from play.

Signature Evolutionary Adaptations: The Great Knarloc is not affected by signature evolutionary adaptations. The Goads and Shaper must take the same adaptation as the rest of the army.

Fieldcraft: The Great Knarloc benefits from the Kroot Fieldcraft special rule. They gain the +1 to their Cover Save in woods or jungles, and do not take Difficult Terrain tests when moving in woods or jungles. The Goads also benefit from the Fieldcraft special rule.



KNARLOC RIDER HERD

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Knarloc	40	4	3	5	4	3	3	2	8	6+

Thought for the day:
Let the alien bow down
before our sword.

Herd: A herd numbers from 3-6 Knarloc Riders

Equipment: The rider is armed with a Kroot rifle. The Knarloc is armed with a sharp beak and claws.

Fast Attack: A Knarloc Rider herd is a Fast Attack choice for a Kroot Mercenary force.

0-1 Knarloc Rider squad is a Fast Attack choice for a Tau army, but it may only be taken if the army also includes at least one Kroot Carnivore squad.

SPECIAL RULES

Cavalry: Knarloc Riders are cavalry, and the special rules for cavalry apply to the unit.

Eaters of the Dead: Both the Kroot Rider and Knarloc are voracious carnivores and will often let a defeated enemy escape whilst they feast on the flesh of the fallen. The Knarloc Rider must pass a Leadership test in order to pursue a foe defeated in close combat or make a sweeping advance. If the test is failed the Knarloc Rider squad must consolidate.

Hyperactive Nymune Organ: The Knarloc and its Rider are all affected by the hyperactive nymune organ adaptation. This means that the entire unit counts as Fleet of Foot. In the Shooting phase you may declare that the unit is going to run instead of shoot. Roll a D6. The result is the distance the unit may move in the Shooting phase. This move is unaffected by difficult terrain.

Signature Evolutionary Adaptations: The Knarloc is not affected by signature evolutionary adaptations.

Fieldcraft: The Knarloc and Rider benefits from the Kroot Fieldcraft special rule. They gain the +1 to their Cover Save in woods or jungles, and do not take Difficult Terrain tests when moving in woods or jungles.



ENCLOSED BASILISK

	Points	Front Armour	Side Armour	Rear Armour	BS
Basilisk	120	12	10	10	3

Thought for the day:
Inspiration grows from
the barrel of a gun.

Type: Tank

Crew: 4. Imperial Guard

Weapons: The Basilisk is armed with an Earthshaker cannon and a hull-mounted heavy bolter.

Options: The Basilisk may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, pintle-mounted heavy stubber, rough terrain modification, searchlight, track guards, smoke launchers.

The Basilisk may be modified to fire indirectly as described in the special rules below at a cost of +25 pts.

Heavy Support: The Basilisk is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Indirect Fire: The Earthshaker can fire 'indirectly' at targets it can't see in the same way as a mortar or Whirlwind. Earthshakers that fire indirectly obey the normal Earthshaker cannon rules, except that they become Barrage (ie, Guess ranges) weapons with a range G36"-240". Note the minimum Guess range is 36".

ENCLOSED MEDUSA SIEGE GUN

	Points	Front Armour	Side Armour	Rear Armour	BS
Medusa	155	12	10	10	3

Thought for the day:
Your purpose is greatness.

Type: Tank

Crew: 4. Imperial Guard

Weapons: The Medusa is armed with a Medusa siege gun and a hull-mounted heavy bolter.

Options: The Medusa may be given any of the following from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, pintle-mounted heavy stubber, rough terrain modification, searchlight, track guards, smoke launchers.

Heavy Support: The Medusa is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Medusa Siege Gun

Range: 36" Strength: 10 AP: 2 Special: Ordnance1/Blast

Siege Shells: A Medusa can fire siege shells instead of normal rounds, they use the normal blast template. Roll 2D6+10 when rolling for Armour penetration for the Medusa siege gun against bunkers, adding the dice scores together, instead of 2D6, and taking the highest.



BOMBARD					
	Points	Front Armour	Side Armour	Rear Armour	BS
Bombard	145	12	10	10	3

Type: Tank, Open-topped

Crew: 5, Imperial Guard

Weapons: The Bombard is armed with a heavy siege mortar. It has no other weapons.

Options: The Bombard may be equipped with the following vehicle upgrades from the Imperial Guard Codex: camo-netting, extra armour, hunter-killer missile, pintle-mounted heavy stubber, pintle-mounted storm bolter, rough terrain modification, searchlight, track guards, smoke launchers.

A Bombard may be equipped with siege shells for an additional +10 pts.

Heavy Support: A Bombard is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Slow: Due to the weight of its weapon the Bombard can only move slowly. A Bombard is limited to a maximum move of 8" per turn. A Bombard cannot move and fire in the same turn; it must remain stationary to fire.

Bombard Heavy Siege Mortar

Range: G36"-240"

Strength: 8

AP: 3

Type: Ordnance 1/ Massive Blast

Indirect Fire: The heavy siege mortar always fires indirectly at targets it can't see. Bombards are always Barrage weapons with a range of 36"-240". Note the minimum Guess range is 36".

Slow Rate of Fire: The Bombard takes a long time to reload its huge shells. It can only fire once every other turn, so after firing it must miss a turn whilst it reloads. It cannot move and reload at the same time.

Massive Blast: The Bombard uses its own massive blast template. You will need to make a 7" diameter template to represent the explosion of a bombard shell. In all ways this is treated as an ordnance template, deviating etc as per the normal rules - it just affects a larger area.

Siege Shell: A Bombard may be equipped with siege shells. When rolling to penetrate buildings or bunkers, roll 2D6 and add the results together.

Dedicated Ammunition Vehicle: Any Imperial Guard force that contains a Bombard may also include a Trojan and trailer for them. This is the Bombard's dedicated ammunition vehicle. The Trojan counts as part of the same Heavy Support choice as the Bombard itself. Any vehicle upgrades for the Trojan must be paid for as normal. The Trojan is still worth its normal Victory Points should it be destroyed.

Thought for the day:

So it was, so it is, so it ever shall be.

GRIFFON

	Points	Front Armour	Side Armour	Rear Armour	BS
Griffon	75	12	10	10	3

Type: Tank, Open-topped

Crew: (4) Imperial Guard

Thought for the day:
Dying for something is
greater than living for nothing.

Weapons: The Griffon is armed with a heavy mortar and a hull-mounted heavy bolter.

Options: The Griffon may be given any of the following from the Imperial Guard Codex: armoured crew compartment, camo-netting, extra armour, hunter-killer missile, improved comms, mine sweeper, pintle-mounted storm bolter, pintle-mounted heavy stubber, rough terrain modification, searchlight, track guards, smoke launchers.

A Griffon may be equipped with any of the following types of shell; Smoke shells +5 pts, illumination shells +5 pts, siege shells +5 pts, infernus shells +10 pts.

Heavy Support: The Griffon is a Heavy Support choice for an Imperial Guard army.

SPECIAL RULES

Griffon Heavy Mortar

Range: G12"-48" Strength: 6 AP: 4 Type: Ordnance 1/ Blast

High Explosive Shell: These are the standard shells and use the stat line given above.

Instead of firing a high explosive shell a Griffon may be equipped with one of the following types of shell instead.

Siege Shells: Griffon Siege shells use the smaller blast template instead of the ordnance blast template, but count as ordnance in all other respects. Roll 2D6+6 when rolling armour penetration for siege shells against bunkers and buildings, and add the dice together rather than picking the highest.

Illum Shells: Illumination shells are fired at night to light up the battlefield and allow friendly troops to find targets. Once fired high into the sky they burn slowly, drifting down to earth on a parachute.

If the Griffon fires an illum shell then for the rest of the Shooting phase any unit on the table can re-roll their Night Fighting roll for targeting the enemy. They must accept the second roll even if it is worse.

Of course a lighter battlefield for one side is also a lighter battlefield for the other. Your opponent may also re-roll Night Fighting targeting dice in his next Shooting phase.

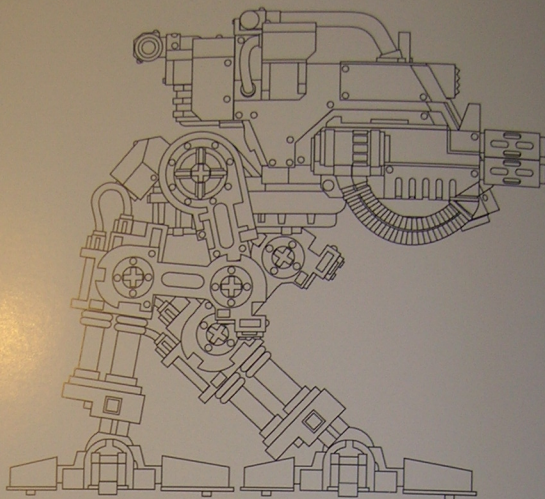
Smoke Shells: Smoke shells are fired to hide friendly forces from enemy fire and create a smoke screen.

Choose a friendly unit within range to protect with a smoke screen. The smoke provides an infantry unit with a 5+ Cover Save. Place some cotton wool in front of the unit to represent the smoke screen. The unit protected by a smoke screen cannot fire through it themselves. If the smoke is fired to hide a vehicle, then it counts as if it had used smoke launchers – any hits are glancing hits.

Infernus Shells: The interior of an infernus shell is filled with a combustible substance, such as oxy-phosphur gel or thermite. This instantly burns, setting the target on fire.

An Infernus shell has the same effect as a high explosive shell, except any infantry unit that is hit must make an immediate Fall Back move to avoid the fire now burning.

Drop sentinel with multi-melta,
Accatran pattern



DROP SENTINEL

	Points	WS	BS	S	Front Armour	Side Armour	Rear Armour	I	A
Drop Sentinel	35	3	3	5	10	10	10	3	1

Type: Walker, Open-topped

Crew: (1) Imperial Guard

Squadron: Consists of between 1 and 3 Drop Sentinels

Weapons: Each Sentinel must be armed with one of the following weapons (a squadron may contain different weapons).
Heavy bolter +5 pts Multi-melta +20 pts

Options: Sentinels may take the following vehicle upgrades; armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, searchlight, smoke launchers.

Transport: A Sentinel may be mounted in a Valkyrie airborne assault carrier. See the Valkyrie entry for points cost and more details.

Fast Attack: A Drop Sentinel squadron is a Fast Attack choice for an Elysian Drop Troop army.

SPECIAL RULES

Deep Strike: Sentinels not carried in a Valkyrie may Deep Strike, if the mission permits, using their grav-chutes to land on the battlefield.

Note: Drop Sentinels are not used in a scouting role and do not benefit from the Sentinel's Scout special rule.

Thought for the day:
The same hammer that shatters the
glass, forges the steel.



0-1 SUPPORT SENTINEL SQUADRON

	Points	WS	BS	S	Front Armour	Side Armour	Rear Armour	I	A
Drop Sentinel	35	3	3	5	10	10	10	3	1

Thought for the day:
Will is not enough. Act.

Type: Walker, Open-topped.

Crew: (1) Imperial Guard.

Squadron: Consists of between 1 and 3 Sentinels.

Weapons: Each Support Sentinel must be armed with one of the following weapons (a squadron may contain different weapons):

Missile launcher +30 pts

Multiple rocket pod +20 pts

Options: Sentinels may take the following vehicle upgrades: armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, searchlight, smoke launchers.

Fast Attack: 0-1 Sentinel Support squadron is a Fast Attack choice for an Imperial Guard army. You must include at least 1 Sentinel squadron in your army to include a Sentinel Support squadron.

0-1 Support Sentinel squadron is a Fast Attack choice for an Elysian Drop Troop army.

SPECIAL RULES

Multiple Rocket Pod

Multiple rocket pods saturate a target area with rapid firing, small fragmentation missiles. They are highly effective anti-infantry weapon used against swarms of lightly armed troops.

Range: 24"

Str: 4

AP: 5

Type: Heavy2, Blast

Missile Launcher

Frag

Range: 65-48"

Str: 4

AP: 5

Type: Heavy1, Blast

Krak

Range: 0-48"

Str: 5

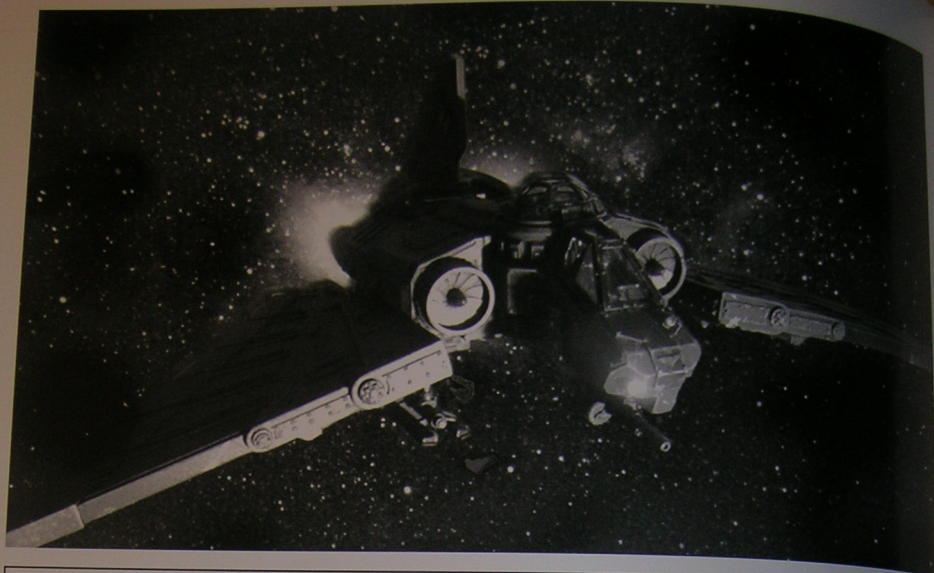
AP: 3

Type: Heavy1

The frag missiles may use indirect fire. It is treated as a Barrage (ie, Guess range) weapon with a minimum range of 8". As a Barrage weapon the frag missiles always causes Pinning tests.

The missile launcher can also be fired in a direct fire role as normal without the minimum range.

Note: Support Sentinels are not used in a scouting role and do not benefit from the Sentinel's Scout special rule.



AQUILA LANDER

	Points	Front Armour	Side Armour	Rear Armour	BS
Aquila	110	11	11	10	3

Type: Flyer, Orbital Lander

Crew: (1) Imperial Navy

Weapons: The Aquila lander has a single nose-mounted heavy bolter.

Options: The Aquila lander may upgrade its heavy bolter to a multi-laser for +5 pts, or an autocannon for +15 pts.

May take the following Imperial Navy Aircraft upgrades: Ejector seats, flame or chaff launcher, armoured cockpit, illum flares, distinctive paint scheme or decals.

Transport: May carry one character and up to 6 other men.

Transport Option: The Aquila lander is a Transport option for an Imperial character and his retinue or bodyguard (see rules below).

Access Points: 1. The Aquila has a single door as an access point for the passengers.

Fire Points: 0

SPECIAL RULES

VTOL Hover Mode: After arriving on the table the Aquila can choose to engage its VTOL hover mode and remain on the table. The Aquila uses its pinion thrusters to hover above the ground. It remains stationary but can turn in any direction to bring its weapons to bear. Whilst hovering it may fire its weapons.

For the purposes of being fired at, treat the Aquila as a moving skimmer whilst in hover mode. It can be targeted using the firer's normal BS. All hits are treated as glancing hits. If the Aquila is immobilised then it is destroyed. Whilst hovering it cannot be attacked in close combat (it is too high off the ground), unless the attacker can fly or has jump packs, in which case it can be assaulted as if it was a moving vehicle.

At the end of its own turn the Aquila may disengage VTOL hover mode, using its main thrusters, and fly off. It now reverts to being a flyer. It will return in the enemy turn on a 2+ as per the normal Flyer rules. It cannot return in the enemy turn immediately after it leaves the table, but must miss that turn as it flies away to gain height and speed for its attack run.

Imperial Character: This is a term to cover a variety of characters from different codexes and army lists. The Aquila is a transport option for any of the following: Inquisitor and retinue (Daemonhunter and Witch Hunters), Techpriest and Servitors (Imperial Guard), Cannoness and bodyguard (Witch Hunters), Preacher and followers (Witch Hunters), Administratum Prefect and bodyguard, Adeptus Arbites Marshall and Arbitrator bodyguard, Imperial Guard General and staff, a single Officio Assassinorum Operative (Daemonhunters and Witch Hunters). It may not be used as a Transport option by any Space Marine characters.

Thought for the day:
You carry the Emperor's Will as a
torch, with it destroy the shadows.

THUNDERHAWK TRANSPORTER

	Points	Front Armour	Side Armour	Rear Armour	BS
T'hawk Transporter	455	12	12	10	4

Thought for the day:
Hope is sin.

Type: Super-heavy Flyer, Orbital Lander

Structure Points: 3

Crew: 2. Space Marines

Weapons: 4 x twin-linked heavy bolters. All Thunderhawk transporters have a decoy launcher.

Options: A Thunderhawk transporter may carry up to 6 hellstrike missiles for +10 pts per missile.

Transport: A Thunderhawk Transporter may carry 2 Rhinos or Rhino variants, or 1 Land Raider or Land Raider variant.

Rhino variants include: Predator, Razorback, Whirlwind, Vindicator, Damocles.

Land Raider variants include: Crusader, Prometheus, Helios.

Transport vehicles may contain any passengers they would normally be carrying. Vehicles and passengers must be paid for separately.

Super Heavy Detachment: As a Super-heavy Flyer the Thunderhawk transporter must be taken as a separate detachment. A detachment consists of 1-3 Thunderhawks or Thunderhawk Transporters.

SPECIAL RULES

Ceramite Shielding: In order to resist the heat of atmospheric entry a Thunderhawk transporter has thick ceramite shielding. This makes it resistant to melta (and melta-type) weapons. Melta weapons, including melta-bombs, never roll an extra dice for armour penetration due to being at half range.

Decoy Flares: If the Thunderhawk transporter takes a glancing hit from enemy fire, then it may fire its decoy flares to re-roll the result. The second result must stand, even if it is better than the first. Decoy flares may only be used once per game.

Unloading Vehicles: Vehicles can disembark from the transporter very quickly. The Thunderhawk transporter lands using the normal orbital lander rules. Simply leave the vehicle or vehicles in place when the transporter takes off again. A landed vehicle may begin moving, shooting etc as normal in their own turn.

Loading Vehicles: An empty transporter can pick up a vehicle by using the Orbital Lander rules to land on top of a vehicle. It must then spend a complete turn on the ground whilst the clamps are secured. When the Transporter takes off it takes the vehicle (and any passengers) with it.

Any damaged vehicle that is removed from the battlefield by a Thunderhawk transporters is worth half its normal Victory Points value to its opponents. Note destroyed vehicles are still worth their full value for Victory Points.

WARHOUND

	Points	Front Armour	Side Armour	Rear Armour	BS
Warhound	450 + wpns	14	13	12	4

Type: Super-heavy Tank

Void Shields: 2

Speed: Normal

Crew: 4. Adeptus Titanicus

Structure Points: 3

Thought for the day:
As our bodies are protected by
adamantium, so our souls are
protected by loyalty.

Weapons: A Warhound must take two weapons from the following list for the points cost given: Plasma blastgun +180 pts; double-barrelled turbo-laser +210 pts; inferno gun +180 pts; Vulcan mega-bolter +180 pts.

Options: None

SPECIAL RULES

Minimum Range: A Warhound may not target units within 12".

Agile Vehicle: The Warhound is fast and manoeuvrable (for a Titan!), but its long strides do not have the straight line speed of a fastest vehicles. It can move up to 6" and fire all weapons, or up to 12" and fire one weapon. It may not move more than 12". It must move in a straight line, but can pivot up to 90° at the end of its move.

Targeting: As a Super-heavy vehicle the Warhound can target different units with its weapons.

Void Shields: Each void shield counts as having an Armour Value of 12. If the Titan has any void shields operating then roll to penetrate void shield rather than the vehicle. If a hit scores a glancing or penetrating hit then the void shield is overloaded and taken down – no additional damage is caused. Only when a Titan has no void shields left do you roll against its Armour Value and then roll for damage for glancing or penetrating hits as normal for a Super-heavy vehicle. Void shields have no effect in close combat.

At the start of its turn a Warhound can attempt to regenerate downed void shields. Roll a D6 for each downed void shield, it is regenerated on a roll of 6.

Titan Tank Shock: Enemy infantry must test at -1 to their Leadership if they are Tank Shocked by a Warhound. The enemy unit may still use the Death or Glory special rule.

Leg Armour: A Warhound has its thickest armour protecting its vulnerable legs. Troops on the ground which assault a Warhound can usually only attack its legs or feet, and therefore all close combat attacks against a Warhound are resolved against Armour Value 14, regardless of which direction the attacks come from. Troops which have jump packs or that can fly ignore this rule and use the Armour Value of whichever facing they are attacking.

Titan Stomp! Unlike other vehicles attacked in close combat, a Titan can fight back, using its weight and size to kick and stomp enemies. It will make 1 attack against any model in base contact with it in the Assault phase. The Titan has a Weapon Skill of 1, an Initiative of 1, and a Strength of 6. Due to the Titan's massive size there is no Armour Save allowed against these attacks (except for Invulnerable Saves) and against vehicles roll 2D6+6 for armour penetration adding both dice together.

Opponents that fight a round of close combat against the Warhound and fail to destroy it (quite a likely occurrence!) automatically fall back unless they are a vehicle or another war machine. Titans never pursue or consolidate – they remain stationary.

Engineer Repairs: Every Titan has a Techpriest as part of its crew, aided by servitors and servo-skulls to keep the Titan running smoothly. At the start of his turn the Engineer may attempt to repair damage to the Warhound. If the Warhound has its engines damaged, weapon destroyed or field destroyed, one of these defects (chosen by the Techpriest) is fixed on a roll of 5+. Note, the Techpriest is always aided by a servitor dedicated to the task, so gains a +1 to the roll (on his own he would require a 6 to fix the damage).

TITAN WEAPONS

Turbo-laser	Range	Str	AP	Type
	12-72"	9	2	Heavy/1, Blast

Notes: The stat line is for a single barrelled turbo-laser. A double-barrelled turbo-laser would be Heavy/2, a triple-barrelled would be Heavy/3, with the extra blast templates treated as a Barrage.

Plasma Blastgun	Range	Str	AP	Type
	12-54"	8	2	Ordnance/1, Blast, Titan-killer.

Note: If a target is under the centre hole of the ordnance template, roll 2D6 for armour penetration and add the results together rather than choosing the highest.

Inferno Gun	Range	Str	AP	Type
	12-36"	6	4	Heavy1, Massive Blast

Note: When firing the inferno gun, designate a target unit and place the massive blast template so that it is at least partially over as many unit members as possible. The whole template must be in range and line of sight. Roll to hit once, using the Titan's BS. If you hit, then all models partially or wholly under the template are hit. If you miss, they are each hit on a roll of 4+. There are no Cover Saves against inferno gun hits.

Vulcan Mega-bolter	Range	Str	AP	Type
	12-36"	6	4	Heavy/10, Rending

Note: Any rolls of 6 to hit cause an automatic wound with no Armour Save (except Invulnerable Saves and Cover Saves). Against vehicles, any Penetration roll of a 6 adds a further D6 to the result.

23rd ELYSIAN REGIMENT

DROP TROOP ARMY LIST

"From the skies!"

