

TAU VIOR'LA ARMY LIST

Tau Vior'la Armies have a Strategy Rating of 3. Crisis Battlesuit Cadres, XV014, KV128 and the Manta are Initiative 1+; all other formations are Initiative 2+.

Dev 1.8

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

| FORMATION | UNITS | UPGRADES ALLOWED | COST |
|----------------------------|--|---|--------|
| Crisis Battlesuit Cadre | One Shas'el Commander character and Four XV8 Crisis Battlesuit units | Crisis Suits, Cadre Fireblade, Gun Drones, Shas'o | 250pts |
| Vior'la Fire Warrior Cadre | Eight Fire Warrior units <u>or</u> Six Fire Warrior units and three Devilfish | Bonded Teams, Cadre Fireblade, Ethereal, Fire Warriors, Gun Drones, Pathfinders, Shas'o, Skyray | 225pts |

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

| FORMATION | UNITS | COST |
|-------------------------|---|---------------------------------------|
| Armour Group | Four Hammerhead (Ionhead) or (Fusionhead) Gunships <u>or</u> Four Hammerhead (Railhead) Gunships | Hammerheads, Skyray 225pts |
| Broadside Group | Six XV88 Broadside Battlesuits | Gun Drones 300pts |
| Pathfinder Group | Four Pathfinder units and two Devilfish <u>or</u> Six Pathfinder units | Devilfish, Gun Drones 200pts |
| Recon Group | Five Tetra or Piranha, in any combination | Piranhas 150pts |
| Skysweep Support Group | Three Skyray Air Defence Gunships | None 250pts |
| Stealth Group | Six XV15 Stealth Battlesuit units | Gun Drones, Cadre Fireblade 225pts |
| 0-2 Vespids Swarms | Six Vespids Stingwing units | Vespids Stingwings 150pts |
| KX128 Stormsurge | Two KX128 Stormsurge units | 250pts |
| KV129 Ta'unar Supremacy | One KV129 Ta'unar Supremacy unit | 225pts |
| XV104 Riptide Formation | One Shas'el character and three XV104 Riptides | XV104 Riptide 350pts |

Tau Upgrades - No upgrade may be taken by a formation more than once.

| FORMATION | UNITS / EFFECT | COST |
|---------------------------|---|---------------------|
| Bonded Teams | The formation counts as containing an additional <i>Leader</i> and removes an extra blast marker when rallying or regrouping. This is not tied to any one unit in the formation | 25pts |
| Cadre Fireblade | Add one Cadre Fireblade | 25pts |
| Shas'o (Max one per army) | Replace a Shas'el Commander with a Shas'o Commander Character | 75pts |
| Crisis Suits | Add one to Four Crisis Battlesuit units for 50pts each | 50pts each |
| Ethereal | Add one Ethereal to a Fire Warrior unit (maximum one per army) | 50pts |
| Fire Warriors | Add Six Fire Warrior units or Add Six Firewarrior units and Three Devilfish | 150pts 200pts |
| Gun Drones | Add Two Gun Drone units | 25pts |
| XV104 Riptide | Add One XV104 Riptide | 100pts |
| Hammerheads | Add Two Hammerhead (Ionhead) Gunships <u>or</u> Add one or two Hammerhead (Railhead) or Hammerhead (Fusionhead) Gunships | 75pts 50pts each |
| Pathfinders | Add Two Pathfinders and one Devilfish <u>or</u> Three Pathfinders | 100pts |
| Vespids Stingwings | Three Vespids Stingwings | 75pts |
| Devilfish | Add Three Devilfish to a Pathfinder formation (maximum of 1 Devilfish per two Pathfinders in the formation) | 100pts |
| Piranhas | Add Three Piranhas | 75pts |
| Skyray | Add One Skyray Air Defence Gunship | 100pts |

Air Caste Formations—1/3 of your army's points may be spent on Air Caste formations.

