

TAU XAR'KA ARMoured STRIKE FORCE ARMY LIST

V1.0.1 Sub-Army Champion: "Dobbsy"

Xar'Ka Armies have a Strategy Rating of 3. The Scorpionfish and Manta Dropship are Initiative 1+; all other formations are Initiative 2+.

TAU HUNTER CADRES			
<i>(A Xar'Ka Army may contain any number of Hunters Cadres)</i>			
FORMATION	CORE UNITS	UPGRADES	COST
Armoured Cadre	6 Hammerhead Gunships	Commander <u>OR</u> Command Node, Hammerhead, Skyray	300 points
Mechanised Cadre	2 Hammerhead Gunships, 1 Skyray plus 4 Fire Warrior units and 2 Devilfish	Command Node, Ethereal, Hammerhead, Fire Warriors	350 points

TAU SUPPORT CADRES			
<i>(You may take up to two Support Cadre per Hunter Cadre)</i>			
FORMATION	CORE UNITS	UPGRADES	COST
Harassment Cadre	6 Stealth Battlesuit units	Gun Drones	225 points
Recon Cadre	5 Tetra	Piranha	150 points
Scorpionfish Cadre	1 Scorpionfish Super-Heavy Missile Gunships	Commander <u>OR</u> Command Node, Scorpionfish	225 points
0-1 Sentry Drone Network	4 Sentry Drone Turrets	None	175 points
Skysweep Cadre	3 Skyrays	None	250 points

TAU UPGRADES		
<i>(Up to three upgrades may be taken per formation. No upgrade may be taken more than once per formation)</i>		
UPGRADE	UNITS	COST
0-1 Commander	Add 1 Xar'Shas'O character	+100 points
0-1 Ethereal	Add 1 Ethereal to a Fire Warrior unit	+50 points
Fire Warriors	Add 2 Fire Warriors plus 1 Devilfish transport	+75 points
Gun Drone	Add 2 Gun Drone units	+25 points
Hammerhead	Add 2 Hammerhead (Ion, Plasma or Missile Pods) Gunships <u>OR</u> Add 1-2 Hammerhead (Rail or Fusion) Gunships	+75 points +50 points each
Command Node	Add the <i>Leader</i> ability to a Hammerhead or Scorpionfish unit in the formation	+25 points
Piranha	Replace any number of Tetras with 1 Piranha or Piranha TX42 each	Free
Scorpionfish	Add 1 Scorpionfish	+175 points
Skyray	Add 1 Skyray	+100 points

AIR CASTE FORMATIONS		
<i>(Up to 1/3 of an army's points may be spent on Air Caste formations)</i>		
FORMATION	UNITS	COST
AX-1-0 Squadron	2 Tiger Shark AX-1-0	350 points
Barracuda Squadron	2-3 Barracuda Fighters	75 points each
Manta Dropship	1 Manta	650 points
0-1 Spacecraft	1 Protector Class Cruiser or 1 Custodian Class Battleship	200 points 225 points
Tiger Shark Squadron	2 Tiger Sharks	175 points
	May begin the game transporting a formation of 6 Gun Drone units	+100 points