Regimental motto

THE IMPERIAL GUARD

The Imperial Guard is the largest fighting force in the galaxy, and the largest military organisation in the long history of Mankind. It is huge, billions upon billions of men at arms and millions of tanks and artillery guns stand ready to fight for the Emperor. It is the Imperial Guard that must bear the brunt of the Imperium's wars. Wherever there is conflict, there is the Imperial Guard.

The manpower for such a vast fighting force is drawn from across the Imperium. They come from primitive feral worlds and hive worlds, from death worlds and savage penal colonies. All must provide recruits for the Imperial Guard. Each planet owes tithes to the Imperium and part of these tithes are taken as manpower.

Many units are formed as infantry regiments, with tens of thousands of men. But there are other more specialised regiments, such as those recruited from the world of Elysia. These are the famous Drop Troops, highly mobile airborne forces, equipped with sophisticated aircraft, weaponry and grav-chutes for long range strikes deep into enemy lines.

WHY COLLECT ELYSIAN DROP TROOPS?

What is the appeal of an Elysian Drop Troop army? Well, I think it can be summed up in two words, air power. If you enjoy the adrenalin rush of fast jets then this is the army for you. You get aircraft, lots of aircraft, and you get high-tech, elite soldiers plunging from the skies directly into battle – pretty cool!

This army's true advantages lie in its speed, unpredictability and unrivalled ability to attack anywhere on the tabletop, anytime. Using deep strikes and Valkyries the Elysians can capture objectives rapidly by dint of overwhelming force and their close range firepower, often relying on demo-charges and special weapons for tank-busting. Failing this, look to the skies. Vultures, Valkyries and Imperial Navy aircraft pack fearsome amounts of firepower, and swooping over the table they can target just about anything. Tactical flexibility is the Elysians true advantage over most other forces, and commanders that learn to use that flexibility well will find there are few situations the Elysians cannot counter quickly and effectively.

Elysians are, by their nature, better suited to some scenarios than others, like raids and breakthroughs (try stopping them in a Blitz mission). In pitched battles they will fare worst, although defending in a Hold at all Costs or in a Rearguard mission would make for characterful games. Certain enemies also pose a serious problem for a mobile light infantry force. Try dropping Infantry squads directly into the heart of Tyranid swarm and I don't think many Elysians will be coming back! But conversely a pair of heavy armed Vultures could inflict terrible casualties on a Tyranid swarm's largest creatures before the troops go in to mop up the Gaunts.

As an Elysian commander you will need to think hard about where and when to attack. Just because a Valkyrie arrives from reserve does not necessarily mean they should immediately drop the troops in. Maybe a few strafing runs should be used first. Valkyries provide a measure of control over an Elysian force that grav-chute do not. Grav-chuting is in more hit and miss, and for an entire force fraught with danger.

This is a very specialised force, and I would suggest not a forgiving one for inexperienced commanders. Being Drop Troops, the Elysians lack many of the heavy weapons needed to defeat the enemies heaviest equipment and vehicles. Only being armed with lasguns and having a basic BS of 3 means they aren't a force that can afford to sit back and firefight with the enemy either. Elysian commanders should not expect to engage the enemy in a conventional stand-up fight and win. Instead, they should seek to take objectives by rapid hard-hitting attacks and then hold them with grim determination and selective targeting of enemy treats. Casualties will often be high, but that is the price Drop Troop regiment's pay for their mobility.

ELYSIAN DROP TROOP LIST

On the following pages you will find an army list that enables you to field an Elysian Drop Troop army for the Taros Campaign. This list includes all the models currently available from Forge World. The army list allows you to fight battles using the scenarios in the Warhammer 40,000 rulebook but also provides enough information to field Elysians in scenarios of your own devising or as part of an ongoing campaign.

The heart of this list is the men of a Drop Infantry company, with Valkyries and Vultures in support and other attached elements like Storm Trooper squads and Sentinels. Other support comes from more specialised equipment and the Imperial Navy flying in close support.

This army list is provided for players who wish to use their Imperial Armour models en masse in games. If you only wish to use one or two models, or a single Elysian squad in a Valkyrie, then I'd recommend sticking with the Imperial Guard Codex army list. The rules for each vehicle detail which choice each Imperial Armour vehicle is for a 'standard' Imperial Guard army.

USING FORCE ORGANISATION CHARTS

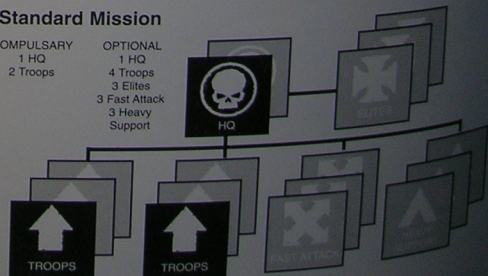
The army lists are used in conjunction with the Force Organisation chart from a scenario. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each light tone box indicates that you may make one choice from that section of the army list, while a dark tone box means you must make a choice from that section.

Note that unless a model or vehicle forms part of a squad or squadron it counts as single choice from those available to the army.

Standard Mission

COMPULSARY
1 HQ
2 Troops

OPTIONAL
1 HQ
4 Troops
3 Elites
3 Fast Attack
3 Heavy
Support



USING THE ARMY LISTS

To make a choice, look at the relevant section of the army list and decide which units you want to have in your army and which upgrades you want to give it (if any). Remember that you cannot field models equipped with weapons and wargear not shown on the model. This includes vehicle upgrades. Once this is done, subtract the points value of the unit from your total points and then go back and make another choice. Continue doing this until you have spent all your points.

Some units are restricted in number, such as 0-1 or 0-2. This is the maximum number of that type of unit an army may include, regardless of points costs. These restrictions have been included in the list to keep it playable and hopefully to encourage players to use more balanced forces.

ARMY LIST ENTRIES

Unit Name: The type of unit, which may also show a limitation on the maximum number of choices you can make for that unit (0-1, for example)

Profile: These are the characteristics of the unit type, including its points cost.

Type: The vehicle type, such as tank or skimmer, which often has other rules relating to it. For details of these rules see the Warhammer 40,000 rulebook.

Crew: Who crews the vehicle. This is usually reflected in the vehicle's BS.

Weapons: The unit's standard weapons

Options: This lists different weapons and equipment options for the unit and the additional points cost that must be paid to take them. Details of upgrades can be found in the Armoury and Wargear section.

Special Rules: Any special rules that apply to the unit.

DOCTRINES

The Elysian Drop Troops have the following doctrines from the Imperial Guard Codex.

Drop Troops
Iron Discipline
Veterans
Storm Trooper squads
Special Weapon squads

ELYSIAN DROP TROOP ARMOURY

A character may carry up to two weapons but only one of these may be a two-handed weapon. Within these limits, a character may add to or replace any weapons he already has with weapons from the armoury. Each model may take up to 50 points worth of wargear. A captain may take up to 100 pts worth of wargear, but no item more than once. All wargear must be represented on the model.

SINGLE-HANDED WEAPONS

Bolt pistol	1 pt
Close combat weapon	1 pt
Plasma pistol	10 pts
Powerfist*	20 pts
Power weapon*	5 pts

TWO-HANDED WEAPONS

Lasgun + auxiliary grenade launcher	3 pts
Bolter	2 pts
Shotgun	1 pt

WARGEAR

Bionics	5 pts
Frag grenades	1 pt

Krak grenades	2 pts
Holy relic	30 pts
(Commissars only, one per army)	
Honorifica Imperialis	25 pts
(one per army)	
Macharian Cross*	20 pts
Master-crafted weapon	15 pts
Medallion Crimson	15 pts
Melta bombs	5 pts
Refractor field*	15 pts
Scanner	2 pts
Trademark item*	10 pts

* Officers & Commissars only.

AIRCRAFT UPGRADES

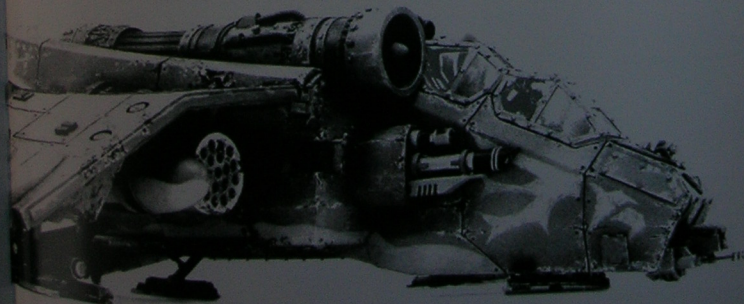
Aircraft may be fitted with the following equipment (see the entry for the aircraft in Imperial Armour volume 1 for details). No duplicates may be chosen for the same aircraft.

Ejector seats	
for Marauder / Destroyer	20 pts
for all other aircraft	10 pts
Flare or chaff launcher	5 pts
Armoured cockpit	20 pts
Infra-red targeting	10 pts
Illum flares	3 pts
Distinctive paint scheme	
or decals	10 pts

VEHICLE UPGRADES

Some Elysian vehicles may be fitted with the following equipment (see the entry for the vehicle in the army list for details). Any upgrades taken must be shown on the model. No duplicates may be chosen for the same vehicle.

Armoured crew compartment	15 pts
Camo netting	1 pt
Extra armour	5 pts
Hunter-killer missile	10 pts
Improved comms	20 pts
Searchlight	1 pt
Smoke launchers	3 pts



ELYSIAN DROP TROOP WARGEAR

This section describes how the specialised Imperial Guard equipment works. These rules supersede those in the Warhammer 40,000 rulebook. Items not listed here function as described in the Warhammer 40,000 rulebook. All wargear chosen must be represented on the model/vehicle.

Bionics

Bionics allow an Imperial Guard character that has suffered a crippling injury to return to service but they do not improve his abilities in any way.

However, there is a chance that an attack will damage a bionic part rather than doing any real harm. To represent this, if a model with bionics is killed, instead of removing it place it on its side. Roll a D6 at the start of the next turn; on a roll of 6 the model is stood back up with 1 wound but on any other roll it is removed as a casualty.

Demolition Charge

A model armed with a demolition charge may use it in the Shooting phase instead of making its normal shooting attack.

Demo charges have a range of 6". The attack is treated in the same way as an ordnance attack, except that the model throwing the charge can move on the turn that he throws it. Place the large template blast marker as you would normally and then roll to see if the charge scatters (due to its short range the charge is almost as dangerous to the user as it is to the target!).

Demo charges are one shot weapons.

Range: 6" **Str:** 8 **AP:** 2 **Type:** Ordnance, Blast **Notes:** Single shot

Auxiliary Krak Grenade Launcher

An auxiliary krak grenade launcher is a single shot grenade launcher mounted under the barrel of a lasgun. Loaded with a krak grenade and used as a squad close support weapon against hard targets and light vehicles. A model may fire either its lasgun or grenade launcher, not both.

Range: 12" **Str:** 6 **AP:** 4 **Type:** Assault 1 **Notes:** Single shot

Vox-Caster

Communications between Imperial Guard units on the battlefield are dealt with by troopers trained to use special vox-caster or comm-link. The size and appearance of a comm-link depends on its place of origin but in game terms they all have the same effects.

If a Command HQ or Command section has a vox-caster, then one squad per turn that also has a vox-caster may use the Leadership value of the officer, no matter where they are located on the battlefield (ie, they don't have to be within 12" of the officer as would normally be the case). You may choose to use the vox-caster at any time (eg, when an eligible squad is about to take a Leadership test or if the Command unit is in reserve).

Hellguns & Hellpistols

Hellguns use a very advanced form of lasgun that utilises a high energy laser beam. In game terms, they are treated as a las weapon of the same type, except that their AP value is 5 rather than '4'.

Holy Relic

A model bearing a holy relic may reveal it once per battle. This may be done at any time, as long as the model with the relic does not move on the turn it is shown.

On the turn the relic is revealed, all Imperial Guardsmen that are within 2D6" get a +1 attack bonus for the rest of that turn. The relic may be revealed in an opposing player's turn if you wish.

Honorifica Imperialis

This award is one of the highest honours that can be won by all ranks of the Imperial Guard. Whatever the original status of the bearer he will use the same profile as a Heroic Captain. He will not become an independent character or an officer as a result but will continue in his role, albeit with better characteristics.

Macharian Cross

The Macharian Cross is awarded only to Imperial Guard officers in recognition of innovative and successful tactical thinking. The bearer can be expected to use initiative in battle. After deployment is

complete (including deploying infiltrators and moving scouts) but before determining who has the first turn, any single infantry squad within 6" of the officer may redeploy up to 12", but must abide by the mission's deployment zones and rules.

Master-Crafted Weapons

A master-crafted weapon follows the normal rules for the conventional weapon except that it allows one failed roll to hit roll per turn to be re-rolled. Such a modified weapon is taken as an upgrade for a weapon already carried by a model and must be represented by a suitably ornate weapon on the model itself. A grenade cannot be master-crafted.

The upgrade cost of 15 points is added to the normal cost of the weapon but only the upgrade cost is taken against the 50 points limit on wargear taken by a model (so a master-crafted power weapon costs 25 points but counts as only 15 points against a character's 50 points Wargear limit).

Medallion Crimson

The Medallion Crimson is awarded to men who have suffered horrific wounds and have not lost their faith in the Emperor or their will to fight on. It takes a lot to stop a man who has earned this decoration. The first time the bearer is wounded by an attack that causes instant death, he just takes a single wound instead.

Medi-Pack

Medi-packs allow a unit with a medic to ignore the first failed Saving throw it rolls in every turn. The medi-pack may not be used on a model that suffers Instant Death or has been hit by a close combat weapon that allows no Armour Save. A medi-pack may not be used if the medic is in base contact with an enemy model.

Power fist

A large armoured gauntlet containing a powerfield generator, which can slice through enemy armour. Wreathed in a crackling energy field a power fist doubles the user's strength (up to a maximum of 10) and a model armed with a power fist ignores Armour Saves. Attacks with a powerfist are always delivered at Initiative 1.

Power Weapons

These weapons generate a crackling energy field that can cut through an opponent's armour like a hot knife through butter. The type of power weapon most commonly used by the Imperial Guard is the power sword. A model armed with a power weapon ignores Armour Saves.

Refractor Field

This piece of equipment produces an energy field that gives the model a 5+ invulnerable Save. This may be used instead of the model's normal Armour Save.

Surveyor

A surveyor (also known as an auspex or scanner) is used to detect hidden enemy troops. If enemy infiltrators set up within 4D6" of a model with a scanner then the model is allowed to take a 'free' shot at them (or sound the alarm in a Raid scenario). If the model is part of a unit, the whole unit may shoot. These shots are taken before the battle begins and may cause the infiltrators to fall back.

Trademark Item

This is something the character carries into battle to show his disregard for the enemy. It could be a swagger stick or a nonchalantly smoked cigar, or something more grandiose like a billowing, scarlet cape or a chestful of shiny medals.

A unit led by a character who carries a trademark item will be reassured by his presence and may re-roll any failed Morale or Pinning checks that it suffers. However, if the character is slain the unit must pass a Morale test to avoid falling back.

ELYSIAN VEHICLE UPGRADES

Armoured Crew Compartment

These may only be added to open-topped vehicles. The vehicle no longer counts as being open-topped.

Camo Netting

Vehicles often carry rolls of camouflage netting that can be unrolled to help hide the vehicle. In scenarios using the hidden set-up rule (see the Warhammer 40,000 rules) vehicles carrying camo netting

can be set up hidden anywhere in their deployment zone, not just in or behind appropriate terrain features.

Extra Armour

Vehicle crews sometimes add extra armour plating to their vehicle to provide a little extra protection. Vehicles equipped with this count 'Crew Stunned' results on the damage tables as 'Crew Shaken' results instead.

Hunter-Killer Missile

These missiles are treated as krak missiles with an unlimited range but may be used only once per battle. Roll to hit and wound or to penetrate armour as normal.

Improved Comms

These upgrades take the form of long 'whip' aerials or other large aerial set-ups. A vehicle with improved comms can communicate with other Imperial Guard formations, such as nearby reserves or artillery support. To represent this, the Improved comms allow the Imperial Guard player to re-roll one Reserves roll per turn, and to re-roll the dice when checking to see if an enemy unit or obstacle is hit by a preliminary bombardment. Regardless of how many improved comms are present, an Imperial Guard player can only use one re-roll per turn.

Searchlight

Searchlights can be used in missions where the rules for night fighting are used (see page 134 of the Warhammer 40,000 rules). They allow one enemy unit spotted by the vehicle to be fired at by any other Imperial Guards within range that have a line of fire. However, a vehicle that uses a searchlight can be fired at by any enemy units in their next turn; they can see the searchlight shining in the dark.

Smoke Launchers

These carry charges that can be fired to hide the vehicle behind a cloud of smoke. Once per game, after completing movement (no matter how far), a vehicle with smoke launchers can trigger them. Place cotton wool around the vehicle to show it is concealed by smoke. The vehicle may not fire and use its smoke launchers in the same turn. Any penetrating hits scored by the enemy in their next Shooting phase count as glancing hits. After the enemy's turn, the smoke disperses with no further effect.

IMPERIAL NAVY AIRCRAFT UPGRADES

Army Lists

Ejector Seats

Should the aircraft be hit, the ejector seat fires the pilot (and crew if present), out of the aircraft and grav-chutes them safely to ground. If the aircraft is destroyed then roll a D6 for each crewman. On a 1-3, the crewman is killed; on a 4+ the crewman manages to successfully eject. Roll a Scatter dice and 4D6 for the direction and distance away from the aircraft that each crewman lands. Roll separately for each crewman. An aircraft crewman counts a single Imperial Guardsman with a laspistol. They are considered to be below half strength for the purposes of morale checks, claiming table quarters, etc. They are worth no Victory Points on their own but if any crew survive the aircraft only counts as damaged for the purposes of the Victory Points total.

Flare or Chaff Launcher

Flares and chaff are launched to fool enemy fire aimed at the aircraft. If it takes a Vehicle Immobilised damage result on the damage tables then re-roll the result. The second result must stand even if it is another Immobilised result. The flare or chaff launcher only works once. Once it has been used it cannot be used again.

Armoured Cockpit

Reinforced armour around the cockpit helps to keep the pilot and crew safe from incoming fire. If the aircraft takes a Crew Shaken, Crew Stunned or Pilot Shaken result on the damage table, then on a dice roll of 4+ the effect is ignored.

Infrared Targeting

The aircraft has been modified to fight at night. When used in a Night Fighting mission, the aircraft can re-roll the dice for the distance it can engage enemies at. You must abide by the second result even if it is worse than the first.

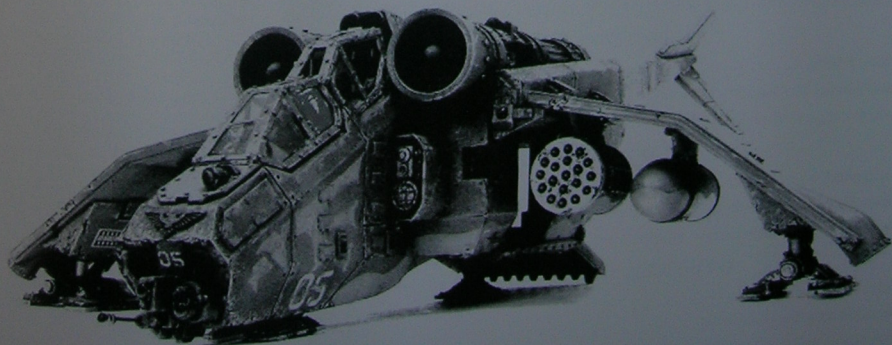
Illum Flare

The aircraft carries a bright flare, which is dropped to illuminate the battlefield at night. The Illum flare can be used in missions where the rules for night fighting are used. They allow one enemy unit spotted by the aircraft to be fired at in the next turn by any other ground forces that are in range and have a line of sight.

Distinctive Paint Scheme or Decals

The crew have painted the aircraft in such a way as to make it stand out. Commonly, the nose of the plane is painted as the face of a monster, or the wings are given bright lightning flashes or similar decoration. This allows troops on the ground to recognise it, giving them the morale boost of knowing the Imperial Navy is at hand.

In the player's own turn, after the aircraft has attacked in the opponent's turn, the first unit to fail a Morale test may re-roll the test. The unit must abide by the second result. To take a distinctive paint scheme upgrade it must be shown on the model.



HEADQUARTERS

0-1 COMPANY COMMAND SQUAD

Company Command Squad	WS	BS	S	T	W	I	A	Ld	Sv
Heroic Captain	4	4	3	3	3	4	3	9	5+
Captain	4	4	3	3	2	4	3	8	5+
Veteran	3	3	3	3	1	3	2	8	5+
Guardsman	3	3	3	3	1	3	1	7	5+

Number/Squad: The Company Command squad consists of one Captain and four Guardsmen, all with grav-chutes.

Weapons: Lasguns.

Options: One model may be armed with the following: flamer at +6 pts; melta gun at +10 pts; plasma gun at +10 pts; grenade launcher at +8 pts.

One model may be given a vox-caster at +5 pts. This may be further upgraded to a master vox-caster for another +20 pts.

The entire Command squad may be given frag grenades for an additional +5 pts. The entire Command squad may be given krak grenades for an additional +10 pts.

Characters: One Guardsman can be upgraded to a Veteran Sergeant for an additional +6 pts. The Captain can be upgraded to a Heroic Captain for +15 pts. The Heroic Captain, Captain and Veteran Sergeant may choose additional equipment from the armoury.

One Guardsman, not equipped with a special weapon or a vox-caster may be upgraded to a Medic at +5 pts. The Medic has a medi-pack.

Transport: The Command squad may be mounted in a Valkyrie airborne assault carrier. See the Valkyrie entry for points cost and more details.

SPECIAL RULES

Iron Disciple: Elysian Drop Troopers are led by superb officers, veterans of many battles, trained to lead from the front by example. Any unit using the Leadership characteristic of an Captain or Heroic Captain ignores the -1 modifier for a Morale or Pinning test for being under half strength and may regroup even if below half strength.

Deep Strike: Elysian Drop Troop Infantry without a transport vehicle may Deep Strike, if the mission permits, using their grav-chutes to land on the battlefield.

Leadership: Any Imperial Guard unit within 12" of the officer may use his Leadership when taking Morale and Leadership tests as long as he isn't in close combat, falling back or pinned.

Each Drop Infantry company is led by a Captain and his Company Command squad. They direct the company in battle and its support heavy weapons. He coordinates the actions of his subordinates with the rest of the regiment.

The Company Command squad allows access to the Heavy Weapons squads. For each Company Command squad you may take 0-2 Fire Support squads, 0-1 Anti-Tank squads, 0-1 Mortar squads, 0-2 Special Weapon squads.

0-2 FIRE SUPPORT SQUADS

Fire Support Squad 85 pts

Number/Squad: Six Guardsmen forming three Heavy Weapon Teams.

Weapons: Lasguns. Each Heavy Weapon Team is equipped with a heavy bolter.

0-1 ANTI-TANK SQUAD

Anti-Tank Squad 100 pts

Number/Squad: Six Guardsmen forming three heavy weapon teams.

Weapons: Lasguns. Each Heavy Weapon Team is equipped with a missile launcher.

0-1 MORTAR SQUAD

Mortar Squad 85 pts

Number/Squad: Six Guardsmen forming three Heavy Weapon Teams.

Weapons: Lasguns. Each team is equipped with a mortar.

0-2 SPECIAL WEAPON SQUADS

Special Weapons Squad 40 pts + weapons

Number/Squad: Six Guardsmen

Weapons: Lasguns. Up to three guardsmen may replace their lasguns with one of the following: flamer at +9 pts; melta gun at +15 pts; sniper rifle at +10 pts; maximum of one demolition charge at +10 pts.

Elysian infantry are supported in battle by a number of man-portable heavy weapons. Each company includes a platoon of heavy weapons, which are then divided up to support the Infantry platoons in combat. As an air-mobile unit they do not employ the largest heavy weapons, such as lascannons, as these are too cumbersome. Instead they rely on heavy bolters, missile launchers and mortars, which can be dropped from Valkyries in drop cannisters and collected by the crew before moving into the attack.

During assaults small squads equipped with special weapons and demo charges are often formed to attack hard targets at very close range.

0-5 COMMISSARS

Commissar	WS	BS	S	T	W	I	A	Ld	Sv	40 pts
Commissar	4	4	3	3	2	4	2	10	5+	

Number: One Commissar with a grav-chute.

Weapons: Las pistol and close combat weapon.

Options: Commissars have access to the Elysian armoury and may select 'Officer only' items also travel in it.

Transport: If the officer they are attached to has a transport Valkyrie then the Commissar will also travel in it.

SPECIAL RULES

Advisors: Each Commissar must be allocated to a squad, starting with the Company Command squad. A second Commissar must be allocated to the Platoon Command Section. If all the Command squads have a Commissar the next Commissars are assigned to Infantry squads, Hardened Veteran squads or Storm Trooper squads. Unattached Commissars may not be used.

Summary Execution: Commissars are tasked with ensuring unwavering dedication to the Imperial Creed and do not tolerate backsliders. If a unit with a Commissar fails a Morale check for any reason, the Commissar will summarily execute the officer or Sergeant leading the squad. This happens automatically – remove the executed model as a casualty. The unit in question is then assumed to have passed the Morale check and continues to fight under the leadership of the Commissar.

The presence of a Commissar in a unit adds +1 to the Leadership characteristic of the Officer or Sergeant commanding the unit for tests affecting the unit.

Even the stoic Elysians are 'advised' in battle by a cadre of Commissars. They are ruthless, fearless individuals whose dedication to the Imperial Creed keeps the troops fighting to the last man, or face summary execution for dereliction of duty!

TRANSPORT OPTION

Valkyrie Airborne Assault Carrier 140 + wpns + upgrades

	Pts	Front	Side	Rear	BS
Valkyrie	140+wpns	11	11	10	3

Type: Flyer, Orbital Lander

Crew: 4. Imperial Navy

Weapons: The Valkyrie is armed with a hull-mounted multi-laser and two door-mounted heavy bolters.

Options: The multi-laser maybe upgraded to a lascannon for +10 pts.

The Valkyrie has two external fuel tanks. The Valkyrie may exchange both the fuel tanks for one of the following: two hellstrike missiles for +20 pts; two multiple rocket pods for +50 pts.

A Valkyrie may take any of the following Imperial Navy Aircraft upgrades: Ejector seats, flare or chaff launcher, armoured cockpit, infra-red targeting, illum flares, distinctive paint scheme or decals.

Transport: A Valkyrie can transport up to 12 models. A Valkyrie is always selected as a transport upgrade for another unit and may only transport the unit it was bought for. Independent Characters that join a unit with a Valkyrie may also travel in it. A Valkyrie can also carry a single Sentinel, Cyclops or sentry gun.

Access Points: Passengers exit via the two side doors and the exit ramp at the back of the fuselage.

Fire Points: None.

SPECIAL RULES

VTOL Hover Mode: The Valkyrie can choose to engage its VTOL hover mode to remain on the table. For full details of the rules for flyers and VTOL hover mode see the Flyer rules in Appendix II.

Heavy Lift: If a Valkyrie is carrying either a Sentinel, Cyclops or sentry gun then it must be equipped with external fuel tanks. Whilst equipped with fuel tanks a Valkyrie may not carry hellstrike missiles or multiple rocket pods.

The Valkyrie airborne assault carrier is the standard transport vehicle of the Elysian Drop Troops. Used for high altitude drops or low level insertions, and armed for fire support during missions, the Valkyrie is also versatile enough to be used in many roles. Be it dropping in heavier equipment such as Drop Sentinels, Cyclops, Sentry guns or drop cannisters full of extra supplies.

ELITES

HARDENED VETERANS

Hardened Veterans Squad

cost of squad

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	8	3	4	3	3	1	3	1	8	5+
Vet. Sergeant	13	3	4	3	3	1	3	2	8	5+

Unit: The squad consists of one Veteran Sergeant and between four and nine Veteran Guardsmen, with grav-chutes.

Weapons: Lasgun or shotgun.

Options: Up to three models may be armed with one of the following: flamer at +6 pts; melta gun at +10 pts; plasma gun at +10 pts; grenade launcher at +8 pts; up to one demolition charge +10 pts; sniper rifle at +10 pts.

One model may be given a vox-caster at +5 pts.

The entire squad may be given frag grenades for an additional +1 pts per model. The entire squad may be given krak grenades for an additional +2 pts per model.

Characters: The Veteran Sergeant may choose additional equipment from the armoury. He may choose 'Officer only' equipment.

Transport: A Hardened Veterans squad may be mounted in a Valkyrie airborne assault carrier. See the Valkyrie entry for points cost and more details.

SPECIAL RULES

Iron Discipline: Elysian Drop Troopers are led by superb officers, veterans of many battles, trained to lead from the front by example. Any unit using the Leadership characteristic of an Officer ignores the -1 modifier for a Morale or Pinning test for being under half strength and may regroup even if below half strength.

Deep Strike: Elysian Drop Troop Infantry without a transport vehicle may Deep Strike, if the mission permits, using their grav-chutes to land on the battlefield.

Infiltrate: Hardened Veterans that do not have a Valkyrie and do not Deep Strike may Infiltrate if the mission being used permits (they are already on the ground ahead of the main attack).

These are the best troops in the regiment, battle-scarred veterans of many campaigns. They are deployed for the most dangerous mission or used for advanced reconnaissance and insertion behind enemy lines. Grizzled survivors, they are given a certain amount of leeway to operate as they need to.

STORM TROOPERS

Storm Troopers Squad

110 pts + cost of vehicle

	WS	BS	S	T	W	I	A	Ld	Sv
Storm Trooper	3	4	3	3	1	3	1	8	4+
Vet Sergeant	3	4	3	3	1	3	2	8	4+

Unit: The squad consists of one Sergeant and nine Storm Troopers, with grav-chutes.

Weapons: Hellguns with targeters. The Sergeant has a Hellpistol and close combat weapon. All Storm Troopers have frag and krak grenades.

Options: Up to two models may be armed with one of the following: flamer at +6 pts; melta gun at +10 pts; plasma gun at +10 pts; grenade launcher at +8 pts.

One model may be given a vox-caster at +5 pts.

The entire squad may be given melta bombs for an additional +40 pts.

The Sergeant may upgrade his close combat weapon to a power weapon for +5 pts.

Characters: The Sergeant may be upgraded to a Veteran Sergeant for +6 pts. A Veteran Sergeant may choose additional equipment from the Armoury.

Transport: The Storm Troopers squad may be mounted in a Valkyrie airborne assault carrier. See the Valkyrie entry for points cost and more details.

SPECIAL RULES

Deep Strike: Storm Troopers without a Valkyrie may Deep Strike, if the mission permits, using their grav-chutes to land on the battlefield.

The regiment includes two companies of Storm Trooper companies permanently attached. They perform covert operations and form the spearhead of many assaults, providing an elite core to the regiment.

TROOPS

Army Lists

DROP INFANTRY PLATOON

Platoon Command Squad

	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	3	3	3	3	1	3	2	8	5+
Vet Sergeant	3	3	3	3	1	3	2	8	5+
Guardsman	3	3	3	3	1	3	1	7	5+

45 pts + upgrades

Number/Squad: The Platoon Command squad consists of one Lieutenant and four Guardsmen with grav-chutes.

Weapons: Lasguns.

Options: One model may be armed with the following: flamer at +6 pts; melta gun at +10 pts; plasma gun at +10 pts; grenade launcher at +8 pts.

One model may be given a vox-caster at +5 pts.

The entire Command squad may be given frag grenades for an additional +5 pts. The entire Command squad may be given krak grenades for an additional +10 pts.

Characters: One Guardsman can be upgraded to a Veteran Sergeant for an additional +6 pts. The Lieutenant and Veteran Sergeant may choose additional equipment from the Armoury.

One Guardsman, not equipped with a special weapon or a vox-caster may be upgraded to a Medic at +5 pts. The Medic has a medi-pack.

Transport: The Command squad may be mounted in a Valkyrie airborne assault carrier. See the Valkyrie entry for points cost and more details.

SPECIAL RULES

Iron Discipline: Elysian Drop Troopers are led by superb officers, veterans of many battles, trained to lead from the front by example. Any unit using the Leadership characteristic of an Officer ignores the -1 modifier for a Morale or Pinning test for being under half strength and may regroup even if below half strength.

Deep Strike: Elysian Drop Troop Infantry without a transport vehicle may Deep Strike, if the mission permits, using their grav-chutes to land on the battlefield.

Leadership: Any Imperial Guard unit within 12" of the Officer may use his Leadership when taking Morale and Leadership tests as long as he isn't in close combat, falling back or pinned.

2 - 4 Infantry Squads

65 pts + upgrades

	WS	BS	S	T	W	I	A	Ld	Sv
Guardsman	3	3	3	3	1	3	1	7	5+
Vet. Sergeant	3	3	3	3	1	3	2	8	5+

Unit: The squad consists of one Sergeant and nine Guardsmen, with grav-chutes.

Weapons: Lasguns.

Options: One model may be armed with the following: flamer at +6 pts; melta gun at +10 pts; plasma gun at +10 pts; grenade launcher at +8 pts.

One model not carrying a special weapon, may be armed with a single demolition charge for +10 pts.

One model may be given a vox-caster at +5 pts.

The entire squad may be given frag grenades for an additional +10 pts. The entire squad may be given krak grenades for an additional +20 pts.

Characters: The Sergeant can be upgraded to a Veteran Sergeant for an additional +6 pts. The Veteran Sergeant may choose additional equipment from the armoury.

Transport: An Infantry squad may be mounted in a Valkyrie airborne assault carrier. See the Valkyrie entry for points cost and more details.

SPECIAL RULES

Iron Discipline: Elysian Drop Troopers are led by superb officers, veterans of many battles, trained to lead by example from the front. Any unit using the Leadership characteristic of an Officer ignores the -1 modifier for a Morale or Pinning test for being under half strength and may regroup even if below half strength.

Deep Strike: Elysian Drop Troop Infantry without a transport vehicle may Deep Strike, if the mission permits, using their grav-chutes to land on the battlefield.

A company is formed by four infantry platoons and a Heavy Weapons Platoon. Each platoon is made up of a platoon Command squad and four infantry squads. These are the fighting heart of the regiment, the men that bear the brunt of all combat operations.

FAST ATTACK

DROP SENTINEL SQUADRON

Sentinel Squadron cost of vehicles

	Pts	WS	BS	S	Front	Side	Rear	I	A
Sentinel	35	3	3	5	10	10	10	3	1

Type: Walker, Open topped.

Crew: 1. Guardsman

Squadron: The squadron consists of between one and three Sentinels.

Weapons: Each Sentinel must be armed with one of the following weapons (a squadron may contain different weapons).

Heavy bolter +5 pts

Multi-melta +20 pts

Options: Sentinels may take the following vehicle upgrades; armoured crew compartment, camo netting, extra armour, hunter-killer missile, improved comms, searchlight, smoke launchers.

Transport: A Sentinel may be mounted in a Valkyrie airborne assault carrier. See the Valkyrie entry for points cost and more details.

SPECIAL RULES

Deep Strike: Sentinels without a Valkyrie may Deep Strike, if the mission permits, using their grav-chutes to land on the battlefield.

0-1 SUPPORT SENTINEL SQUADRON

Support Sentinel Squadron cost of vehicles

	Pts	WS	BS	S	Front	Side	Rear	I	A
Support Sentinel	35	3	3	5	10	10	10	3	1

Type: Walker, Open topped.

Crew: 1. Guardsman

Squadron: The squadron consists of between one and three Support Sentinels.

Weapons: Each Sentinel must be armed with one of the following weapons (a squadron may contain different weapons).

Missile launcher +30 pts

Multiple rocket pod +20 pts

Options: Support Sentinels may take the following vehicle upgrades: armoured crew compartment, camo netting, extra armour, improved comms, searchlight, smoke launchers.

Transport: A Sentinel may be mounted in a Valkyrie airborne assault carrier. See the Valkyrie entry for points cost and more details.

SPECIAL RULES

Deep Strike: Sentinels without a Valkyrie may Deep Strike, if the mission permits, using their grav-chutes to land on the battlefield.

CYCLOPS

Cyclops 25 pts + cost of vehicle

	Pts	Front	Side	Rear	BS
Cyclops	25	10	10	10	3

Type: Tank (may not tank shock)

Crew: 1. Imperial Guardsman

Weapons: 1 Demolition charge. The operator carries a laspistol.

Transport: Up to 2 Cyclops' may be mounted in a Valkyrie airborne assault carrier. See the Valkyrie entry for points cost and more details.

SPECIAL RULES

For complete Special Rules see Imperial Armour Volume 1: Imperial Guard and Imperial Navy.

Deep Strike: A Cyclops and its operator, without a Valkyrie, may Deep Strike, if the mission permits, using their grav-chutes to land on the battlefield.

Elysian Drop Troops make use of Drop Sentinels, which are small enough to fit inside a Valkyrie. They can be dropped on grav-chutes to provide mobile heavy weapons support. Unlike other Imperial Guard regiments they are not deployed as scout units, but as direct fire support. They are usually armoured vehicles fielded by Elysians.

Each Sentinel Company includes a squadron of Support Sentinels, equipped with missile launchers or rocket pods for saturation fire.

As they are small enough to fit inside a Valkyrie, Cyclops' are sometimes deployed by Elysian Drop Troops to destroy enemy obstacles, razor wire and minefields, clearing the way for the following infantry.

HEAVY SUPPORT

Army Lists

VULTURE GUNSHIP

Vulture Gunship 100 + wpns + upgrades

	Pts	Front	Side	Rear	BS
Vulture	100 + wpns	11	11	10	3

Type: Flyer

Crew: 2. Imperial Navy

Weapons: Nose-mounted heavy bolter.

Options: The Vulture has four wing hardpoints for mounting weapons. Each weapon is bought as a pair and a Vulture may mount two pairs of weapons. A Vulture must choose a pair of weapons from the Hardpoint 1 list (inner wing) and a pair of weapons from the Hardpoint 2 list (outer wing).

Hardpoint 1: 2 x External fuel tanks for free; twin-linked lascannons at +45 pts; twin-linked missile launchers at +45 pts; twin-linked autocannons at +30 pts; twin-linked multi-lasers at +30 pts; 2 x multiple rocket pods at +50 pts.

Hardpoint 2: 2 x External fuel tanks for free; 2 x bomb racks of 3 heavy bombs per rack at +60 pts; 2 x bomb racks of 3 x heavy smart bombs per rack at +90 pts; 2 x missile racks of 3 hunter-killer missiles per rack at +60 pts; 2 x multiple rocket pods at +50 pts; 2 x hellstrike missiles at +20 pts.

A Vulture may take any of the following Imperial Navy Aircraft Upgrades: Ejector seat, flare or chaff launcher; armoured cockpit; infra-red targeting; illum flares; distinctive paint scheme or decals.

SPECIAL RULES

VTOL Hover Mode: The Valkyrie can choose to engage its VTOL hover mode to remain on the table. For full details of the rules for flyers and VTOL hover mode see the Flyer rules in Appendix II.

Multiple Rocket Pods: Multiple rocket pods saturate a target area with rapid firing, small fragmentation missiles. They are an effective anti-infantry weapon used against swarms of lightly armed troops.

Range: 24" **Str:** 4 **AP:** 6 **Type:** Heavy2, Blast

SENTRY GUN BATTERY

Tarantula 15 pts per gun

	Front	Side	Rear	BS
Tarantula	10	10	10	2

Unit: Consists of 1 to 3 Tarantula sentry guns.

Weapons: Twin-linked heavy bolters.

Options: A Tarantula may exchange its twin-linked heavy bolters for twin-linked lascannons for +10 pts.

Transport: The Tarantula may be mounted in a Valkyrie airborne assault carrier. See the Valkyrie entry for points cost and more details.

SPECIAL RULES

Deep Strike: Sentry guns without a Valkyrie may Deep Strike, if the mission permits, using their grav-chutes to land on the battlefield.

Sentry guns are small enough to be airborne and provide useful extra firepower to the regiment. These guns are often dropped in to help form a defensive perimeter once an objective has been captured.

IMPERIAL NAVY AIR SUPPORT

Air Support cost of vehicles

Unit: Consists of 1 aircraft. This can be either: a Thunderbolt fighter or Lightning fighter. For points costs and options see the individual vehicle entry.

The Imperial Navy often fly in close support of the Elysian Drop Troops, providing fighter protection to the Valkyries and seeking out enemies with strafing cannons, bombs and hellstrike missiles.

All the normal rules for aircraft apply to air support.

TALLARN IMPERIAL GUARD

The Tallarn Infantry regiments of the Taros Campaign should be represented using the standard Imperial Guard Codex and using the following doctrines.

DOCTRINES
Light Infantry
Sharp Shooters
Priests
Techpriests
Rough Riders

The exceptions to the codex are listed below.

The Tallarn Armoured regiments should be represented using the Imperial Guard Armoured battlegroup army list from Imperial Armour Volume 1 – Imperial Guard and Imperial Navy.

TROOPS

The following army list entry may be taken in Tallarn armies, occupying one Troops choice on the Force Organisation chart.

TALLARN INFANTRY PLATOON

PLATOON COMMAND SQUAD 40 pts + upgrades

	WS	BS	S	T	W	I	A	Ld	Sv
Lieutenant	4	4	3	3	2	4	3	8	5+
Veteran	3	3	3	3	1	3	2	8	5+
Guardsmen	3	3	3	3	1	3	1	7	5+

Squad: The squad consists of one Lieutenant and four Guardsmen.

Weapons: Lasguns or las pistol and close combat weapons.

Options: Two Guardsmen may form a weapons team armed with a missile launcher at +15 pts.

One model may be given a vox-caster at +5 pts.

The entire Command squad may be given frag grenades for an additional +5 pts. The entire Command Squad may be given krak grenades for an additional +10 pts.

Characters: One Guardsman can be upgraded to a Veteran Sergeant for an additional +6 pts. The Lieutenant and Veteran Sergeant may choose additional equipment from the armoury.

One Guardsman, not forming part of a Heavy Weapons Team or equipped with a vox-caster may be upgraded to a Medic at +5 pts. The Medic has a medipack.

SPECIAL RULES

Light Infantry: The unit rolls an additional dice when determining how far they can move in difficult terrain. The squad may infiltrate if the scenario permits.

Sharp Shooters: Any squad member with a BS of 3 may make a single re-roll of a shooting to hit roll of 1. This ability has no effect when firing plasma guns or sniper rifles.

Leadership: Any Imperial Guard unit within 12" of the officer may use his leadership when taking morale and leadership tests, as long as he isn't in close combat, falling back or pinned.

2-5 INFANTRY SQUADS 60 pts + upgrades

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	3	3	3	3	1	3	2	8	5+
Guardsmen	3	3	3	3	1	3	1	7	5+

Squad: The squad consists of one Sergeant and nine Guardsmen.

Weapons: Lasguns. The Sergeant may exchange his lasgun for a las pistol and close combat weapon at no extra points costs.

Options: One model may be armed with the following: flamer at +6 pts; melta gun at +10 pts; plasma gun at +10 pts; grenade launcher at +8 pts.

One model may be armed with a sniper rifle for +5 pts. One model may be given a vox-caster at +5 pts.

The entire squad may be given frag grenades for an additional +10 pts. The entire squad may be given krak grenades for an additional +20 pts.

Characters: The Sergeant can be upgraded to a Veteran Sergeant for an additional +6 pts. The Veteran Sergeant may choose additional equipment from the armoury.

SPECIAL RULES

Light Infantry: The unit rolls an additional dice when determining how far they can move in difficult terrain. The squad may infiltrate if the scenario permits.

Sharp Shooters: Any squad member with a BS of 3 may make a single re-roll of a shooting to hit roll of 1. This ability has no effect when firing plasma guns or sniper rifles.

Leadership: Any Imperial Guard unit within 12" of the officer may use his Leadership when taking Morale and Leadership tests, as long as he isn't in close combat, falling back or pinned.

FAST ATTACK

The following army list entry may be taken in Tallarn armies, occupying one Fast Attack choice on the Force Organisation chart.

TALLARN ROUGH RIDER SQUADRON

	Pt	WS	BS	S	T	W	I	A	Ld	Sv
Rough Rider	8	3	3	3	3	1	3	1	7	5+
Veteran	+6	3	3	3	3	1	3	2	8	5+

Squad: The squadron consists of one Sergeant and between four and nine Rough Riders.

Weapons: Las pistol and close combat weapons.

Options: The squadron can replace their las pistols or close combat weapons with hunting lances at +3 pts per model.

Up to two Rough Riders, without hunting lances, may be armed with one of the following: melta gun +10 pts, plasma gun +10 pts, grenade launcher at +8 pts.

One Guardsman not equipped with a special weapon may be equipped with a vox-caster at +5 pts.

The entire squadron may be given krak grenades for an additional +2 pts per model. The entire squadron may be given melta bombs for an additional +4 pts per model.

Any Rough Rider squadron may upgrade their horses to Mukaali for an additional +5 pts per model.

Characters: The Sergeant can be upgraded to a Veteran Sergeant for an additional +6 pts. The Veteran Sergeant may choose additional equipment from the armoury.

SPECIAL RULES

Cavalry: Rough Riders are cavalry (see Warhammer 40,000 rulebook for more details).

Hunting Lance: A model using a hunting lance cannot use an additional close combat weapon but gains +2 to its Strength and Initiative when charging. There is no Armour Save against hunting lance attacks. Hunting lances are automatically used in the first close combat they fight, and cannot be used again.

Fleet of Hoof: In the Shooting phase you may state that the squadron will move rather than shoot. Roll a D6 – this is the distance the unit moves instead of firing any weapons.

Mukaali: Due to creature's size and bulk, a Rough Rider on a Mukaali gains +1 T.

TAU AUXILIARY FORCES

Army Lists

TAU HUMAN AUXILIARIES

Following the First Taros Intervention and the Avenging Sons' withdrawal from Tarokeen, the Tau moved to take complete control of the planet. They already had strong military forces on Taros, and reinforcements were on the way. Having borne the brunt of the fighting and won the battle the Tau commanders were in a strong position to dictate terms – they had saved the Planetary Governor after all!

Water Caste diplomats laid an ultimatum on the table before Planetary Governor Aulis – disarm and disarm the PDF immediately, or their Hunter Cadres would do it by force! From now on the fighting on Taros would be the Tau's operation alone, not a joint one. Governor Aulis was outraged at being stripped of his military power, but there was also a sudden dawning realisation that the Tau were here to stay! The aliens were in place and growing stronger. Aulis had opened the door to the Tau, and he did not have the forces to close it.

A heated argument followed in which the Tau diplomats agreed to a small compromise. The PDF would be disbanded, but any troops who volunteered to fight for the Tau Empire would be allowed to keep their small arms (but not heavy weapons) and come under command of the Tau military hierarchy. They would mostly be stationed for garrison duty at strategically important locations.