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STRATEGY 3									
NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Ethereal	CH	n/a	n/a	n/a	n/a	Honour Blade	(base contact)	(Assault Weapons), EA(+1)	<i>Inspiring, Invulnerable Save, Leader</i> <i>Formation becomes Fearless, but formation receives D3 Blast Markers and loses Fearless upon death of Ethereal.</i>
Xar'Shas'O	CH	n/a	n/a	n/a	n/a	none	n/a	n/a	<i>Co-ordinated Fire, Leader. Allows the Tau player to re-roll one failed initiative test (of any type) per turn.</i>
Fire Warriors	INF	15cm	5+	6+	5+	Pulse Rifles	30cm	AP4+	
						Pulse Carbines	15cm	AP5+, Disrupt	
Gun Drones	INF	20cm	5+	6+	5+	Twin Pulse Carbines	15cm	AP4+, Disrupt	<i>Tau Jet packs, Drones</i>
Stealth Battlesuits	INF	20cm	5+	6+	5+	Silenced Burst Cannons	15cm	AP4+, Disrupt	<i>First Strike, Markerlights, Reinforced Armour, Scout, Tau Jet Packs, Teleport</i>
Pathfinder Tetra	LV	35cm	5+	6+	6+	Tetra Pulse Rifles	30cm	AP6+	<i>Co-ordinated Fire, Markerlights, Skimmer, Scout</i>
Piranha	LV	35cm	5+	6+	6+	Burst Cannon & Drones	15cm	AP5+	<i>Skimmer</i>
						Seeker Missiles	90cm	AT6+, Guided Missiles	
Piranha TX 42						Fusion Blaster	15cm	MW6+	
						Twin Rail Rifles	30cm	AP4+/AT5+ <i>Disrupt</i>	
Sentry Drone Turret	LV	Immobile	5+	6+	5+	Twin Fusion Blasters <u>OR</u>	15cm	MW5+	<i>Fearless, Markerlights, Scout.</i>
						Twin Plasma Rifles <u>OR</u>	30cm	AP3+	
						Twin Missile Pods	45cm	AP5+/AT6+	
Devilfish	AV	30cm	5+	6+	6+	Burst Cannon & Drones	15cm	AP5+	<i>Skimmer, Transport: (May carry 2 Fire Warrior units)</i>
						Seeker Missiles	90cm	AT6+, Guided Missiles	
Hammerhead	AV	30cm	4+	6+	5+	Smart Missile System	30cm	AP5+, Ignore Cover	<i>Skimmer</i>
						Seeker Missiles	90cm	AT6+, Guided Missiles	
						<i>Plus one of the following:</i>			
						Ion Cannon <u>OR</u>	60cm	AP4+/AT5+	
						Twin Fusion Cannons <u>OR</u>	30cm	MW4+	
						2x Twin Missile Pods <u>OR</u>	45cm	AP5+/AT6+	
						Twin Plasma Rifles	30cm	AP3+	
Hammerhead (Rail Gun variant)						Hammerhead Rail Gun	75cm	AP5+ <u>OR</u> AT4+, Lance	<i>Skimmer</i>
						Twin Burst Cannons	15cm	AP5+	
						Seeker Missiles	90cm	AT6+, Guided Missiles	
Skyray	AV	30cm	5+	6+	5+	Smart Missile System	30cm	AP5+, Ignore Cover	<i>Skimmer, Markerlights</i>
						2x Hunter Missiles	60cm	AA5+	
						2x Seeker Missiles	90cm	AT6+, Guided Missiles	
Scorpionfish	WE	25cm	5+	6+	6+	2x Twin Missile Pods	45cm	AP5+/AT6+	<i>DC3, Markerlights, Reinforced Armour, Skimmer, Tau Deflector Shield</i>
						Either 4x Tracer Missiles <u>OR</u>	75cm	MW6+ Guided Missiles	<i>May fire either Seeker, Sub-munition or Tracer Missiles per turn.</i>
						6x Seeker Missiles <u>OR</u>	90cm	AT6+ Guided Missiles	<i>Critical Hit Effect: Takes additional 1 DC damage.</i>
						6x Sub-munition Missiles	75cm	AP5+ Guided Missiles, Ignore Cover	
Manta	WE	20cm	5+	-	4+	Twin Heavy Rail Cannons	90cm	MW2+, Titan Killer (D3), FxF	<i>DC8, Support Craft, Markerlights, Planefall, Reinforced Armour, Fearless, Tau Deflector Shield</i>
						3x Heavy Ion Phalanx	75cm	AP3+/AT4+, FxF	<i>Transport: (May carry 20 of the following: Stealth Battlesuit or Gun Drone units).</i>
						4x Manta Burst Cannons	30cm	AP5+/AA6+	<i>Critical Hit Effect: The Tau Deflector Shield is knocked offline and may not be used for the remainder of the game. Further critical hits cause an additional point of damage</i>
						Twin Missiles Pods	45cm	AP5+/AT6+, FxF	
						2x Seeker Missiles	90cm	AT6+, Guided Missiles	
Barracuda Fighter	AC	Fighter	6+	n/a	n/a	Ion Cannon	30cm	AA5+/AP4+/AT5+, FxF	
						Twin Burst Cannons	15cm	AA6+	
						Twin Missile Pods	45cm	AP5+/AT6+, FxF	
Tigershark	AC	Bomber	4+	n/a	n/a	Twin Ion Cannons	30cm	AP3+/AT4+/AA4+, FxF	<i>Transport: (May carry 3 Gun Drone units).</i>
						Twin Burst Cannons	15cm	AA6+	<i>Transported Gun Drone formations may be split across multiple Tigersharks as an exception to the normal aircraft transport rules. The Tiger shark cannot land, make an Engagement, or embark units, but can disembark transported Drones after an approach move. Drone formation may shoot when it disembarks as normal and counts as having activated for that turn. After this initial deployment the Gun Drones are a completely independent formation. Gun Drones being transported by Tiger Sharks do not generate blast markers for being destroyed until after they are disembarked</i>
						Twin Missile Pods	45cm	AP5+/AT6+, FxF	

TAU XAR'KA ARMoured STRIKE FORCE ARMY REFERENCE 2

STRATEGY 3

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Tigershark AX-1-0	AC	Bomber	4+	n/a	n/a	Twin Rail Cannons	45cm	MW3+, TK(D3), FxF	
						Twin Burst Cannons	15cm	AA6+	
						Twin Missile Pods	45cm	AP5+/AT6+, FxF	
						Aircraft Seeker Missiles	45cm	AT6+, Guided Missiles	
Protector Class Cruiser	SC	n/a	n/a	n/a	n/a	2x Pin-point attack	n/a	MW2+, TK(D3)	Transport: (May carry up to 6 Orcas plus any troops carried in them. Mantas and any embarked troops can also be carried but count as 3 Orcas for transport purposes)
Custodian Class Battleship	SC	n/a	n/a	n/a	n/a	1x Pin-point attack Gravitic Tracer Salvo	n/a n/a	MW2+, TK(D3) 3x MW4+, Guided Missiles	Transport: (May carry up to 18 Orcas plus any troops carried in them. Mantas and any embarked troops can also be carried but count as 3 Orcas for transport purposes).