The former PDF squads would be allowed to fight alongside the other Tau forces, and those that proved their loyalty in battle would be well treated by their new commanders and, in time, even given access to more advanced Tau weaponry.

Under this agreement the Planetary Governor felt he still had some forces in the field (although no power to command them), and the Tau could swell their ranks with human auxiliaries. It was a tactic they had already used with some success in other parts of the Empire. Any troops that laid down their arms willingly but did not volunteer to fight would be allowed to go free, or used to create new work gangs for the mines. Any troops that resisted the new edict would be shown no mercy.

Many of the PDF volunteered to serve the Tau, lured by the promise of fair treatment, which was more than they could expect from the Imperium's invading forces. Already heavily outgunned no PDF units resisted the Tau take over. The Tau refer to their new troops as Gue'vesa – which translates as 'Human helpers'.

TROOPS

The following army list entry may be taken in Tau armies, occupying one Troops choice on the Force Organisation chart.

GUE'VESA TEAM

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Gue'vesa'la	6	3	3	3	3	1	3	1	7	5+
Gue'vesa'ui	+10	3	3	3	3	1	3	2	8	5+

Squad: The squad consists of 6-12 auxiliaries.

Weapons: Lasguns.

Options: The team may carry frag grenades at an additional cost of +1 point per model.

Character: One auxiliary may be upgraded to a Gue'vesa'ui at an additional cost of +10 points. The leader may buy a Tau pulse rifle at an additional cost of +3 points.

SPECIAL RULES

Death to Traitors! Although the humans who have joined the Tau Empire bear no ill-will towards their former compatriots, the same cannot be said of Imperial troops fighting the auxiliaries. Imperial troops will always hit a Gue'vesa on a roll of 3+ in close combat, regardless of relative Weapon Skill.

MINING WORK GANGS

The huge strip-mines of Taros are dug by thousands of work gangs. These men work the great mining machinery and labour with cutting tools and explosives to extract the ore. It is hard, dangerous, dirty work and the work gangs become close-knit teams. They are fiercely competitive, often violently so, with the other gangs. Mass brawling and worse are not uncommon. This competitive spirit is encouraged by the mineowners, who reward the most productive gangs with luxuries and punish those that fail to meet quotas.

Work gangs have their own names, like 'Jax Boys', 'the Tungusta Diggers', 'Fornax Burrowers' or 'Logan's Ground Pounders'.

Taros' mines also have a sizeable Ogryn workforce, these great brutes are ideally suited to heavy manual work, like hauling ore carts or crushing rocks.

As well as being loyal to each other, the gangs are also fiercely loyal to their mine, and when it is threatened they will fight hard to defend it, despite being poorly armed and trained.

TROOPS

The following army list entry may be taken in Tau armies on Taros, occupying one Troops choice on the Force Organisation chart.

MINING WORK GANG

	Pts/model	WS	BS	S	T	W	I	A	Ld	Sv
Gang Leader	12	3	4	3	3	1	3	2	8	-
Miner	+5	3	3	3	3	1	3	1	6	-
Ogryn	+25	4	3	5	4	3	3	2	8	-

Squad: The gang consists of 1 Gang Leader, 5-18 Miners and 0-1 Ogryn.

Weapons: Various pistols (count as las pistols), various close combat weapons (picks, crowbars, hammers etc). The Ogryn carries a club or hammer.

Options: Up to one Miner may carry a las-cutter (a mining tool which counts as a melta gun) for +10 pts. Up to one Miner may carry a demolition charge for +10 pts.

Character: The Gang Leader may exchange his las pistol and close combat weapon for a lasgun, autogun or shotgun for free.

MODELLING THE TAU AUXILIARIES

There are lots of miniatures you could use to represent your Gue'vesa teams, in particular any of the Imperial Guard range, as well as Necromunda miniatures. However, in order to present the humans as part of a Tau force, as well as for ease of conversion when it comes to equipping them with Tau weaponry, the best option is to use a combination of the Imperial Guard and Tau Fire Warrior plastic sets.

Combining these two sets allows you to use whatever mixture of parts you feel is appropriate to your force. Legs, arms, weapons and heads from the Imperial Guard set, can be combined with the torso, shoulder pad, back pack and other details from the Fire Warrior set. You can vary how much you use from either set to achieve the look you like, either a more scruffy and Imperial appearance, or a Tau regimented look.

For mining work gangs use Orlock, Van Saar or Ash Waste Nomad miniatures from the Necromunda range. An Ogryn can be represented by a Warhammer Ogre.

TAU IN EPIC ARMAGEDDON

TAROS CAMPAIGN ARMY LIST

THE TAU ON TAROS

The Tau Fire Warrior Command on Taros, under Shas'o R'myr, consisted of approximately 80 to 100 Hunter Cadres. These Hunter Cadres were organised into larger Battles for specific roles. Whilst flexible and fluid, so Battles can be formed and dissolved quickly, their main role throughout the campaign were either spoiling counter-attacks against the Imperial Guard frontline, or infiltration and sabotage operations against the Imperial Guard's rear echelons. Other Battles were formed for garrisoning duties, using human auxiliary forces, and Kroot Kindreds were used to occupy the Phyyra Heights.

TAU SPECIAL RULES

COORDINATED FIRE

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

Some units are noted as being able to call in coordinated fire. Those units can order up to two other formations that have not taken an action this turn to follow them when they take an advance, double or sustained fire action, as long as all of the formations have at least one unit within 15cm of the formation of the unit calling for coordinated fire.

Make a single initiative roll for all formations, counting a -1 modifier if any have Blast markers. If the test is failed then the original formation (with the unit calling for coordinated fire) receives a Blast marker and must take a hold action, but the other formations are unaffected (and may take an action later in the turn).

If the test is passed then all formations concerned are allowed to take either an advance, double or sustained fire action, but must all fire at the same target formation. There is no obligation for all formations to take the same action, they don't have to stay within a given distance of each other, and the formations will complete their actions one after the other.

MARKERLIGHTS AND GUIDED MISSILES

Markerlights are devices carried by many types of Tau infantry and vehicles. They allow their user to mark out enemy targets electronically, so that they can easily be targeted and engaged by other friendly units. Seeker missiles are self-guided projectiles that can be fired on targets marked by a Markerlight. Their drone brains allow them to independently find their way to their designated target, avoiding any obstacles in the way. Seeker missiles are readily available in any Tau army, being mounted on tanks, aircraft and support craft. They have a long range so can be fired over considerable distances once a target is marked.

Guided missiles must be guided by a Markerlight to be fired. If they are guided by Markerlights, hits may only be allocated to units from the target formation that are within range and line of fire of a unit with Markerlights. As long as this requirement is met, the firing unit does not need a line of fire to the target unit itself, but must still be in range.

The Tau unit 'illuminating' the target may not be broken, suppressed or have marched this turn. It doesn't have to belong to the firing formation itself, can be used to 'illuminate' any number of target units, and the action it performs does not alter the Markerlight value in any way (no +1 for sustained fire or -1 for double, for example), unless specifically stated (e.g. the +1 to hit with Pathfinders' multiple Markerlights). This aside, the normal shooting rules apply.

TAU TECHNOLOGY

TAU JETPACKS

Tau Battlesuits and Drones make use of powerful and sophisticated jump packs. These allow them to pounce on their enemy and strafe them before retreating again out of range of their survivors' retribution. This makes Jetpack-equipped troops hard to counter and very difficult to engage. Tau units often use their Jetpacks for aerial deployment from Mantas or Orcas.

Tau Jetpacks follow all the rules for Jump Packs. Additionally, units with Tau Jetpacks are allowed to fall back from a charge move instead of making a counter charge move. The units may move 10cm in any direction immediately after the enemy formation has declared an engage or air assault action against their formation (note that falling back happens before a charge is made, not after charge moves as with counter charges).

In addition to this, units with Tau Jetpacks can disembark from an aircraft (using the normal rules), but without the aircraft having to land. They can then fire at the same formation together with the aircraft; any Blast markers on the aircraft do not affect the disembarked formation.

TAU DRONES

Tau make extensive use of floating, disc-shaped machines called drones. In battle, drones are programmed to shield the controllers by getting in the way of incoming fire or close combat opponents.

Formations containing drones plus at least one non-drone unit halve the number of additional Blast markers they receive because of destroyed drone units (fractions rounded down), and count drones destroyed in an assault only as half models (again rounding fractions down) when working out who has inflicted more casualties; additionally, drones in such formations may be allocated any type of hit (AP and AT). Formations consisting entirely of drones follow the normal rules.

TAU DEFLECTOR SHIELDS

The Tau support craft make use of a highly advanced shield technology, similar to Imperial void shield technology. However, the Tau deflector shields work slightly differently in that they do not stop the incoming projectile, but is shaped and positioned in such a way as to deflect the incoming fire (hence the designation). A further noteworthy trait is that the shield's response will be proportionally more powerful with the energy of the attack.

Tau deflector shields work like an Invulnerable Save in all respects, with the single exception that they will save on a different score than the normal 6+. This score is dependent on the impact energy of the hit: The deflector will save on a 4+ against TK hits, a 5+ against MW hits, and a 6+ against any other type of attack, e.g. AT hits or hits sustained in an assault, etc.

SUPPORT CRAFT

Lacking large ground-based war engines like Titans, the Tau make use of smaller spacecraft for ground support. Unlike the much faster aircraft, they hover menacingly over the battlefield and act as a high-flying weapons platform. Support craft can remain high up in the air, this means they can always draw a line of fire to any target and vice versa, like aircraft.

They also ignore terrain when moving and will never count as being in cover. It goes without saying that troops can't use them as cover, as they are too far away from the ground. They can also deploy troops as part of a planetfall. In an assault, they work like skimmers.

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TAU UNITS

TAU FIRE CASTE GROUND FORCES

TAU ETHEREAL CASTE MEMBER

Ethereals are not members of the Fire Caste, but represent their own ruling Caste of Ethereals (Aun). The loyalty all Tau display towards them is total, their views and commandments are never questioned, save in council by a fellow Aun.

Ethereals have a profound psychological influence on fighting troops around them, motivating them to acts of bravery or but out of deep respect. Aun V're was the only known Ethereal on Taros, advising the Tau's Taros Coalition. In the field he was always accompanied by shield drones that were programmed to protect him by physically getting in the way of incoming shots or blows if necessary, and he carried the ceremonial weapon of the Ethereal Caste, the honour blade. This is a ritual weapon, used to denote rank rather than for combat. It is the Ethereals' role to lead and guide, not to fight.

Type	Speed	Armour	Close Combat	Firefight
Character	n/a	n/a	n/a	n/a
Weapon	Range	Firepower	Notes	
Honour blade	(base contact)	Assault weapon	Extra attacks (+1)	

Notes: Character, Invulnerable Save, Inspiring, Leader, Formation joined by the Ethereal becomes Fearless. If the Ethereal is killed, his formation breaks and all other Tau formations with a unit with a line of fire to the Ethereal receive a Blast marker.

TAU SHAS'O COMMANDER

Shas'o is the highest rank that a Fire Caste member can attain. Only those Shas'el who have proven themselves worthy by repeated success in the field are considered for promotion. Shas'o R'myr was the Fire Caste's commander on Taros. He did not lead a Cadre in the field, but was the supreme commander for an entire Fire Warrior Command, coordinating the entire campaign. R'myr himself is a battle-scarred warrior, a supremely dangerous opponent in his personal Crisis battlesuit. He had similar weapons and equipment to his Shas'el, but his rank and importance meant that he had access to more non-standard equipment, like several different hard-wired support systems, shield generators or upgraded weapons systems.

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

Notes: Character, Invulnerable Save, Tau Supreme Commander (same as normal Supreme Commander, but with coordinated fire instead of Commander).

TAU SHAS'EL COMMANDER

Shas'el, the second highest rank of the Shas, are Tau military commanders of the Fire Caste. They are experienced in battle and commanding troops, and usually lead by example. All Fire Caste warriors of rank Shas'vere or higher are equipped with a Crisis battlesuit and they actually employ it to support their army in battle. They are seasoned fighters and expert suit pilots, making them a fearsome prospect at short ranges as they lead their troops into attacks. Tau make almost no use of close combat weapons, instead, the most common officer weapon is the plasma rifle. They are also supported by accompanying Shield Drones, which protect them from enemy attacks.

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

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

TAU FIRE WARRIOR TEAM

The indisputable mainstay of any Tau army, Tau Fire Warriors or Shas'la are solid and dependable core troops. They are well armoured and equipped with the deadly pulse rifles and pulse carbines, which provide them with a definitive edge over almost any other type of infantry in ranged combat. They are certainly not the fastest, bravest or most endurable troopers by nature, but their technology and extensive training goes a long way to counter any biological disadvantage they might have compared to humans or Orks. The result is highly proficient infantry.

Shas'la are equally capable of stout defence with their accurate, long-ranged pulse rifles as of fighting up close with their pulse carbines with built-in photon grenade launchers. Together with their tightly-knit nature and 'mutual support' attitude, this certainly makes them a force to be reckoned with.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Pulse carbines	15cm	AP5+	Disrupt	
Pulse rifles	30cm	AP5+	-	
Markerlight	30cm	n/a	-	

TAU PATHFINDER TEAM

Compared to the Fire Warriors, Tau Pathfinders have a more specialised role on the battlefield. The Markerlight, their main weapon, is not a weapon as such, but instead used to electronically mark enemy units and thus increase the accuracy of their fellow Tau against those. This concept of working for the Tau'va at the expense of personal glory is very prominent in Tau society (and also warfare) and makes Pathfinders very popular with other Tau units. In short, Pathfinders are out there to guide their comrades' aim, not to win the battle themselves. However, the Pathfinders' role has vital battlefield importance, using Markerlights to designate targets, and then call down self-guided Seeker missiles from tanks, aircraft, spacecraft or fixed installations to take out enemy threats with pin-point strikes.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Pulse Carbines	15cm	AP5+	Disrupt	
Pulse Rifles	30cm	AP5+	-	
Markerlights	30cm	n/a	+1 to hit for missiles	

Notes: Scouts, Sniper, Coordinated Fire

TAU XV8 CRISIS BATTLESUIT

Of all weapons systems employed by the Tau, the Crisis Battlesuit is easily the most distinctive and recognisable. It confers the vast troopers within exceptional protection, as well as mounting a vast array of deadly weapons. The Crisis' greatest strengths lie in mobility and short-ranged firepower – it is their role to get to the right place and take out the right targets. They are equipped with a selection of weapons that allow them to effectively engage anything the enemy might have; they are there to tackle any units the normal Shas'la teams can't deal with. Only seasoned veterans are granted the honour to don a Crisis battlesuit, and these fight together as teams of three. Becoming a Crisis battlesuit pilot is the first step in becoming a Tau officer.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	25cm	3+	6+	5+
Weapon	Range	Firepower	Notes	
Missile pods	45cm	AP4+/AT4+	-	
Plasma rifles	30cm	AP4+	-	
Fusion blasters	15cm	MW 4+ and small arms	Macro-weapon	

Notes: Tau Jetpacks. The twin-linked fusion blasters confer the macro-weapon ability to the unit's firefight value.

TAU XV15 STEALTH BATTLESUIT TEAM

Of all the various battlesuit variants of the Tau, the XV15 Stealth is the smallest – a Tau in an XV15 is hardly larger than a Fire Warrior in standard armour. However, this perfectly suits their role as infiltrators and saboteurs. In addition to the Tau Jetpack, which is common to most battlesuits, the Stealthsuit has the unique capability of camouflaging its wearer. This is achieved by a number of disruptors which are arrayed all over the suit and distort the wearer's form, blending him into the background like a chameleon. Stealth teams either work in support of larger formations or range ahead of the main army, the 'lone wolves' of the Tau. They are encouraged to fight independently and have great autonomy with their mission parameters, as befits their style of fighting. They ambush enemy units and disrupt their supply lines, like vengeful ghosts striking at will.

Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Burst cannons	15cm	AP3+ and small arms	Disrupt First Strike	
Markerlight	30cm	n/a	-	

Notes: Tau Jetpacks, Scouts, Reinforced Armour, the Burst cannons confer the first strike ability to the unit's firefight value.

TAU XV88 BROADSIDE BATTLESUIT

The XV88 is a variant of the Crisis, designed for long-range heavy fire support. To this end, the standard Jetpack has been removed and replaced with thicker armour and heavier weapons. The main weapons system of the Broadside are its twin-linked railguns, linear particle accelerators capable of punching through virtually any amount of armour. Only a few vehicles are able to withstand a direct hit without suffering critical damage.

Broadsides are larger and slower than Crisis, so they take up the role of stationary fire support, especially against enemy armoured targets. They are often employed in association with Fire Warriors to form defence lines or solid fire bases for a Tau advance.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	15cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Rail guns	75cm	AT2+	-	
Plasma rifles	30cm	AP4+	-	

Notes: Reinforced Armour, Walker

TAU GUN DRONE SQUADRON

Tau Gun Drones (Kor'vesa) are small, disc-shaped, semi-sentient machines employed alongside Tau units in battle. They are equipped with a smaller and much modified version of Tau Jetpacks, which allows them to hover over the ground and fly over most obstacles. As weapons they carry twin-linked pulse carbines, a formidable weapon for short-ranged firing. Drones are most often controlled by a Tau warrior, acting as his robotic bodyguard. To be able to function independently, they need to combine their processors into a network, so only larger groups of drones are able to fight on their own without close supervision.

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

Notes: Tau Jetpacks, Drones

TAU HEAVY GUN DRONE SQUADRON

Heavy Gun Drones are a further development of the basic Gun Drone. They are visibly larger with heavier construction than standard Drones and carry heavier weapons in the shape of burst cannons. On some Drones, one burst cannon has been replaced with a Markerlight so the drones can range ahead of the main

army and pick out targets for destruction. They do not follow the usual drone program of protection of Tau life, but are employed in dedicated Drone squadrons to actively take part in the fighting. They are a relatively new addition to the forces of the Tau, and most versions are still undergoing field trials at the moment.

Type	Speed	Armour	Close Combat	Firefight
Infantry	25cm	5+	6+	5+
Weapon	Range	Firepower	Notes	
Burst cannons	15cm	AP3+	Disrupt	
Markerlights	30cm	n/a	-	

Notes: Tau Jetpacks, Drones

TAU HAMMERHEAD GUNSHIP

The Hammerhead is the main battle tank of the Tau Fire Cannon like the Leman Russ for the Imperial Guard and the Predator for the Space Marines, and it is a close match for both. The Hammerhead is a grav-tank, which allows it to pass over difficult terrain with impunity. Despite this, it is heavily armoured and carries a lethal amount of firepower.

Its main weapon system is either a railgun or an ion cannon, with the self-guiding smart missiles as back-up. The Hammerhead-mounted Railgun differs from the one mounted on Broadside battlesuits in that it can not only fire a solid slug, but also a sophisticated sub-munition, which proves deadly against massed infantry. The ion cannon is a very versatile weapon and can thanks to its rate of fire and the tank's sophisticated targeting, even engage enemy aircraft with some success.

On Taros, the Imperium also encountered a wide variety of Hammerhead weapons, with missile pods, burst cannon and plasma cannons all adding the Hammerhead's deadly arsenal.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Railgun	75cm	AP4+/AT3+	-	
OR one of the following				
Ion cannon	60cm	AP4+/AT4+/AA6+	-	
Burst cannons	30cm	AP4+/AA5+	-	
Missile Pods	45cm	AP5+/AT4+	-	
Plasma Cannons	45cm	AP4+/AT5+	-	
Fusion cannons	30cm	MW4+	-	
AND				
Smart missiles	30cm	AP4+	Ignore cover	
Seeker missiles	75cm	AT5+	guided missile	

Notes: Skimmer, may have one main weapon, not all

TAU DEVILFISH TROOP CARRIER

The Devilfish is the trusty troop transport for Fire Warriors and Pathfinders, able to carry a full squad of them into battle. It is a relatively well armoured for a transport vehicle, but only has a single burst cannon for self defence. In addition, it mounts Gun Drones in special carriages on the sides, which can be detached in battle to provide support for disembarking teams. It is based on the same chassis as the Hammerhead, but the hull of the tank has been reconfigured to passenger space. It is used to carry the infantry to the front, or to evacuate them when the enemy is in a position to overwhelm the Tau line.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	5+
Weapon	Range	Firepower	Notes	
Burst cannon	15cm	AP4+	-	
Seeker missiles	75cm	AT5+	guided missile	

Notes: Skimmer, Transport (may carry two units of the following units: Fire Warriors, Pathfinders).

TAU SKY RAY MISSILE DEFENCE GUNSHIP

The Sky Ray gunship is the Tau version of ground-based air defence. It uses the hull of the Hammerhead as a basis, but doesn't mount a main gun in the turret, but Seeker missiles and Markerlights to acquire enemy aircraft. Its targeting systems are very advanced and allow it to launch its missiles with enormous accuracy against low-flying aircraft from great distances.

The Seeker missiles can be used against armoured ground targets with good effect as the targeting systems allow for quick re-calibration. It is therefore a reliable tank hunter/air defence and has become indispensable for the Tau military against opponents with strong aerial forces, like the Imperium of Man.

Type	Speed	Armour	Close Combat	Firefight
Armoured Vehicle	30cm	4+	6+	6+
Weapon	Range	Firepower	Notes	
Smart missiles	30cm	AP4+	Ignore cover	
Seeker missiles	75cm	AT5+/AA5+	Guided missile	
Markerlights	30cm	n/a	-	

Notes: Skimmer.

TAU DRONE SENTRY TURRET

Drone sentry turrets are a notable example of Tau stationary defence. They are roughly as large as a warrior in a battlesuit and consist of armoured body, weapon, and ammo/energy supply. It has no crew but is drone controlled and fully automated. Its weapon is normally kept inside the main hull, only in case of firing is the top armour raised and the weapon elevated and brought to bear. Drone sentry turrets are usually deployed by Orcas and then remain stationary until picked up again. They are mostly employed to protect important installations, reinforce defence lines or form expendable pockets of resistance that are used as a lure.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	0cm	4+	-	5+
Weapon	Range	Firepower	Notes	
Burst cannons	15cm	AP4+	Disrupt	
OR, one of the following:				
Plasma rifles	30cm	AP4+	-	
Missile pods	45cm	AP5+/AT5+	-	

Notes: Up to four turrets may be carried in an Orca and may disembark within 15cm as if they had jump packs. From then on, they are immobile and cannot change their position.

TAU PIRANHA

Again, first encountered on Taros, the Piranha is a military adaptation of a two-seated, open-topped skimmer into a light combat vehicle. It has had armour added, as well as armament of a burst cannon and detachable Gun Drones, identical to those mounted on a Devilfish. On Taros, it was mostly employed for reconnaissance duties or as a platform for launching Seeker missiles.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	30cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Burst cannon	30cm	AP4+	-	
Seeker missile	75cm	AT5+	guided missile	

Notes: Skimmer, Scouts

TAU TETRA SCOUT SPEEDER

The Tetra is also a two-seated light skimmer, similar to the Piranha, but crewed by Pathfinders for long-range reconnaissance and insertion behind enemy lines. Its armament,

in the form of pulse rifles, is considerable weaker, but it is equipped with Markerlights instead. Thus it can fulfil the same role as Pathfinders on foot. Still, it is a rather rare occurrence with most Tau armies, as it's still a relatively new piece of equipment.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	35cm	5+	6+	6+
Weapon	Range	Firepower	Notes	
Plasma Rifles	30cm	AP5+	-	
Markerlight	30cm	n/a	-	

Notes: Skimmer, Scouts, Coordinated Fire

TAU REMOTE SENSOR TOWER

A new Tau weapon, so far only encountered on Taros, the Remote sensor tower is positioned to scan the surrounding area for enemy activity, and automatically mark a target with its Markerlight before calling in a Seeker missile from a Tau unit close by. The first the enemy know about being under attack is a missile strike. The Tau use Remote sensor towers instead of static minefields, allowing them to cover large areas without committing large amounts of Fire Warriors.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	0cm	5+	n/a	n/a
Weapon	Range	Firepower	Notes	
Markerlight	30cm	n/a	-	

Notes: Scouts. Remote sensor towers are immobile and cannot change their position.

ALIEN AUXILIARY FORCES

KROOT MASTER SHAPER

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

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	4+	5+
Weapon	Range	Firepower	Notes	
Kroot rifle	15cm and base contact	small arms assault weapons	-	

Notes: Leader, Infiltrators

KROOT CARNIVORE SQUAD

Kroot are a savage race, but make excellent infiltration and close combat troops. Their arboreal origins make them experts in fieldcraft as well as tracking and ambushing enemies in dense terrain. Though Kroot are fierce and skilled fighters in close combat and short-ranged firefights, they lack armour and must rely on the protection of their surroundings. They fight using their Kroot rifles, originally primitive weapons but now adapted and upgraded by the Tau. The rifle's main use is in close combat, where the numerous blades attached to it make it an effective weapon. Kroot are voracious carnivores and devour their victims after a battle, as this confers them their enemies' strength and courage according to their beliefs. In fact, they are able to assimilate part of their prey's genetic make-up and learn new abilities in this way or even provoke artificial evolutionary leaps. Unsurprisingly, this behaviour is a cause of friction between them and the Tau, who dislike such acts of savagery.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	4+	5+
Weapon	Range	Firepower	Notes	
Kroot rifle	15cm and base contact	small arms assault weapons	-	

Notes: Infiltrators.

KROOT HOUND PACK

Kroot Hounds are a different evolutionary branch to the Kroot, a form that has evolved into a four-legged hunting beast. Kroot Hounds are exceptionally ferocious and need handlers to take care of them, lest they turn on other Kroot or Tau. This makes them somewhat troublesome to take along into battle and is the reason why they are detested by the Tau. Exclusively used for battle and hunting, the Hounds have sharp fangs and claws for tearing apart enemies in close combat and mercilessly pursuing any survivors.

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	-	4+	-
Weapon	Range	Firepower	Notes	
Fangs	base contact	assault weapons	-	

Notes: Infiltrators, Scouts, count as having a speed of 15cm for set-up only.

KROOTOX HERD

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

In battle the Kroot lash large Kroot guns to the Krootox's back for fire support during an attack. Krootox are large and strong beasts, and can rip apart most enemies in close combat, while able to absorb heavy blows themselves.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	4+	4+	4+
Weapon	Range	Firepower	Notes	
Claws	base contact	assault weapons	extra attack (+1)	
Kroot Guns	45cm	AP5+/AT6+	-	

KROOT GREAT KNARLOC

The Kroot Great Knarloc is a massive beast native to the Kroot homeworld of Pech. It is physiologically obvious that it shares some ancestors with the other Kroot forms, but it is very unlike any of the current ones. It is omnivorous, but can prove a skilled hunter when in the need of fresh meat.

A Great Knarloc's huge mass and strength means it is often used as a beast of burden by the Kroot, but can also be unleashed as fighting beast in battle. Like the Krootox it is not predisposed to violence, but it can be goaded into aggression by its Kroot handlers, though they must be careful to direct its anger towards the enemy and not themselves.

Type	Speed	Armour	Close Combat	Firefight
Light Vehicle	20cm	4+	4+	-
Weapon	Range	Firepower	Notes	
Beak and claws	base contact	assault weapons	Macro-weapon, extra attack (+1)	

Notes: Walker, counts as having a speed of 15cm for set-up only.

KROOT KNARLOC RIDERS

Also a native of the jungles of Pech, Knarlocs are the smaller cousins of the Great Knarlocs, and just as dangerous. Once captured, tamed and domesticated by the Kroot, Knarlocs are used as steeds in battle. Kroot warriors armed with crude spears

or their Kroot rifles hurl themselves into the fray atop the creature's monster.

Type	Speed	Armour	Close Combat	Firefight
Infantry	20cm	5+	4+	5+
Weapon	Range	Firepower	Notes	
Kroot rifle	15cm and base contact	small arms assault weapons	-	

Notes: Mounted, Scouts.

GUE'VESA'UI HUMAN AUXILIARIES COMMANDER

On Taros, the Tau were prudent enough to give their auxiliary formations their own leaders and commanders, and the human Gue'vesa formations are no exception. They are frequently led by the most veteran and combat-experienced individuals and often the rank of Gue'vesa'ui, who are formed into Command squads. These command their company and keep it fighting under fire, leading from the front. They are often gifted superior skills, weaponry and other high-tech equipment by their Tau masters, both to increase their firepower and as an indication of rank.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	6+	6+	4+
Weapon	Range	Firepower	Notes	
Pulse rifle	30cm	AP 5+	-	

Notes: Leader

GUE'VESA HUMAN AUXILIARIES TEAM

After the Tau defeated the First Taros Intervention they moved to take total control of the planet. Their first step was to disband and disarm the Planetary Defence Forces, leaving them the sole military force on the planet. Rather than waste this manpower, any ex-PDF soldier was welcome to swear allegiance to the Empire and fight in defence of their planet. Many joined up, and the Tau treated their 'human helpers' well, equipping them and using them mostly for garrison and guard duties. To the Imperium, such men are simply traitors and are given no clemency, in many cases this just made them fight harder, knowing they could expect no mercy if they surrendered.

Type	Speed	Armour	Close Combat	Firefight
Infantry	15cm	-	6+	5+
Weapon	Range	Firepower	Notes	
Lasguns	(15cm)	small arms	-	

TAU AIR CASTE FORCES

TAU BARRACUDA SUPERIORITY FIGHTER

The Barracuda is the Tau's standard fighter plane employed by the Kor (Air) Caste for aerial combat missions. It carries a wide array of weapons and is therefore able to attack enemy aircraft as well as ground targets, however its main role is combat air patrol to secure air superiority. It is an agile and manoeuvrable craft, and the Tau Air Caste pilots are physiologically better adapted to air and space combat than most other races, as they spend practically their entire life in space or at least airborne. It is only recently that the Barracuda pilots have been adapting to other roles as well, like close ground support with their ion cannons and missile pods.

Type	Speed	Armour	Close Combat	Firefight
Aircraft	Fighter	6+	n/a	n/a
Weapon	Range	Firepower	Notes	
Ion cannon	30cm	AP4+/AT4+/AA6+	Fixed forward arc	
Burst cannons	15cm	AP4+/AA5+	-	
Missile pods	45cm	AP4+/AT5+	-	
Seeker missiles	75cm	AT5+	guided missile	

TAU TIGER SHARK

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

But even without its drone cargo, the Tigershark is a solid bomber aircraft that can effectively counter ground formations with its twin-linked ion cannons, burst cannons and missile pods. Sometimes they are the only support for Pathfinders working deep behind enemy lines, increasing their firepower with Seekers moment's notice.

On Taros a new variant of the Tiger Shark was identified, re-armed with heavy railguns and used to engage the Imperium's largest war machines. This new weapon sacrifices its drone transport capability to become a dedicated ground attack aircraft.

Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	5+	n/a	n/a
Weapon	Range	Firepower	Notes	
Ion cannons	45cm	AP3+/AT3+/AA5+Fixed forward arc		
Burst cannons	15cm	AP4+/AA5+		
Missile pods	45cm	AP4+/AT5+		

Damage Capacity 2. Critical Hit Effect: The Tiger Shark is badly damaged. The pilot loses control and it crashes to the ground. The Tiger Shark and all models on board are destroyed.

Notes: Transport (may carry up to three units of Gun Drones); cannot land.

OR

Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	5+	n/a	n/a
Weapon	Range	Firepower	Notes	
Railguns	90cm	MW3+	Titan-Killer (D3) Fixed forward arc	
Burst cannons	15cm	AP4+/AA5+		
Missile pods	45cm	AP4+/AT5+		

Damage Capacity 2. Critical Hit Effect: The Tiger Shark is badly damaged. The pilot loses control and it crashes to the ground. The Tiger Shark and all models on board are destroyed.

Notes: Cannot land.

TAU ORCA DROPSHIP

The Orca is a dropship, normally used to carry Tau troops from orbiting spacecraft to the planet's surface. On Taros, Tau planetary landings took the form of a massive concerted drop of multiple Hunter Cadres well before the Imperium's forces arrived. Orcas were used for the insertion of small, infiltrating teams into enemy-held territory. To fulfil its shuttle role, the Orca has a large troop carrying capacity. However, it is only lightly armed and armoured and is not a combat vehicle. In battle it runs risk of being shot down. On Taros, the Orca did most of its work in the unoccupied deserts, inserting cargos of Pathfinders and Stealthsuits in relative safety.

Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	5+	6+	6+
Weapon	Range	Firepower	Notes	
Burst cannons	15cm	AP4+		
Missile pod	45cm	AP5+/AT5+		
Seeker missiles	75cm	AT5+	guided missiles	

Damage Capacity 2. Critical Hit Effect: The Orca is badly damaged. The pilot loses control and it crashes to the ground. The Orca and all models on board are destroyed.

Notes: Planetfall, Transport (may carry eight of the following units: Fire Warriors, Pathfinders, Stealth suits, Gun drones, Heavy Gun Drones*, Crisis battlesuits*, Broadside battlesuits*; * these count as two units for transport capacity purposes).

TAU MANTA

Army Lists

The Tau make use of small spacecraft as heavy support units to their battle lines. Fighting so close to the surface, the greatest part of their energy must be expended to keep them airborne, so they are not capable of fast manoeuvres once they are committed to ground combat. The ubiquitous Manta is the most commonly used of these, and can be employed as transport craft to land troops as well as dedicated support craft. Its firepower is withering and easily a match for the largest Imperial war machines on Taros. As main armament it mounts a pair of heavy railguns, as well as heavy ion cannon batteries, scores of Seeker missiles and drone-controlled close defence burst cannons.

In addition to its impressive armament, one or two Mantas can transport a full fighting Cadre, with supporting vehicles and battlesuits, into battle and deploy them under heavy covering fire. As a space faring vessel, the Manta is heavily constructed, with reinforced armour and deflector shields (akin to those installed on the major Tau spacecraft) to absorb incoming fire.

Type	Speed	Armour	Close Combat	Firefight
War Engine, Aircraft	Bomber	4+	5+	3+
Weapon	Range	Firepower	Notes	
Railguns	90cm	MW3+	Titan-Killer (D3) Fixed forward arc	
2x Ion cannons	60cm	AP3+/AT3+/AA6+Fixed forward arc		
8x Burst cannons	15cm	AP4+/AA5+		
Missile pods	45cm	AP4+/AT5+		
Seeker Missiles	75cm	AT5+	guided missiles	

Damage Capacity 9. Tau deflector shields. Critical Hit Effect: The Manta's fire control systems are damaged. No weapons may be fired to a range greater than 45cm. Further critical hits will cause an additional point of damage.

Notes: Support Craft, Planetfall, Reinforced Armour, Fearless, Transport (may carry up to 14 units of the following units: Fire Warriors, Pathfinders, Stealthsuits, Gun Drones, Crisis battlesuits*, Broadside battlesuits*). Additionally, up to four of the following vehicles may be carried as well: Devilfish (may also carry troops), Hammerhead, Sky Ray.

DESIGN NOTES

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

Basing Tau Units: Crisis and Broadside battlesuits, Heavy Drones and Krootox should be mounted 2-4 to a base (in terms of unit characteristics I've assumed that Crisis and Broadside are mounted two to a base, while Stealth have four to a base). Feel free to add a drone to infantry and battlesuit stands if you wish (and even to vehicle 'stands' if you mount your vehicles on a base).

TAU TAROS ARMY LIST

Tau armies have a strategy rating of 3. All Tau formations have an initiative rating of 2+.

TAU CADRES

Any amount of points may be spent on Tau Cadres. These are independent formations.

Formation Type	Units	Cost
Fire Warrior Cadre	6 Tau Fire Warrior teams. May additionally have either 3 Devilfish troop carriers or 1 Orca dropship for +75 pts	150 pts
Battlesuit Cadre	4 XV8 Tau Crisis battlesuits. May additionally have 1 Orca dropship for +75 pts	250 pts

TAU AIR CASTE

These are independent formations.

Formation	Units	Cost
Barracuda	2 Barracudas	125 pts
Tiger Shark	2 Tiger Sharks	300 pts
Manta	1 Manta	850 pts

TAU CADRE UPGRADES

Up to three upgrades can be taken per Tau Cadre. Upgrades are not separate formations but are added to the original Cadre and are counted as part of it in all respects. Each upgrade can only be taken once per Cadre.

Upgrade Type	Units	Cost
Commander	Each Tau Cadre may have one of the following Commanders: Upgrade 0-1 Fire Warrior team to an Ethereal Upgrade 0-1 Crisis battlesuit to Shas'el Commander Upgrade one Crisis battlesuit to a Shas'el Commander	+75 pts +100 pts +50 pts
Fire Warriors	+4 Tau Fire Warrior teams. May have two Devilfish Transports for +50 pts	100 pts
Gun Drones	+4 Tau Gun Drone squadrons	75 pts
Broadside battlesuits	+2 Tau XV88 Broadside battlesuit teams	150 pts
Crisis battlesuits	+2 Tau XV8 Crisis battlesuits teams	125 pts
Stealthsuits	+3 Tau XV15 Stealthsuit teams	125 pts
Hammerheads	+3 Tau Hammerhead gunships	200 pts
Piranha	+3 Tau Piranhas	75 pts
Sky Ray	+1 Tau Skyray missile defence gunship	75 pts
Orca	+1 Orca dropship	75 pts

TAU CONTINGENTS

Up to 2 Contingents may be taken for each Cadre included in the army. These are independent formations.

Formation Type	Units	Cost
Pathfinder Contingent	6 Tau Pathfinder teams. May additionally have either 3 Devilfish troop carriers or 1 Orca dropship for free and/or 4 Gun Drone squadrons for +75 pts	250 pts
Stealthsuit Contingent	4 Tau XV15 Stealthsuit teams. May additionally have 1 Orca dropship for +75 pts	175 pts
Broadside Battlesuit Contingent	2 Tau XV88 Broadside battlesuit teams. May additionally have 4 Gun Drone squadrons for +75 pts	150 pts
Hammerhead Contingent	3 Tau Hammerhead gunships. May additionally have 2 further Hammerheads for +125 pts. May additionally have one Sky Ray for +75 pts	200 pts
Gun Drone Contingent	4 Tau Gun Drone squadrons. May additionally have 4 further Gun Drone squadrons for +75 pts. Any pair of Gun Drone squadrons may be upgraded to a pair of Heavy Gun Drone squadrons for +25 pts for the pair	75 pts
Drone Sentry Turrets Contingent	3 Drone sentry turrets. May additionally have 3 further Drone sentry turrets for +75 pts	75 pts
Tetra Contingent	4 Tetra Scout speeders. May additionally have 2 further Tetra Scout speeders for +50 pts	100 pts
Remote Sensor Tower Contingent	2 Remote sensor towers	50 pts

ALIEN AUXILIARY FORMATIONS

Up to 1 Alien Auxiliary Formation may be taken for each Cadre included in the army. These are independent formations.

Formation Type	Units	Cost
Kroot Kindred	1 Kroot Master Shaper and 9 Kroot Carnivore squads. May additionally have up to one of each of the following: 4 Kroot Carnivore squads for +75 pts 4 Kroot Hound packs for +75 pts 4 Krootox herds for +100 pts 3 Great Knarlocs for +75 pts 4 Knarloc Rider squads for +100 pts	200 pts
Gue'vesa Auxiliary Company	1 Gue'vesa/ui Human Auxiliary Commander and 12 Gue'vesa Human Auxiliary teams. May have a further 6 Gue'vesa teams for +75 pts	175 pts

PLAYING THESE HISTORICAL RE-FIGHTS

The following scenarios are historical re-fights of battles from the Taros campaign. By no means are these the only battles fought on Taros, and there are many other scenarios that we just did not have space for.

Once you have the forces and terrain you can replay this scenarios, perhaps swapping sides or you can use the scenario as the basis of another game. Many of the scenarios can be used as examples of typical battles from the deserts of Taros, Tau counter-attacks, Imperial Guard attempts to advance through the Phryra Heights, or Elysian Drop Trooper attacking objectives at Hydro-plant 23-30. Tinker with the forces, move the terrain around, and reuse the scenario.

These scenarios can also be used as a good the basis for collecting an army. Start by getting the forces together to play one game, and then build on that. By the time you have collected the forces to play all the scenarios you'll have a full Tau, Space Marine or Imperial Guard force.

The Battle: Briefly describes the historical background to the battle and the actual outcome.

The Wargame: Covers the details needed for replaying the battle as a game including useful information about recommended table size, turn length and the terrain you'll need.

Special Rules: Any non-standard rules which apply, or special situations which apply only to this game. Special rules should not transfer between scenarios.

Objectives: What to consider when deciding who won. Sometimes there is a set victory condition, so the winner will be obvious. Players should decide between them who had the best of the battle.

Sketch Map: Shows the basic terrain set up. Players should feel free to use their own terrain photographs to create a table that best approximates that shown.

Notes: A few thoughts on expanding or replaying the scenario.

Force Lists: Each scenario includes a force list detailing the troops involved in the battle. Whilst these are very specific, right down to wargear and vehicle upgrades, we realise that most players will not be able to complete the forces

exactly. This is fine, as other similar models can be used instead. Players should feel free to alter the list to fit their collections, but should only exchange like for like. Do not replace a Fire Warrior squad with a Hammerhead, but if you change the weapon fits on a battlesuits, or use a Fire Warrior squad that has pulse rifles instead of pulse carbines, or a Hammerhead has an ion cannon instead of a railgun this doesn't matter. As long as the only motivation for changing the forces is so you can play the game being WYSIWYG with the miniatures you have available, and changes are made in consultation with your opponent, then it is fine.

Being historical forces they do not conform to the Codex requirements (HQ, Elites, Troops, Heavy Support etc), as these exist in Codex to create balanced forces for points-based games. None of these scenarios are even points-based games. Sometimes one force is heavily out numbered, but a commander must try to do the best he can with the resources available to him – wars are rarely a fair fight! Some scenarios have been design with an unfair fight specifically in mind. When faced with overwhelming odds your job is to try and match the historical outcome. Victory does not always go to the side that inflicts the most damage.

In a perfect world, players would already have (or be collecting) the exact forces, and paint them up in the correct colour schemes. It is an imperfect world, and players should feel free to use different Space Marine Chapters to stand in for the Avenging Son and Raptors. If the Ultramarines or Dark Angels are called upon to replace the historical Chapters, then so be it! The same goes for the Imperial Guard, Tallarn and Elysian regiments that bear the brunt of the fighting, but those with Cadians, Catachans or Mordians forces should feel that it is fine for their armies to 'stand-in' for the historical ones. The exception to this is the Tau and Kroot. You really need Tau and Kroot forces to play these games.

Reinforcements: These are following forces which automatically arrive on the turn stated. So reinforcements on turn 3, would mean forces which arrive on turn 3 regardless of the table top situation. They usually move on from their table edge, although scenario will note where reinforcements arrive from.

Reserves: Arrive on a random turn, using the Reserves mission special rule. A unit in reserve must move on in the turn it passes its Reserve roll. They usually move on from their own table edge, although scenario will note where reserves arrive from.

SCENARIO 1

Battle Fleet Gothic

THE DENAB INCIDENT

780996.M41

The Battle

The skirmish in the Denab system sparked the Taros War. At the time, the attacking Patrol Group *Ravanor* did not have any idea what the discovery of a rogue transport squadron docked at a Tau waystation would eventually lead to. The surprise attack, led by Captain Darillian onboard the Dauntless light cruiser *Lord Ravanor*, was a complete success. His attack destroyed the waystation and an unwitting Tau supply convoy in the process.

The Wargame

This Battlefleet Gothic game should be played on a 6' x 4' table. Set up the board as shown on the map. The waystation is placed in the center of the table, with the three rogue transports docked with it. The only other celestial phenomena is the asteroid field, which occupies most of the Imperial table edge.

Patrol Group *Ravanor* should be set up within 12" of their table edge, ready to begin their attack. The Imperial player takes first turn.

The Tau reinforcements enter from the opposite table edge on turn 2. The game lasts until either side has no forces left, due to damage or disengagement.

Objectives

The Imperial player must destroy the Tau waystation and rogue transports. He should also attempt to board at least one transport. The Tau player must escape with as many rogue transports as he can from any table edge.

IMPERIAL FLEET

Patrol Group Ravanor

Lord Ravanor – Dauntless class light cruiser
(Captain Darillian – 1 re-roll)

Scadryn Squadron

VCS-6 – Sword class frigate. VCS-6 is a converted scout vessel. She is equipped with extra sensors and probes in the prow for long-range detection, giving her +1 Leadership. Her weapons battery is reduced to firepower 3.

VCS-7 – Sword class frigate

VCS-8 – Firestorm class frigate

VCS-9 – Firestorm class frigate

TAU FLEET

1 x Tau Waystation

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Defence/5	0cm	0	1	5+	2
Armament	Range		Firepower		Fire Arc
Railgun battery	45		4		All round
Has tracking systems					

Rogue Transport Squadron 3 x Transports

Type/Hits	Speed	Turns	Shields	Armour	Turrets
Escort/1	15cm	45	1	5+	1
Armament	Range	Firepower	Fire Arc		
Weapon battery	15	2	front/left/right		

TAU REINFORCEMENTS

2 x Castellon class Heavy Escorts

4 x Tau Transports



SCENARIO 2

Warhammer 40,000

THE FIRST TAROS INTERVENTION ATTACK ON THE GOVERNOR'S PALACE

Scenario

139997.M41

The Battle

The Avenging Sons' attempt to kill the Planetary Governor resulted in a two-day battle for the Governor's Palace. After their initial drop pod assault the Space Marine strike force found Planetary Governor Aulis was not present, and came under sustained attack from strong Tau forces, which they had not expected to encounter on Taros. Outnumbered and forced onto the defensive the Space Marines never found their target and where eventually forced to evacuate after heavy fighting and casualties.

The defeat of the Avenging Sons escalated the crisis on Taros, resulting in the Imperium's invasion.

The Wargame

This game should be played on a large (6' x 6' or 6' x 8'), table. The terrain represents the Planetary Governor's Palace. In the centre of the table is a large courtyard, surrounded by various buildings, towers and a few statues.

The defender deploys first, placing his Planetary Defence Forces and Administrators. The Space Marine player takes the first turn using only his Deathwind drop pod. The rest of the Space Marine forces arrive using the normal Reserves rules.

The Tau forces arrive using the normal Reserves rules and move on from a random point. Entrance points are numbered 1-4. Roll a dice to see which points each Tau unit moves on from.

The game lasts 8 turns or until all the Administrators are dead.

Special Rules

The Planetary Governor is the target of this raid. He is represented by 5 single miniatures placed anywhere on the table. These are actually various administrators caught up the battle, none are actually the Governor himself. They are independent characters with the following stat line.

	WS	BS	S	T	W	I	A	Ld	Sv
Administrator	3	3	3	3	1	3	1	8	5+

Equipment: Lasipistol, bionics

Objectives

The Space Marines must find and kill the Planetary Governor, to be sure they must kill all the Administrator miniatures (none of which are actually Governor Aulis, but they don't know this). They must also inflict as much damage as possible on the Tau forces. The Tau should attempt to wipe-out the Space Marines.

FORCES OF THE IMPERIUM Avenging Sons 'Taros Intervention Force'

Arriving on Turn 1.

Deathwind drop pod armed with missile launchers

Reserves

Command Squad

Captain Armaros with artificer armour, bolt pistol, powerfist, Terminator honours, teleport homer.

Apothecary Actium with bolt pistol, narthecium, reductor, auspex.

Sergeant with bolt pistol and close combat weapon

1 Space Marine with plasma gun

1 Space Marine with melt gun

In a drop pod

Assault Demi-Squad

Sergeant with bolt pistol and close combat weapon

4 Space Marines with bolt pistols and close combat weapons

All have frag and krak grenades and melt bombs. Note: they do not have jump packs. *In a drop pod.*

Assault Demi-Squad

5 Space Marines with bolt pistols and close combat weapons

All have frag and krak grenades and melt bombs. Note: they do not have jump packs. *In a drop pod.*

Tactical Demi-Squad

Sergeant with boltgun

1 Space Marine with missile launcher

3 Space Marines with boltguns

All have frag and krak grenades. *In a drop pod.*

Tactical Demi-Squad

1 Space Marine with melt gun

4 Space Marines with boltguns

All have frag and krak grenades. *In a drop pod.*

Tactical Demi-Squad

Sergeant with boltgun

1 Space Marine with heavy bolter

3 Space Marines with boltguns

All have frag and krak grenades. *In a drop pod.*

Tactical Demi-Squad

1 Space Marine with flamer

4 Space Marines with boltguns

All have frag and krak grenades. *In a drop pod.*

Terminator Squad

Terminator Sergeant with storm bolter, chainfist and purty seals

1 Terminator with assault cannon

3 Terminators with storm bolters and powerfists

The squad teleports onto the battlefield.

Mk IV Dreadnought - Brother Hakael

with powerfist, storm bolter and twin-linked heavy bolters. Smoke launcher. *In a drop pod.*

PLANETARY DEFENCE FORCES

The Palace security platoon deployed anywhere on the table. They are Imperial Guardsmen.

Command Squad

Squad

Lt+4 men

Heavy Bolter

Squad

10 men

Melta gun

Squad

10 men

Flamer

Squad

10 men

Grenade launcher

All squads have frag grenades.

10 men

Plasma gun

5 Administrators (see special rules).

TAU FORCES

All Tau forces are reserves, moving on from a random entry point.

Fire Warrior Teams

Team 12 Fire Warriors pulse rifles

Team 12 Fire Warriors pulse rifles

Team 12 Fire Warriors pulse rifles

Each team is led by a Shas'ui with a Markerlight.

All teams have photon and EMP grenades.

Gun Drones

8 Gun Drones twin-linked pulse carbines

Gun Drones

8 Gun Drones twin-linked pulse carbines

Hammerhead Gunship

with missile pods, two burst cannons, flechette discharger, 4 Seeker missiles

Hammerhead Gunship

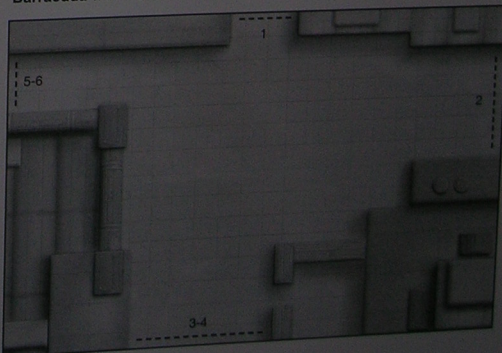
with railgun, smart missile system, decoy launchers, target lock, 4 Seeker missiles

Broadside Battlesuit Team

Broadside with twin-linked railguns, smart missile system, multi-tracker

Broadside with twin-linked railguns, twin-linked plasma rifles, shield generator

Barracuda with 4 Seeker missiles.



NOTES

This scenario is an amalgamation of events surrounding the First Taros Intervention. This is a single scenario in which those two days are rolled into one battle. As a battle in an urban location we recommend that you use the Citylight rules for this scenario.

SCENARIO 3

Warhammer 40,000

The Battle

Missile silo Decima was the single greatest threat to the invasion fleet, and it fell to the Raptors Chapter to destroy the silos before the main invasion could begin. The attack involved the whole of third company deploying from Thunderhawk gunships and targeting the two silos with demolition charges. For the assault, the company was organised into four strike forces – For the assault, the company was organised into four strike forces – For the assault, the company was organised into four strike forces – For the assault, the company was organised into four strike forces – For the assault, the company was organised into four strike forces –

The following strike forces would attack the ground defences and the silos themselves. Meanwhile, in the underground command centre, the missiles were being readied to fire at the orbiting battle barge. It was vital that this was not allowed to occur, so the Raptors had to move swiftly.

The Wargame

This game should be played on a 6' x 4' table. The terrain is basically open desert, with a few rocky outcrops for cover. In the centre of one long table edge place the missile silo. The rest of the terrain should be deployed as shown on the map, with the perimeter fence, razor wire, Hydra and gun emplacements and two underground bunker entrances. The entire area has already been shelled, so scatter 4 or 5 large craters about.

The Space Marine player takes the first turn, deploying Strike Force A via deep strike. The defender's security platoon enter the board on turn one using both of the bunker entrances. Roll for the arrival of the Space Marine Thunderhawk gunship and its passengers on the normal Reserves table.

The game ends when either the silo is destroyed or the missile launched.

Special Rules

Demolition Charges

The Space Marines can only destroy the silos by using the demolition charges issued to the Tactical squads. The silo can be assaulted like a stationary vehicle and has an Armour Value 14 all round.

Range	Str	AP	Notes
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Demolition Charge	0"	9	2	Can only be used against silos
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Objectives

The Space Marines must destroy the missile silo before the missile launches. From the end of the defender's turn 4 onwards roll to see if the missile is prepped and ready to launch. On a 6, the missile is launched and the game ends.

FORCES OF THE IMPERIUM

Raptors Strike Force A

Assault Squad

Veteran Sergeant Igis with purity seals

9 Space Marines with bolt pistols, close combat weapons, frag grenades, melta bombs and jump packs

They deploy onto the table using the Deep Strike special rules.

Reserves – Raptors Strike Force C

Thunderhawk Gunship

with turbo-laser and carrying the following squads. Once the Thunderhawk has deployed the infantry it has orders are to return to orbit. It cannot return to the table for subsequent attack runs.

Tactical Squad

Sergeant with boltgun

1 Space Marine with missile launcher

1 Space Marine with plasma gun

2 Space Marines with boltguns, demolition charges

5 Space Marines with boltguns

All have frag and krak grenades

Tactical Squad

Sergeant with boltgun

1 Space Marine with missile launcher

1 Space Marine with melta gun

2 Space Marines with boltguns, demolition charges

5 Space Marines with boltguns

All have frag and krak grenades

Devastator Demi-Squad

Sergeant with boltgun

1 Space Marine with heavy bolter

ASSAULT ON MISSILE SILO 'DECIMA'

1 Space Marine with multi-melta

2 Space Marines with boltguns

All have frag grenades

Devastator Demi-Squad

1 Space Marine with heavy bolter

1 Space Marine with lascannon

3 Space Marines with boltguns

All have frag grenades

PLANETARY DEFENCE FORCES

The silo security platoon deployed anywhere on the table. They are Imperial Guardsmen.

Security Platoon

Command Section

Lt+4 men

Missile launcher,

medi-pack

Squad

10 men

Melta gun

Squad

10 men

Grenade launcher

Squad

10 men

Plasma gun

Squad

10 men

Flamer

All have frag grenades

Gun Emplacement with battle cannon

Gun Emplacement with twin-linked heavy bolters

Hydra Flak Emplacement

	Front Armour	Side Armour	Rear Front	BS
Flak emplacement	11	11	11	3

Type: Immobile

Crew: (3) Imperial Guard

Weapons: 2 x twin-linked, long-barrelled autocannons on an AA mount.

Options: None



NOTES

This scenario covers the major part of the mission, but could be expanded to include a second table with the second silo and a second Thunderhawk carrying 2 more Tactical squads and Captain Orelus and his Command squad. In this case increase the size of the defending force with more gun emplacements, a second security platoon and minifields. In the expanded game, the Space Marines must destroy both silos to win.

Notes

You can use modifying the table and making slight players to pick

SCENARIO 4

Warhammer 40,000

The Battle

At first light, the entire front. At dug foxholes and gunned their artillery opened the advance, with the desert sand

At midday, as Tallarn Infantry of Hunter Cad sped to intercept tracking the In and had arrived

This battle began their offensive the advance a before using the difficult for Imperial's sl never stand counter-attack

The Wargame

This game should be played on a 6' x 4' table, 2' from buildings, in square area.

Tau forces of Pathfinder to Imperial force table edge.

All Tau and Imperial stated, including game lasts A

Objective: The side that wins.



SCENARIO 4

Warhammer 40,000

The Battle

At first light, the Tallarn 17th Regiment began a general advance across its entire front. At the command of their officers the men rose from their quickly dug foxholes and trenches, whilst tanks reversed from their scrape holes, gunned their engines and began to grind slowly forwards. Behind them the regiments three armoured companies formed the cutting edge of the advance, with squadrons of Leman Russes and Vanquishers rumbling across the desert sands. Lacking Chimeras the advance would be at walking pace.

At midday, as the combined force of 1st Armoured company tank's and Tallarn Infantry moved along across the open desert they encounter elements of Hunter Cadre Shi'Eldi. These were the rapid response forces, which had tracking the Imperial forces movement through Pathfinder observer teams, and had arrived in the vicinity of Tungusta Station only minutes before.

This battle became typical of Tau actions all along the Imperium's front during their offensive towards Tarokeen. Rapid, hard-hitting counter-attacks stalling before using their mobility to withdraw into the desert and disperse, making it difficult for Imperial artillery to react in time or find concentrated targets. The Imperium's slow advance along a wide front would continue, but the Tau never stand and hold the ground. Tungusta Station is not the only Tau counter-attack in the first days of the advance, but it was the hardest fought.

The Wargame

This game should be played along the length of a 6' x 4' table. The terrain is basically open desert, with a few rocky outcrops for cover. In the centre of the table, 2' from the northern table edge is Tungusta Station, a collection of buildings, mining equipment and debris occupying approximately an 18" square area. There should be shell craters scattered about the table.

Tau forces can deploy up to 24" from their table edge, except for the Pathfinder team which can deploy in cover anywhere on the table. The Imperial forces move onto the table on turn 1, measuring from the southern table edge.

All Tau and Imperial reinforcements enter from their table edge on the turn stated, including aircraft. The Imperial Guard player takes the first turn. The game lasts 8 turns.

Objectives

The side in possession of Tungusta Station at the end of the game is the winner.



Notes

You can use this scenario as the basis of other Tau counter-attacks, by modifying the terrain slightly (remembering it is always open desert though), and making slight changes to the force lists. You could even replay it allowing players to pick their armies from the Codex army lists!

ENCOUNTER AT TUNGUSTA STATION

Scenarios

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FORCES OF THE IMPERIUM

A Squadron, 1st Armoured Company, 17th Tallarn Regiment

Squadron HQ Leman Russ with hull-mounted heavy bolter, smoke launchers, track guards, searchlight, pintle heavy stubber.

Leman Russ with hull-mounted heavy bolter, smoke launchers, track guards, hunter-killer missile.

Leman Russ with hull-mounted lascannon, smoke launchers, dozerblade.

1st Platoon, 2nd Infantry Company, 17th Tallarn Regiment

Command Section Lt*+4 men Missile launcher, medi-pack

Squad** 10 men Melta gun, sniper rifle

Squad 10 men Grenade launcher, sniper rifle

Squad 10 men Grenade launcher, sniper rifle

Squad 10 men Melta gun, sniper rifle

Squad 10 men Plasma gun, sniper rifle

All squads carry frag grenades and krak grenades. Each squad has 1 Guardsman equipped with a vox-caster.

*Lieutenant Kavar is armed with a laspistol and power sword.

**Led by Veteran Sergeant with lasgun and melta bombs.

Reinforcements – arriving on Turn 3

Elements of B Squadron, 1st Armoured Company

Leman Russ with hull-mounted heavy bolter, smoke launchers, track guards, hunter-killer missile.

Reinforcements – arriving on Turn 4

3rd Storm Trooper Squad, 2356th Company

Squad 10 men Melta gun, grenade launcher

in a Chimera with multi-laser, searchlight, smoke launcher, pintle-mounted heavy stubber.

Reinforcements – arriving Turn 7

Thunderbolt fighter with 4 bombs, ejector seat, armoured cockpit.

TAU FORCES

Hunter Cadre El'Shi'Eldi

Hammerhead Gunship with railgun, smart missiles system, multi-tracker, blacksun filter, fletcher discharge.

Sky Ray with disruption pod, decoy launchers.

Pathfinder Team

Team 4 Shas'la pulse carbines, Markerlights.

Reinforcements – arriving on Turn 2

Commander Shas'el Shi'Eldi in XV84 Crisis battlesuit, fusion blaster, missile pod, multi-tracker, target lock, Markerlight.

Bodyguard

Shas'vre Crisis battlesuit, twin-linked missile pods, shield generator, hard-wired target lock.

Shas'vre Crisis battlesuit, twin-linked burst cannons, target lock, hard-wired multi-tracker.

Team is bonded.

Fire Warriors

Team 12 Shas'la pulse rifles in a Devilfish with flechette discharger, 2 seeker missiles.

Team 12 Shas'la pulse rifles in a Devilfish with decoy launchers, 2 seeker missiles.

All have photon and EMP grenades. Each team is led by a Shas'ui with a Markerlight.

Reinforcements – arriving on Turn 6

Hammerhead Gunship with twin-linked plasma cannons, a smart missile system, multi-tracker, blacksun filter, target lock.

Barracuda with decoy launchers.

SCENARIO 5

Epic

The Battle

The 3rd Tallarn Armoured regiment launched its attack to overrun the Tau defenders of Giadamak mine. First by encircling the mine with the tank companies, then by assaulting the complex with armoured infantry formations, attacking behind a rolling barrage of artillery fire.

The first company into the attack was repulsed with heavy losses, caught in the Tau's killing zone. After an artillery bombardment the regiment launched a second assault, with 3rd company taking the lead. After intense fighting this succeeded in getting a foothold inside the mine. Surrounded and in danger of being overrun the Tau evacuated their survivors via Orca dropship. After a hard day of fighting the Tau had inflicted heavy losses on the Tallarn infantry, but left many of their own dead behind.

The Wargame

This game should be played across a 6' x 4' table. The terrain is open desert, with a few scattered rocky outcrops for cover. In the centre of the Tau table edge there is a large mining complex, complete with buildings, equipment, quarry cliffs, rocks, spoil heaps etc. This counts as an area of ruin/rubble.

Tau forces may be placed anywhere in their half of the table, including in the mine. Tau forces deploy first.

Imperial forces enter from their table edge when they have the initiative.

The game lasts 8 turns.

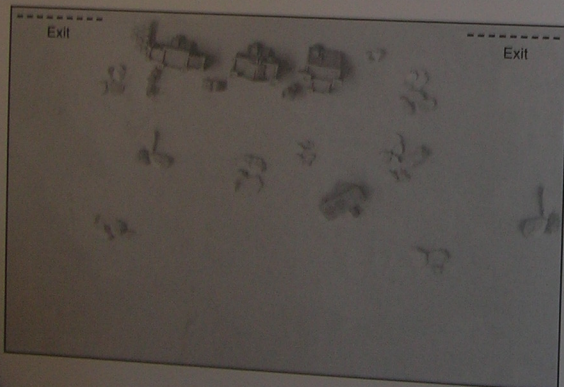
Objectives

The Imperial forces must capture the mining complex by clearing it of Tau forces. The Tau must inflict as much damage as they can, then escape off the board. If both tank companies have moved off the table edge then this must be via Orca dropship (there is no other escape). If the tanks have not completed the encirclement then it can also be on the ground, by moving off their table edge. The victor should be judged by comparing how many Tau escaped verses how many Imperial forces were lost.

Special Rules

Encircling Attack

Both the Tallarn tank companies have orders to encircle the mining complex, to cut it off from reinforcements. Their orders are not to become involved in the fight to clear the mine. To represent this, the Tank companies must exit the Tau table edge at the exit points marked on the map. If they fail to do this by the end of turn 4, then the Tau automatically win the game, because they can easily escape to fight another day.



THE BATTLE OF GIADAMAK

FORCES OF THE IMPERIUM

2nd Armoured Company, 3rd Tallarn Armoured Regiment
 CHQ 1 Vanquisher
 1st Squadron 3 Leman Russes
 2nd Squadron 3 Leman Russes
 3rd Squadron 3 Leman Russes

4th Armoured Company, 3rd Tallarn Armoured Regiment
 CHQ 1 Leman Russ
 1st Squadron 3 Leman Russes
 2nd Squadron 3 Leman Russes
 3rd Squadron 3 Leman Russ Conquerors

2nd Infantry Company, 3rd Tallarn Armoured Regiment
 CHQ Command Unit
 1st Platoon 8 Infantry units 1 Chimera
 2nd Platoon 8 Infantry units 4 Chimeras
 3rd Platoon 8 Infantry units 4 Chimeras
 4th Platoon 8 Infantry units on foot
 5th Platoon 8 Infantry units on foot
 4 Fire Support units 2 Chimeras

Artillery Battery

3 Basilisks

Reinforcements – arriving on turn 5

3rd Infantry Company, 3rd Tallarn Armoured Regiment
 CHQ Command Unit Salamander
 1st Platoon 8 Infantry units 4 Chimeras
 2nd Platoon 8 Infantry units 4 Chimeras
 3rd Platoon 8 Infantry units on foot
 4th Platoon 8 Infantry units on foot
 5th Platoon 4 Fire Support units 2 Chimeras
 Flak 1 Hydra

TAU FORCES

Hunter Cadre
 Crisis Battlesuits 1 Commander, 3 Battlesuit units
 Pathfinders 6 Pathfinders units, 3 Devilfish
Fire Warriors Cadre
 6 Fire Warrior units
 2 Gun Drone units
Fire Warriors Cadre
 6 Fire Warrior units
 2 Gun Drone units
Fire Warriors Cadre
 6 Fire Warrior units
 2 Gun Drone units
Fire Warriors Cadre
 6 Fire Warrior units
 2 Gun Drone units
Gun Drone Contingent
 2 Gun Drone units, 2 Heavy gun drone unit
Broadside Contingent
 2 Broadside Battlesuit units
Human Auxiliary Contingent
 1 Commander
 12 Human auxiliary units

Reinforcements

Air Caste Formations – arriving on turn 4

2 Barracudas
 2 Barracudas
 4 Orca Dropships

SCENARIO 6

Warhammer 40,000

The Battle

In attempted to swing the air war in their favour the Tau launched a daring raid to destroy Imperial Navy aircraft whilst still on the ground. Small Stealth teams had already infiltrated the Imperial Guard rear areas. Operating only at night, their mission was to find and report the location of Imperial supply routes and facilities. They were under strict orders not to engage the enemy, just to locate potential targets for other strike forces.

When a patrolling Stealth team reported the location of a forward airbase, Shas'el K'irri responded quickly. A forward airbase was a high-priority target. He gathered an elite strike force. His plan was simple and very dangerous. In a daring night-time raid a single Orca loaded with troops would fly low over the desert and pass directly over the air strip. The Fire Warrior teams and battlesuits, attack the aircraft with EMP grenades. The Shas'el would lead the attack. Meanwhile, the Orca would circle round and return to land directly on the airfield. Once the aircraft where destroyed and the Orca was landed, the teams would fall back to the Orca and make a rapid escape, covered by a flight of Barracudas scrambled to intercept any Imperial pursuit. Surprise would be on their side, but once the airbase realised it was under attack they would respond quickly and in force. He warned all his Shas'la that the chances of survival were low. They would be deep in enemy territory and, should anything go wrong, cut-off. He felt the gains would be worth it in the long run, it was a risk worth taking for the Greater Good!

The Wargame

The game should be played on a 6' x 4' table. Position the terrain, including the grounded aircraft, as shown on the map. Deploy the Imperial forces as follows.

The Security Platoon Command section and Sentinel powerlifter starts the game in or next to the command post.

The 1st security squad start the game in the sandbag bunker by the gate along with the turret emplacement.

The Trojan starts the game parked next to the fuel tank.

The Tau player takes the first turn, with the Orca automatically arriving over the table. All Tau forces deploy from the Orca.

Roll for Imperial reserves using the normal Reserves table. Roll an additional D6 to determine which point each squads enter the table, as shown on the map.

There is no turn limit to this scenario. The game last until all the aircraft are destroyed, until the Tau forces have escaped the table in their Orca, or the Tau or Imperial player has no forces left fighting.

It is dark. The Night Fight rules apply throughout this scenario.

Objectives

The Tau forces must destroy all the aircraft and escape in their Orca. The Imperial forces must prevent this.

Notes

Use this scenario as the basis for other Tau surprise raids. The Imperial Guard force should be limited to security forces, and equipment like Trojans, Sentinel powerlifts etc, not their front line equipment like tanks and artillery. The Tau will only use light mobile forces, like Pathfinders and Gun Drones.

FORCES OF THE IMPERIUM

Security Platoon

Command Section Lt*4 men Medi-pack
1st Squad 10 men Grenade launcher, sniper rifle

All squads carry frag grenades. Each squad has 1 Guardsman equipped with a vox-caster. *The Lieutenant is armed with a laspistol and close combat weapon.

Sentinel Powerlifter

Hydra Platform in a sandbagged position.

Turret Emplacement with multi-laser and searchlight.

Trojan with searchlight, rough terrain modification (dozerblade).

2 x Minefields. Positioned outside the perimeter fence.

Reserves

Roll separately for each squad.

Sentinel Squadron

3 Sentinels with multi-laser, searchlight, smoke launchers.
1 has a hunter-killer missile.

NIGHT RAIDERS

Scenarios

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2nd Security Squad

Squad 10 men

3rd Security Squad

Squad 10 men

4th Security Squad

Squad 10 men

All squads carry frag grenades. Each squad has 1 Guardsman equipped with a vox-caster.

Crisis Battlesuit Team

TAU FORCES

Commander Shas'el K'irri in XV81 Crisis battlesuit, fusion blaster, flamer, smart missile system, hard-wired target lock and blacksun filter.

Bodyguard

Shas'vre Crisis battlesuit, plasma rifle, missile pod, multi-tracker, Hardwired target lock and blacksun filter.

Shas'vre Crisis battlesuit, plasma rifle, flamer, shield generator, Hardwired target lock and blacksun filter.

The team is bonded.

Fire Warrior Teams

Team	8 Shas'la	half have pulse rifles, half have pulse carbines
Team	8 Shas'la	half have pulse rifles, half have pulse carbines
Team	8 Shas'la	half have pulse rifles, half have pulse carbines

All 3 teams are bonded. Each team is led by a Shas'ui. All have photon and EMP grenades.

Gun Drone Squadron

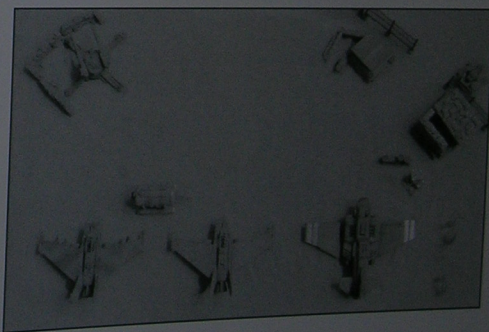
8 Gun Drones with twin-linked pulse carbines

Heavy Gun Drone Squadron

3 Heavy Gun Drones with twin-linked burst cannons

Orca Dropship

with blacksun filter, decoy launchers, disruption pod.



SCENARIO 7

Warhammer 40,000

The Battle

Supply convoy Theta-XJ-59 was small supply column transporting fuel, water and ammunition to the 17th Tallarn Regiment. Stalked by Stealthsuits, it was ambushed as it followed a trail northwards. Despite the Rough Rider squadron protecting it, and the timely arrival of Sentinels to aid the defence, the convoy was overwhelmed and destroyed in detail. The burnt out hulks of the Trojans and trailers were left as grim way-markers along the supply route for the next column which past this way. Many similar columns suffered the same fate.

This battle is typical of the surprise attacks the infiltrating Tau forces used to cut Imperial supply lines, a mission that the Stealthsuits teams proved highly adept at, especially in night-time raids. For the Tallarn security units it was nearly impossible to locate and target the Stealthsuits before they struck. Small, roving Stealth teams, aided by Pathfinders and drones dropped from Tigersharks, ambushed supply columns time and again, causing heavy losses in war materials. Security for the supply columns was continually increased, at a cost in frontline troops, but unreliable supply lines and shrinking stockpiles eventually made it impossible for Imperial Guard commanders at the front to plan and execute offensive operations.

The Wargame

The game should be played along the length of a 6' x 4' board. Deploy the Imperial forces first. Position the supply column along the track, not further than half way across the table. The Rough Rider security squads should be placed in the Imperial player's half of the table, but within 12" of a vehicle.

Deploy the Tau forces anywhere on their side of the table, but not within 12" of Imperial forces. The Tau take the first turn.

The game lasts 6 turns.

Objectives

The Tau forces must destroy the Trojans and trailers, the Imperial player must prevent this, by either defeating the Tau ambushers or escaping with the Trojans and trailers off the Tau's board edge.

Special Rules

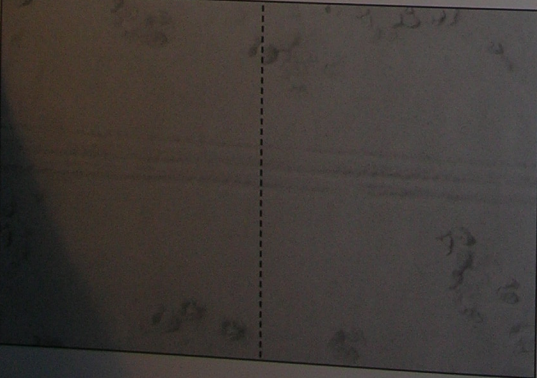
Trailers

Trailers cannot move unless they are being towed by another vehicle. Trailer may be targeted as a separate vehicle. They have an Armour Value of 10 all round. Having no crew, they ignore Crew Shaken and Crew Stunned damage results. An immobilised trailer can no longer move, but its towing vehicle can automatically unhitch and continue to move normally, leaving the trailer to become a piece of cover. An Armament Destroyed damage results also immobilises a trailer.

The first time a fuel tanker comes under fire roll to see what it contains.

1-3 Water. A 'Vehicle Explodes' or 'Vehicle Annihilated' result counts as a 'Vehicle Destroyed' result.

4-6 Fuel. Due to its flammable contents, a tanker containing fuel treats all 'Vehicle Destroyed' results and as a 'Vehicle Explodes' result. It treats a 'Vehicle Explodes' results as a 'Vehicle Annihilated' result.



AMBUSH OF SUPPLY COLUMN THETA-XJ-59

FORCES OF THE IMPERIUM

Supply Column Theta-XJ-59

1 Trojan towing a flat-bed trailer with rough terrain modification (dover blade)

2 Trojans towing fuel tankers

Rough Rider Squad 1

Squad 5 Rough Riders on horses laspistol, hunting lance
One Rough Rider carries a grenade launcher.

Rough Rider Squad 2

Squad 5 Rough Riders on Mukaali laspistol, hunting lance
The squad includes a Sergeant with close combat weapon and laspistol.
Reinforcements – Arrive on Turn 3. Entering from the Imperial player's table edge.

Sentinel Patrol

Sentinel with multi-laser, smoke launcher, searchlight.
Sentinel with multi-laser, hunter-killer missile.

TAU FORCES

Pathfinder Team

Team 4 Shas'la Pulse carbines, markerlights
The team includes a Shas'ui. All carry photon and EMP grenades. The team is bonded.

Stealthsuits Teams

Team 3 Shas'ui Burst cannon
The team is bonded.

Reinforcements – Arrive on Turn 3. Entering from the Tau player's table edge.

Pathfinder Tetra Squadron

2 x Tetra speeders.

Gun Drone team

Team 6 Drones twin-linked pulse carbines

Notes

You can re-fight this battle increasing the size of the game by using a larger board and more Trojans, trailers and more security forces, such as Armour Fist squads or right up to a Leman Russ leading the column. Tau forces should also increase, but be restricted to Pathfinders, Stealth teams, Gun Drones, Heavy Gun Drones or strafing aircraft. If the table is longer the game should also be longer, as the extra time will be needed to travel the extra distance. As an ambush, the Tau should always get to set up second and take the first turn – good luck!

568998 (Nov)

SCENARIO 8

Battle Fleet Gothic

The Battle

The Tau fleet announced their presence in the Taros system when they attacked and destroyed troop convoy Alpha-four. It was a sudden and viscous Brimlock Dragons, who were trapped in the holds of the transport vessels. The attack presaged a series of convoy raids in an attempted to cut the Imperial force's lines of supply.

During the action the Tau fleet destroyed all the Imperial ships in a devastating attack. The Dictator class cruiser *Black Duke* tried to reach the embattled convoy, but only arrived in time to pick up survivors.

The Wargame

This game of Battlefleet Gothic should be played on a 6 x 4 table. Set up the board as shown on the map. The battle takes place in the outer reaches. A single gas/dust cloud is the only celestial phenomena.

Convoy Alpha-four and its escort should be set up with 6" of one short table edge. The opposite edge is the 'Imperial table edge', from which they must escape.

The entire Tau fleet enter from either of the long board edges. The Tau have surprise and therefore get the first turn.

Special Rules

The *Black Duke* is racing to aid the convoy. From turn 2 onwards, at the start of each turn, roll a dice, on a 6 the *Black Duke* arrives from the Imperium's table edge. Should the *Black Duke* arrive, it is automatically on 'All Ahead Full' orders on the turn it arrives.

Objectives

The Tau player must destroy the Imperial transports before they escape whilst minimising their own losses. The Imperial convoy must exit via the Imperium's table edge with as many ships as possible.

IMPERIAL FLEET

Cerebus – Dauntless class light cruiser

(Captain Nomura – 1 re-roll)

Errant Squadron 1

ETS-1 – Sword class frigate

ETS-2 – Sword class frigate

DESTRUCTION OF TROOP CONVOY ALPHA-FOUR

Scenarios

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Errant Squadron 2

ETS-3 – Sword class frigate

ETS-4 – Sword class frigate

Transports

Imperius Javalin – Armed transport

Imperius Anvil – Armed transport

Imperius Gauntlet – Armed transport

Prince Maud – Transport

Reinforcements

Black Duke – Dictator class cruiser

TAU FLEET

Io'Tar – Protector class warship

5 x *Castellan* class heavy escorts



SCENARIO 9

Battle Fleet Gothic

The Battle

After a long hunt the *A'hro* led the Imperial pursuers deep into the Inner flare zone before eventually turning to fight. In amongst the solar flares and radiation bursts she stood her best chance in an uneven match. The *A'hro* was out-gunned, but she put up a tremendous fight before being destroyed, taking the *Hammer of Thrace* and three escort ships with her.

The *A'hro*'s mission was never intended to be anything more than a diversion, and in keeping two Imperial capital ships busy she served her purpose well. Whilst the hunt for a *A'hro* continued, the other Protector led attack groups could target the supply convoys, the real objective of the Tau fleets incursion into the Taros system.

The Wargame

This game should be played across a 6 x 4 table. Set up the board as shown on the map. The battle takes place in the flare region. The table may be affected by a single solar flare and single radiation burst, roll for each at the start of each turn. Scatter four or five gas clouds around the table as celestial phenomena.

The Tau fleet deploys within 30cm of one of the long table edges. This table edge is now Sunward. The Imperial fleet deploys within 30cm of the opposite table edge. Set-up should be done in secret (on the map or behind a screen).

Roll a D6, the side that rolls highest may choose whether to take the first or second turn.

Special Rules

Use the Fighting Sunward special rules. The Tau's table edge is the sunward direction.

Objectives

The Imperial player must destroy the *A'hro* whilst minimising his own losses.

IMPERIAL FLEET

Righteous Power – Overlord class battlecruiser

(Fleet Admiral Kotto – 2 re-rolls)

HUNT FOR THE A'RHO

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Hammer of Thrace – Lunar class cruiser

Novem Squadron

NVM-12 – Firestorm class frigate

NVM-22 – Firestorm class frigate

NVM-32 – Firestorm class frigate

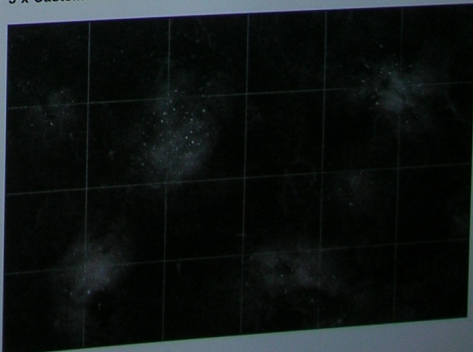
NVM-42 – Firestorm class frigate

TAU FLEET

A'Rho – Custodian class carrier
(Tau Kor'O – 1 re-roll)

3 x *Warden* class carrier escorts

5 x *Castellan* class heavy escorts



SCENARIO 10

Warhammer 40,000

The Battle

On the right flank of the X Corps advance the 17th Tallarn regiment was faced by the formidable Phyyra Heights, a barren wilderness of steep, craggy highlands with very few trails or accessible routes for armoured vehicles. The Tau had already occupied this rough terrain with their allies, the Kroot.

Kroot warbands were now hiding in the high caves and crags. When the Imperial Guard arrived and attempted to climb the slopes the Kroot attacked, racing down hill in a shrieking horde to fall upon the Guardsmen below. The unexpected counter-attack caught the lead squads as they struggled up hill. Many Guardsmen died as the Kroot's wild beasts savaged them. Only heavy artillery fire prevented a disaster, allowing the Guardsmen to withdraw to the safety of the plains below.

The 17th regiment made four more attempts to climb the slopes, and succeeded at the fifth attempt. Having achieved a foothold, they were then faced with a rocky wilderness crawling with Kroot Carnivore squads and echoing to the cries of Kroot Hounds and Knarlocs. Fighting in the Phyyra Heights would continue between the 17th regiment and the Kroot until the order to withdraw was given.

The Wargames

This is a pitched battle, with the Kroot attacking downhill through the rocks. The only terrain on the table are areas of rocky ground, these should be scattered liberally across the entire board. Rocky areas count as difficult ground. There is no other terrain.

Deploy the Imperial scout force first. The Recon squad and Sentinel squadron may be placed anywhere in the Imperial player's half of the table.

The Kroot deploy second. Position the entire Kroot force within 6" of their table edge. This is the Kroot warband emerging from hiding behind the ridgeline, ready to charge.

The Imperial player takes the first turn, moving the rest of his forces on from his board edge. Reinforcements enter on from their board edge on the turn noted in the force lists.

The game lasts 6 turns, after this heavy artillery fires start to fall and both sides must withdraw.

Special Rules - Rock Slide Trap.

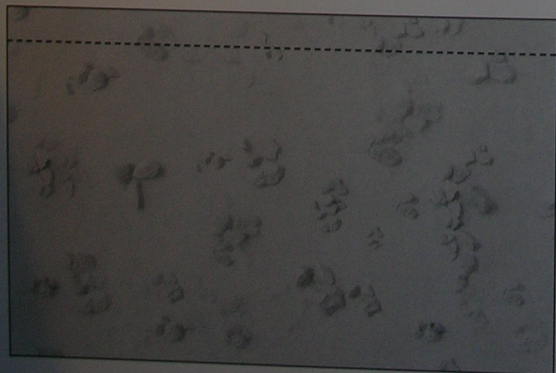
The Kroot have been preparing to defend the high ground for some time and have booby trapped the slopes with rock slide traps. This is a pre-prepared avalanche of boulders which tumble down the slope to crush those trying to climb up.

During the game the Kroot player can attempt to trigger one rock slide trap. At the start of the enemy turn the Kroot player nominates an enemy squad in rocky ground, this squad triggers the trap on a roll of 4+.

If the trap is triggered, the unfortunate squad takes 2D6 Str 3 hits from the rock avalanche, normal Armour Saves are allowed. If the trap is not triggered, then the Kroot player may try again on another squad next turn. Once the rock slide trap has been triggered it cannot be used again.

Objectives

This is a pitched battle. The side that has inflicted the most damage wins.



STORMING THE PHYRYRA HEIGHTS

FORCES OF THE IMPERIUM

Scout Force

Hardened Veterans Recon Squad

Squad* 6 veterans

The squad carry frag grenades and Krak grenades. 1 Guardsman is equipped with a vox-caster.

*Led by a Veteran Sergeant with a laspistol, close combat weapon and the Medallion Crimson.

Sentinel Squadron

2 x Sentinels with multi-laser, smoke launcher

Reinforcements - Arriving on turn 2

5th Company Command Section

Command Section Cpt* +4 men

Melta gun

* The Captain has a laspistol, power weapon and refractor field. 1 Guardsman carries the Company Standard.

Mortar Squad

6 men

3 mortars

Fire Support Squad

6 men

3 heavy bolters

Priest with shotgun, close combat weapon, holy relic

3rd Platoon, 5th Infantry Company, 17th Tallarn Regiment

Command Section Lt* +4 men

Missile launcher, medipack

Squad 10 men

Melta gun, sniper rifle

Squad 10 men

Grenade launcher, sniper rifle

Squad 10 men

Flamer, sniper rifle

Squad 10 men

Plasma gun, sniper rifle

All squads carry frag grenades and Krak grenades. Each squad has 1 Guardsman equipped with a vox-caster.

*The Lieutenant is armed with a laspistol and close combat weapon.

- Arriving on turn 3

OP Team

2 men with lasguns and vox-caster

Artillery Strike

Basilisk (spotted by the OP team)

- Arriving on turn 5

1 Basilisk with armoured crew compartment, pintle-mounted heavy stubber, track guards, smoke launcher.

KROOT FORCES

Master Shaper

Kroot rifle, frag and Krak grenades, hyper-active nymune organ.

Accompanied by 2 Kroot Hounds.

3x Kroot Carnivore Squads

Squad 14 Kroot*

Kroot rifles

6 Kroot Hounds

1 Krootox

Kroot gun

* each squad includes a Shaper with frag and Krak grenades.

Knarloc Riders Herd

Squad 6 Knarloc Riders

Kroot rifles

Goaded Great Knarloc Herd

2x Squads 1 Goaded Great Knarloc

8 Goats

Kroot rifles, goad stick

The 2 Great Knarlocs and their Goats operate independently of each other.

1 Knarloc herd includes a Shaper with frag and Krak grenades.

1 x mounted Great Knarloc

with a Kroot bolt thrower and explosive bolts.

SCENARIO 11

Warhammer 40,000

The Battle

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THE BATTLE FOR HYDRO-PLANT 23-30 FIRST LIFT - PUMPING STATION 1

Scenarios
650998.M41

The Battle

Operation Comet's assault captured hydro-plant 23-30 after a day of hard fighting. The defending garrison of human auxiliaries and Kroot mercenaries resisted bravely despite the attackers' overwhelming firepower.

At Pumping Station 1 (an objective of 3rd company), the first wave, led by Storm Troopers of 709th company were repulsed with the death of Captain Malik and serious casualties. It was Commissar Graal who rallied the surviving men, organising supporting mortar fire and led a second attack which drove out the Kroot. Once captured, a fresh platoon moved forwards to secure the objective against counter-attack.

The fighting around Pumping Station 1 was so heavy and intense that the pumping station was mostly destroyed in the battle, rendering it useless.

The Wargames

Play this game on a 6' x 4' table. A large build in the centre of the Tau table edge is the pumping station. Opposite it should be lots of pipelines, walkways, large storage tanks and other industrial scenery, including lots of debris like barrels, girders and stacks of crates.

Deploy the defender's garrison first within 12" of their table edge. The Drone sentry turrets can be positioned anywhere on the table. Tau reinforcements move onto the board from the Tau table edge on the turn given in the force lists.

The Imperium's forces take the first turn and enter from their table edge. Reinforcements arrive on the turn given. The Elysian squads all drop onto the table using the Deep Strike special rules.

The game lasts 7 turns.

Special Rules

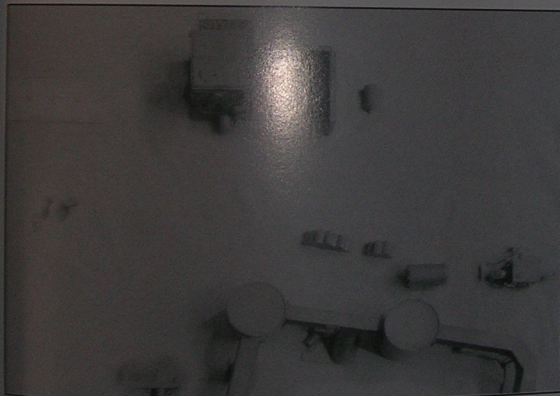
'Standing orders are to avoid excessive collateral damage'

The Imperial Commanders need to use the hydro-processor after it is captured, and cannot therefore afford to destroy it in the process. Collateral damage to the facility must be kept to a minimum.

Keep a track of how many times the Imperial forces fire weapons with a Strength of 5 or more and miss. If this happens more than 20 times in the game then the pumping station and surrounding workings have taken excessive collateral damage - more than can be quickly repaired, and the Imperial side loses the battle even if they capture the pumping station.

Objectives

The side in possession of the pumping station at the end of the game wins.



Notes

This battle is typical of those fought by the first wave of Elysian Drop Troops, met by the human auxiliary garrison forces, Kroot and workers militias. You could replay this mission several times, adjusting the terrain and forces slightly for other objectives. Other special rules might include tanks full of dangerous chemicals which could rupture or explode. If you have Necromunda terrain, then here is the place to use it!

FORCES OF THE IMPERIUM

Turn 1

5th Squad, 709th Storm Trooper Company
Squad 10 men

in Valkyrie with a multi-laser, 2 x fuel tanks, armoured cockpit, chaff launchers

6th Squad, 709th Storm Trooper Company
Squad 10 men

in Valkyrie with a multi-laser, 2 x fuel tanks, armoured cockpit, chaff launchers

All Storm Trooper squads have frag and Krak grenades and Melita bombs.

Vulture Gunship with twin-linked missile launchers, fuel tanks, ejector seats.

Reinforcements - Arriving on Turn 2

3rd Company Command Section

Command Section Capt*+4 men Grenade Incher, medipack, master vox
* Captain Malik carries a laspistol and powerfist.

Anti-Tank Squad 6 men

3 Missile Launchers

Commissar Graal with lasgun, refractor field

1st Platoon, 3rd Infantry Company, 23rd Elysian Drop Troops Regiment
Command Section Lt*+4 men

Squad** 10 men Flamer, medipack

Squad** 10 men Melita gun, demo charge

Squad 10 men Grenade Incher, demo charge

Squad 10 men Flamer, demo charge

Squad 10 men Plasma gun, demo charge

All squads have frag and Krak grenades and a vox-caster.

* Lt Rawne carrying a laspistol, Melita bombs and a surveyor.

** Veteran Sergeant carrying a lasgun with auxiliary Krak grenade launcher.

- Arriving on Turn 5

Off-table Artillery Strike

Mortar battery strike 3 x Mortars

The barrage can be spotted for by either an Elysian Officer, Veteran Sergeant or Commissar Graal.

TAU FORCES

Initial Garrison

Human Auxiliaries Teams

Team 10 men lasguns

Team 10 men lasguns

Team 10 men lasguns

* All have frag grenades. Each team leader has a pulse rifle.

3 x Drone Sentry Turrets

1 has twin-linked burst cannons. 1 has twin-linked missile pods. 1 has twin-linked plasma rifles. All have a shield generator and a disruption pod.

Workers Militia

Team 10 men various pistols (count as laspistols)
various close combat weapons

These are just workers who have armed themselves to help defend their plant. They have standard Guardsmen's stats, but have no armour.

Reinforcements - Arriving on Turn 3

Kroot Carnivore Squad

Squad 10 Kroot* Kroot rifles

1 Krootox Kroot gun

* includes a Shaper with a Kroot rifle.

Kroot Carnivore Squad

Squad 10 Kroot* Kroot rifles

- Arriving in Turn 4

Gun drones

7 Gun Drones with twin-linked pulse carbines

Gun drones

7 Gun Drones with twin-linked pulse carbines

- Arriving on Turn 5

Tiger Shark

The Tiger Shark has already dropped its Gun Drones by the time it reaches the table, so is no longer armed with them.

SCENARIO 12

Warhammer 40,000

**THE BATTLE FOR HYDRO-PLANT 23-30
SECOND LIFT – SOUTHERN PERIMETER**

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The Battle

The second day of the battle for the hydro-processing plant saw the Elysians of the first wave on the defensive, holding out against the Tau's swift attack. They were hard pressed, hanging on for the arrival of the second lift to reinforce them and secure the plant.

Uncharacteristically, the Tau pressed their attack hard. After an initial aerial bombardment the aliens closed in, under the cover of their Manta, and eventually routed the defenders from their cover in bitter fighting.

The Wargame

Play this game on a 6' x 4' table. The terrain is the hydro-processing plant, so there should be lots of industrial scenery, pipe works, storage tanks etc. After a day of fighting there is also destroyed vehicles scattered about, even a crashed Valkyrie for cover. The Tau's board edge is the perimeter fence of the plant.

Deploy the Imperial defenders first, anywhere in their half of the table. They may have a few (2 or 3) hastily constructed sandbagged positions for additional cover.

The Tau forces take the first turn and enter from their table edge in the order listed. Reinforcements arrive on the turn given in the force lists. The Elysian squads of the second lift all drop onto the table using the Deep Strike special rules. The game lasts 7 turns.

Special Rules

Off-table Manta Fire. The Tau attack is supported by a Manta flying overhead strafing the entire area with fire. The Elysians have no response to this lethal rain. At the start of each Tau turn roll for off-table Manta support.

- 1-2 No fire this turn
- 3 1 Burst cannon turret
- 4 2 Burst cannon turrets
- 5 1 Ion cannon
- 6 1 Railgun

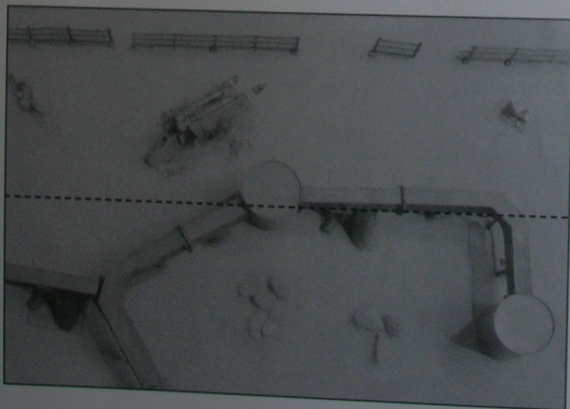
The shots maybe targeted at any enemy unit on the table.

Mid-air Casualties

The Elysians of the second lift came under heavy fire as they fell towards the hydro-plant. To simulate the effects of massed Tau AA fire as they deep strike onto the board, each Elysian Infantry squad and Sentinel is attacked by a D6-1 pulse rifle rounds. Roll to hit and wound as for a normal Fire Warrior squad.

Objectives

This is a pitched battle. The side that inflicts the most damage wins.

**FORCES OF THE IMPERIUM**

Initial Defenders (Casualties have reduced the size of these squads)
12th Squad, 709th Storm Trooper Company
 Squad 6 men Melita gun
 Squad has frag and krak grenades.

3rd Platoon, 4th Infantry Company, 23rd Elysian Drop Troops
 Command Squad Lt*+3 men Plasma gun, medi-pack
 Squad** 7 men Melita gun, demo charge
 Squad 8 men Grenade launcher
 All squads have frag and krak grenades and a vox-caster.
 * Lt Yentz carries a lasgun with auxiliary krak grenade launcher
 ** Veteran Sergeant carrying a lasgun with auxiliary krak grenade launcher

Fire Support Squad 6 men 3 heavy bolters

Veteran Squad

Squad 7 men sniper rifle, flamer

Special Weapons Squad

Squad 2 men sniper rifle

Tarantula Sentry gun with twin-linked lascannons

Reinforcements – Arriving on Turn 2

Vulture Gunship with twin-linked lascannons, 2 fuel tanks, ejector seats, chaff launcher, armoured cockpit.

– Arriving on Turn 3

2nd Platoon, 8th Infantry Company, 23rd Elysian Drop Troop
 Command Squad Lt*+4 men Flamer, medi-pack
 Squad** 10 men Melita gun, demo charge
 Squad** 10 men Grenade Launcher, demo charge
 Squad 10 men Flamer, demo charge
 Squad 10 men Plasma gun, demo charge
 All squads have frag and krak grenades and a vox-caster.
 * Lt Garrus has a laspistol and bionics.
 ** Veteran Sergeant carrying a lasgun with auxiliary krak grenade launcher

Drop Sentinel Squadron

Sentinel with heavy bolter, smoke launcher, hunter-killer missile.
 Sentinel with heavy bolter, smoke launcher.
 Sentinel with multi-melta, smoke launcher.

TAU FORCES

Arriving on Turn 1

Pathfinder Team

Team 8 Shas'la pulse carbines
 in a Deathstalker with disruption pod, decoy launchers, 4 Seeker missiles
 Led by a Shas'ui. All have photon grenades. The team is bonded.

Crisis Battlesuit Team

Crisis battlesuit with twin-linked burst cannons, target lock
 Crisis battlesuit with fusion gun, flamer, multi-tracker
 Crisis battlesuit with twin-linked missile pods, shield generator

Heavy Gun Drone Squadron

5 Heavy Gun Drones, one has a Markerlight

Hammerhead with railgun and smart missile system

Hammerhead with twin-linked fusion cannons and burst cannons

Reinforcements – Arriving on Turn 2

Fire Warrior Teams

Team 10 Shas'la Pulse rifles
 Team 10 Shas'la Pulse rifles
 Team 10 Shas'la Pulse rifles
 Team 10 Shas'la Pulse rifles

All have photon and EMP grenades. Each team is led by a Shas'ui with a Markerlight.

Broadside Battlesuit Team

Broadside battlesuit, twin-linked plasma rifles, target lock.
 Broadside battlesuit, smart missile system, drone controller with 2 Shas'ui Drones.

– Arriving on Turn 3

Gun Drone Squadron

8 Gun Drones with twin-linked pulse carbines

SCENARIO 13

Warhammer 40,000

The Battle

The Raptors' spearheaded the breakthrough onto the Iracunda Isthmus, utilising their powerful armoured units in support of the Legio Ignatum Warhounds, to smash aside the Tau's blocking Hunter Cadres. Throughout the day, the two forces clashed in a long-ranged engagement in the open the armoured formation swept forwards, and achieved their objective, despite the loss of the Warhound Titan *Advensor Primaris* to the Tau's latest weapon – a railgun armed Tiger Shark designed to kill Titans!

In the Space Marines' wake followed the Chimera-borne infantry of the 114th Cadian Regiment. Once Tau resistance had collapsed they relieved the Hydro-plant 23-30.

The Wargame

Play this game on a large table (or the floor/ 6' x 12' table/ the larger the better). The only terrain on the table are a few areas of rocky ground. The rest is open, bare desert.

Deploy the Imperial forces first, up to 12" from their table edge. Next deploy the Tau forces, up to 12" from their table edge. The Imperial player takes the first turn. On the turn they arrive, all Reserves move on from their own table edge.

The game lasts until either all the Imperial forces have exited the board, or either side has no forces left fighting.

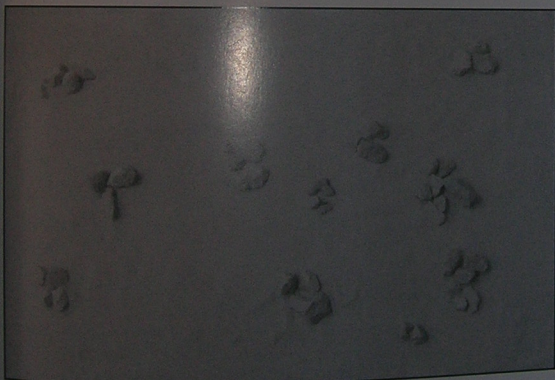
Objectives

The Imperial forces must advance as far as they can, exiting via the Tau board edge if possible. They should aim to get half their forces off the Tau table edge. The Tau must prevent this.

Notes

As a powerful Space Marine armoured attack, supported by Titans, this is a big wargame, and will require a lot of toy soldiers and a big table. It is the sort of game you can play with multiple commanders on each side, with each providing some of the forces.

Expanding this (already large), game can be done by adding the Imperial Guard forces and a second Warhound. This would be a Chimera-borne Armoured Fist platoon of the 114th Cadian regiment, maybe accompanied by two Salamander Scouts, arrive from Reserve, with orders to advance off the opposite table edge.



IRACUNDA BREAKTHROUGH

Scenarios

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FORCES OF THE IMPERIUM

Legio Ignatum Warhound – *Advensor Primaris*
Mars pattern Titan with plasma blastgun and Vulcan mega-bolter

Tactical Squad 1

- Sergeant with boltgun
- 1 Space Marine with missile launcher
- 1 Space Marine with melt gun
- 7 Space Marines with bolters

In a Land Raider with extra armour, pintle-mounted storm bolter, searchlight, smoke launchers

Reserves

Space Marine Command Squad

- Captain Orellius with bolt pistol, lightning claw, terminator honours, iron halo, purity seals, frag and Krak grenades.
- Apothecary with narthecium, reductor
- Company standard bearer with company standard
- 1 Space Marine with multi-melta
- 1 Space Marine with plasma gun
- 5 Space Marines with boltguns

In a Land Raider Prometheus with hunter-killer missile, smoke launchers

Devastator Squad

- Sergeant with bolter
- 2 Space Marines with lascannons
- 2 Space Marines with heavy bolters
- 5 Space Marines with bolters

In a Rhino with extra armour, smoke launchers

Predator Destructor with lascannon sponsons, extra armour, Power of the Machine Spirit, pintle-mounted storm bolter, smoke launcher

Predator Destructor with heavy bolter sponsons, extra armour, Power of the Machine Spirit, pintle-mounted storm bolter, smoke launcher

Techmarine with bolter, power axe, signum, auspex, servo-arm, 2 technical servitors

Whirlwind with vengeance missiles, Power of the Machine Spirit.

Tactical Squad 2

- Sergeant with bolter
- 1 Space Marine with missile launcher
- 1 Space Marine with flamer
- 7 Space Marines with boltguns

In a Rhino with smoke launchers

Tactical Squad 3

- Sergeant with bolter
- 1 Space Marine with missile launcher
- 3 Space Marines with boltguns

In a Razorback with twin-linked lascannons, extra armour, hunter-killer missile, smoke launchers

TAU FORCES

Hammerhead with railgun, smart missile system, target lock

Hammerhead with missile pods, smart missile system, 4 Seeker missiles

Pathfinders 4 Shas'la pulse carbines, Markerlights

Team All have photon and EMP grenades. The team is led by a Shas'ui.

Reserves

Hammerhead with railgun, burst cannons, multi-tracker

Fire Warriors

Team 12 Shas'la pulse rifles

In a Devilfish with flechette discharger, 2 Seeker missiles.

Team 12 Shas'la pulse rifles

In a Devilfish with decoy launchers, 2 Seeker missiles.

All have photon and EMP grenades. Each team is led by a Shas'ui with a Markerlight.

Piranha Squadron

2 Piranha's with burst cannons, 2 Seeker missiles

Broadside Battlesuit Team

Shas'vre Broadside battlesuit, smart missile system, shield generator

Shas'ui Broadside battlesuit, plasma rifles, target lock

Shas'ui Broadside battlesuit, smart missile system, multi-tracker

The team is bonded.

Tigershark with twin heavy railguns and 6 Seeker missiles.

SCENARIO 14

Warhammer 40,000 Kill Team

The Battle

Operation Deathblow was the Imperium's attempt to end the Taros Campaign by killing both the Tau supreme commanders in one stroke. Having established the location of the Tau's headquarters (in abandoned mining workings close to Tarokeen), Colonel Scheja led a suicidal diversionary attack. With three squads of Storm Troopers he attacked the headquarters guards, allowing the Eversor assassin time to break-in to the underground headquarters and hunt down the Ethereal. This part of the mission was successful, but unknown to the attackers Shas'o R'myr was leading the defence, and survived the attack.

The loss of their Ethereal shocked and saddened the Tau, but it would be the Emperor's forces who would eventually suffer the Tau's wrath.

The Wargame

This game is split into two parts. The first part is Blue team's diversionary attack. The second part is the Eversor's attempt to kill Aun'Vre. The first part of the game will establish how long the Eversor has to complete the second part of the game.

Play part 1 on a 6' x 4' table. In the centre is a collection of abandoned buildings and equipment. Deploy the defenders first in a 24" square area in the centre of the table.

The Imperium forces take the first turn and enter from any table edge.

The attack takes place at night, the Night Fight special rules are used throughout.

Part one lasts until all Imperial forces or all Tau force have been destroyed. Keep track of how many turns have passed, as you will need this information in part two.

Part two last as long as part one. If the Eversor has not killed the Ethereal by the end of that turn then he loses.

Special Rules

Because this is a surprise attack the Shas'o and his Shas'vre bodyguards have not had time to don their battlesuits. They have the following characteristics.

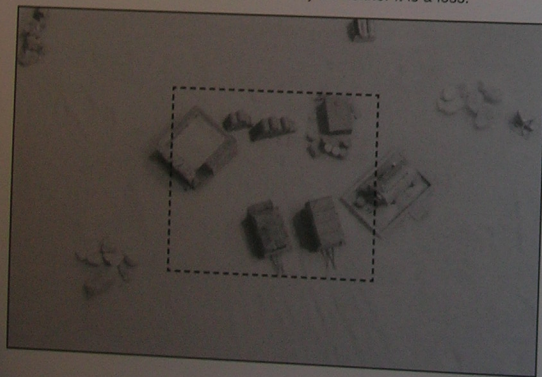
	WS	BS	S	T	W	I	A	Ld	Sv
Shas'vre	3	3	3	3	1	3	2	8	4+
Shas'o	4	5	3	3	3	3	4	10	4+

	Range	Str	AP	Type	Notes
Pulse pistol	12"	5	5	Pistol	-

At the end of turn 6 the Valkyries must depart.

Objective

The Imperial forces must kill Shas'o R'myr and the Ethereal Aun'Vre to win the game. If they kill one it is a draw, if they kill neither it is a loss.



OPERATION DEATHBLOW

PART ONE
FORCES OF THE IMPERIUM

Blue Team

Colonel Scheja – Heroic Senior Officer

Carapace armour, boltgun, plasma pistol, frag and krak grenades, Melta gun, Crimson. The Colonel is an independent character.

1st Volunteer Squad, 2378th Storm Trooper Company
Squad 10 men

in a Valkyrie with a multi-laser, 2 fuel tanks, ejector seats, chaff launcher, infra-red targeting.

2nd Volunteer Squad, 2378th Storm Trooper Company
Squad* 10 men

* Led by a Veteran Sergeant carrying a bolt pistol and close combat weapon. in a Valkyrie with a multi-laser, 2 fuel tanks, ejector seats, illum flares, infra-red targeting.

3rd Volunteer Squad, 2378th Storm Trooper Company
Squad* 10 men

* Led by a Veteran Sergeant carrying a bolt pistol and close combat weapon. in a Valkyrie with a lascannon, 2 fuel tanks, ejector seats, chaff launcher, infra-red targeting.

All Storm Trooper squads have frag and krak grenades.

TAU FORCES

Shas'o R'myr

1 Shas'o with pulse pistol, photon grenades.

Hard-wired drone controller and target lock. Accompanied by a Shield Drone. Note: The Shas'o is not equipped with his Crisis battlesuit, he wears Fire Warrior armour giving him a 4+ save. For characteristics see special rules.

Bodyguard Team

2 Shas'vre with pulse carbines, photon grenades

Hard-wired target lock. Team is bonded.

Note: The Shas'vre are not equipped with a Crisis battlesuit, they wear Fire Warrior armour giving them a 4+ save. For characteristics see special rules.

Fire Warrior Security Teams

Team 10 Shas'la with pulse rifles, photon grenades

Team 10 Shas'la with pulse rifles, photon grenades

Team 10 Shas'la with pulse rifles, photon grenades

Each team is led by a Shas'ui. Teams are bonded.

Gun Drone Squadron

4 Gun Drones with twin-linked pulse carbines.

Gun Drone Squadron

4 Gun Drones with twin-linked pulse carbines.

3 Drone Sentry Turrets

With a twin-linked plasma rifles, a missile pod and twin-linked burst cannons.

Each has a disruption pod and shield generator.

PART TWO

The Battle

Red team (the Eversor assassin) has entered the command centre under cover from Blue team's diversionary attack. The Eversor must now hunt through the rooms and corridors, avoiding or destroying the guards and headquarters staff, to find the Tau Ethereal and kill him.

The Wargame

For this game, use the Kill-Team special rules. This is an Assassinate mission (but use the Ethereals normal stat line instead of the generic stat line in the 40K rulebook).

The table should be an area of corridors and rooms. If you have any, you could use Space Hulk boards or draw the command complex on large pieces of paper. Alternatively, it can be built from cardboard or polystyrene. The centre of the command complex should be the control room, in which is the Ethereal.

Part two lasts for the same number of turns as part one lasted.

FORCES OF THE IMPERIUM

Red Team

Eversor Assassin with power sword, executioner pistol, neuro gauntlet, melta bombs, frag grenades.

Kill-Team specialist kit: Backstabber, Distraction

TAU FORCES

Ethereal Aun'Vre with two close combat weapons.

Brute Squads

6 units of Tau Fire Warriors with pulse rifles.

Brute squad specialist kit: All Points Bulletin.

SCENARIO 15

Warhammer 40,000

The Battle

The Tallarn regiments are in full retreat, withdrawing back across the desert to their landing zones. Stragglers and survivors are making their way south as best they can, but order and discipline are starting to breakdown as the Tau close-in to ruthlessly mop-up the survivors.

Officers and Commissars are attempting to keep units together and fight rearguard actions as best they can, while Tau Stealthsuits and Pathfinders disintegrate as an effective fighting unit, its final actions are desperate men as possible can escape.

The Wargame

This game should be played along the length of a 6' x 4' table. The terrain is open desert, with scattered rocky areas. Destroyed and abandoned equipment, like Chimeras, Leman Russes and Trojans should be scattered about, along with the other discarded detritus of battle.

The Imperial Guard forces deploy first. They may be placed anywhere in the northern half of the table.

The Tau's initial forces (the Stealthsuit team) are deployed within 12" of the southern table edge. All the Tau reserves move on from the northern table edge.

There is no turn limit to this game, play until all the Imperial Guard forces have escaped or are destroyed.

Special Rules

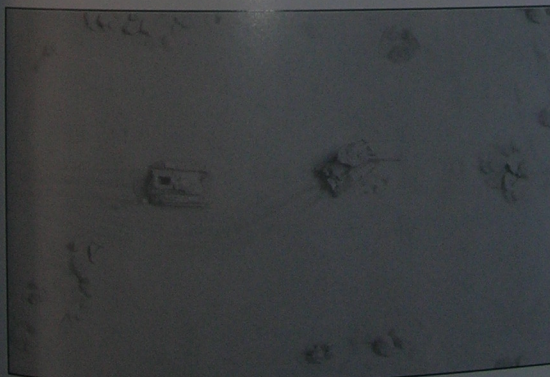
Low on Fuel: The Imperial Guard vehicles are very low on fuel. Each time a vehicle completes its movement roll a dice; on a 1 it completes the move but is then out of fuel. It cannot move for the rest of the game.

Straggler Squads: Imperial Guard Straggler squads are the remnants and survivors of the regiment, but they are no longer organised as company/platoon/squads. Before deploying the squad roll 2D6 for the number of Guardsmen in each squad. Each Guardsman has a lasgun only and no other equipment. If there are 5 or more squad members, then also roll for special equipment.

1. Squad includes a flamer
2. Squad includes a melta gun
3. Squad includes a plasma gun
4. Squad includes a sniper Rifle
5. Squad includes a Veteran Sergeant with plasma pistol and sword
6. Squad includes a missile launcher

Objectives

The Imperial Guard forces must escape off the southern board edge with as many forces as possible. The Tau must pursue them and kill as many men/destroy as many vehicles as possible. The more men that escape, the better the Imperial side have done.



FIGHTING RETREAT

Scenarios

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FORCES OF THE IMPERIUM STRAGGLERS OF 17th TALLARN REGIMENT

Commissar

With power sword, laspistol, refractor field, Medallion Crimson.
In this scenario the Commissar is an independent character.

Priest

With shotgun, purity seals, rosaries.
In this scenario the Priest is an independent character.

Straggler Squad 1 – roll randomly.
In a Chimera with autocannon, pintle-mounted heavy stubber, smoke launcher, rough terrain modification.

Straggler Squad 2 – roll randomly.

Straggler Squad 3 – roll randomly.

Straggler Squad 4 – roll randomly.

Rough Rider Squadron

5 Guardsmen with hunting lances, laspistols, on Mukaali.

Trojan towing an Earthshaker Platform

TAU FORCES

Initial Deployment

Stealthsuit Team

4 Shas'ui with burst cannons.
Team includes a Shas'vre team leader with a markerlight.

Reserves – Arriving from the northern board edge.

Pathfinder Team

8 Pathfinders with pulse carbines.
Team includes a Shas'ui team leader. All have photon grenades.
In a Devilfish with decoy launchers, disruption pod.

Gun Drone squadron

8 Gun Drones

Piranha Squadron

2 Piranhas with burst cannons. Each has 2 Seeker missiles.

Fire Warrior Team

12 Shas'la with pulse carbines.
Team includes a Shas'ui team leader. All have photon grenades.
In a Devilfish with multi-tracker.

SCENARIO 16

Epic

The Battle

With the Imperial Guard forces in full retreat, and the landing zones swarming with survivors of the defeated army, all trying to board landing craft and escape, it fell to the Space Marines of the Raptors Chapter to organise and defend the perimeter of the landing zones. Their actions were buying time for the last ships to get away.

Captains Orelus and Kaedes deployed their complete companies into the defensive positions and stood ready to repel the expected Tau attack.

They did not have long to wait. The Tau launched two attacks against the landing grounds by Manta-borne Hunter Cadres. Shas'o R'myr led the first attack personally, seeking revenge for the death of Aun'Vre. After fierce fighting, the Space Marines repelled both attacks, stopping the Tau and allowed the last transporters to escape into orbit, before they evacuated Taros for good.

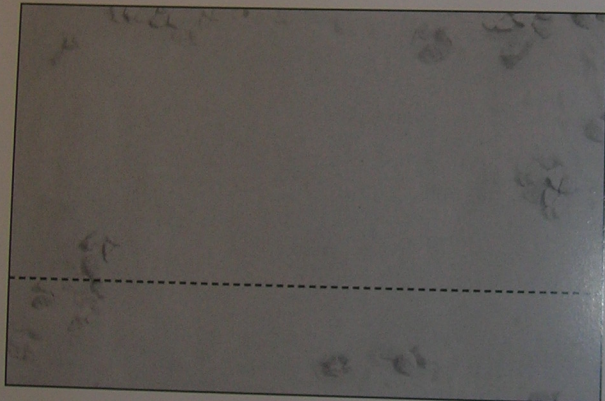
The Wargame

This game should be played across the width of a 6' x 4' table. The terrain is open desert, with the usual scattered rocky areas. The Space Marines deploy first, place them in their deployment zone, up to 12" on from their board edge. They may start the game dug-in behind sandbagged positions, vehicles in tank scrapes etc.

The Tau forces enter from the opposite board edge when they have the initiative.

Objectives

The Tau forces must break through the Space Marine cordon to overrun the landing grounds. They have 5 turns to do this. If the Space Marines are still fighting at the end of turn 5, they win.

**Notes**

This is the first of two battles which took place on the same day. To play the second battle, simply replace Raptors 3rd company with 6th company, by removing the Devastators and Assault detachments, and the Land Raiders, and replacing them with Tactical detachments and 2 detachments of 4 Land Speeder Tornados. Tau forces should remain roughly the same, except the commander in the second game should be reduced to a Shas'el.

Alternatively you can combine the forces into one large battle on a larger table.

EVACUATION**FORCES OF THE IMPERIUM****RAPTORS SPACE MARINES – 3rd Company**

Tactical Detachment – 6 Tactical units with 3 Rhinos with Commander (Captain) upgrade and Dreadnought

Tactical Detachment – 6 Tactical units with 3 Rhinos with Commander (Chaplain) upgrade and Dreadnought

Devastators Detachment – 4 Devastator units with 4 Razorbacks

Assault Detachment – 4 Assault units

Predator Detachment
2 Destructors, 1 Annihilator

Whirlwind Detachment
3 Whirlwinds and 1 Hyperios

Land Raider Detachment
3 Land Raiders

1 Thunderhawk Gunship
with missile upgrade

1 Thunderhawk Gunship
with missile upgrade

Battle Barge in orbit

TAU FORCES**1 Manta**

carrying the following units.

Battlesuit Cadre

4 Crisis battlesuit units
1 unit with Shas'o Commander upgrade

Broadside Battlesuit Contingent
2 Broadside battlesuit units

Gun Drone Contingent
4 Gun Drone squadrons

Gun Drone Contingent
4 Gun Drone squadrons

Fire Warrior Cadre

6 Fire Warrior units in 3 Devilfish and 1 Sky Ray

1 Manta

carrying

Fire Warrior Cadre

6 Fire Warrior units
2 Crisis Battlesuit teams upgrade

Stealthsuits Contingent

4 Stealthsuit units

Hammerheads

3 Hammerhead Gunships and 1 Sky Ray