| FORMATION | UNITS | COST |
|---------------------------|---|-----------------|
| Barracuda Squadron | Two Barracuda Fighters | 150pts |
| Razorshark Squadron | Three Razorshark Strike Fighters | 175pts |
| Manta Dropship | One Manta Dropship Add Manta Command Bridge (Shas'o Commander, max one per army) | 625pts 50pts |
| Orca Dropship | One Orca Assault Dropship | 150pts |
| 0-1 Spacecraft | One Protector Class II Cruiser | 200pts |
| Tiger Shark AX-1-0 | One Tiger Shark AX-1-0 (maximum one per 3000 points) | 175pts |
| Sun Shark Bomber Squadron | Two Sun Shark Bombers | 200pts |

VIOR'LA TAU FORCE

| NAME | TYPE | SPEED | ARMOUR | CC | FF | WEAPONS | RANGE | FIREPOWER | NOTES |
|--|------------------------|---------|--------|-----|-----|-----------------------------|----------------|--|--|
| Ethereal | Character | n/a | n/a | n/a | n/a | Honour Blade | (base contact) | Assault Weapon, Extra Attacks (+1) | Character, Invulnerable Save, Inspiring Leader. A formation joined by an Ethereal becomes fearless, but loses fearless and takes an extra D3 blast markers if he is killed |
| Shas'o Commander | Character | n/a | n/a | n/a | n/a | Commander's Plasma Rifle | 30cm | AP4+ | Character, Coordinated Fire, Leader May re-roll one failed initiative test of any type per turn. |
| Shas'el Commander | Character | n/a | n/a | n/a | n/a | | | | Character, Coordinated Fire, Leader. |
| Cadre Fireblade | Character | n/a | n/a | n/a | n/a | Commander's Plasma Rifle | 30cm | AP4+ | Character. Infantry in a formation joined by a Cadre Fireblade gain FF 4+ permanently |
| Fire Warrior unit | Infantry | 15cm | 5+ | 6+ | 5+ | Pulse Rifles | 30cm | AP4+ | - |
| | | | | | | Pulse Carbines | 15cm | AP5+, Disrupt | |
| Pathfinder unit | Infantry | 15cm | 5+ | 6+ | 5+ | Rail Rifles | 30cm | AP5+, Sniper | Coordinated Fire, Markerlights, Scouts |
| | | | | | | Pulse Carbines | 15cm | AP5+, Disrupt | |
| Gun Drone unit | Infantry | 20cm | 5+ | 6+ | 5+ | Twin Pulse Carbines | 15cm | AP4+, Disrupt | Tau Jet Packs |
| XV8 Crisis Battlesuit unit | Infantry | 20cm | 3+ | 5+ | 5+ | Twin Missile Pods | 45cm | AP5+/AT6+ | Invulnerable Save, Tau Jet Packs |
| | | | | | | Twin Plasma Rifles | 30cm | AP4+ | |
| | | | | | | Twin Fusion Blasters | 15cm | MW4+ | |
| XV15 Stealth Battlesuit unit | Infantry | 20cm | 5+ | 6+ | 5+ | Silenced Burst Cannons | 15cm | AP4+, Disrupt | First Strike, Markerlights, Reinforced Armour, Scouts, Tau Jet Packs, Teleport |
| XV88 Broadside Battlesuit | Light Vehicle | 15cm | 4+ | 6+ | 5+ | Twin Railguns | 60cm | AT3+ | Reinforced Armour, Walker |
| | | | | | | Smart Missile System | 30cm | AP5+, Ignore Cover | |
| XV104 Riptide | War Engine | 25cm | 3+ | 5+ | 4+ | Ion Accelerator | 45cm | MW3+ | Tau Deflector field. Walker. Damage Capacity 2. Thick Rear Armour. Tau Jet Packs |
| | | | | | | 2x Heavy Burst Cannon | 45cm | AP4+/AT5+ | Critical Hit: The Nova Reactor overloads, destroying the Riptide and doing a hit to any unit within 5cm on a 6+. |
| KX128 Stormsurge | War Engine | 15cm | 3+ | 5+ | 5+ | Pulse Driver Cannon | 75cm | MW3+ | Tau Deflector field. Walker. Damage Capacity 2. Critical Hit: Destroyed, doing a hit to any unit within 5cm on a 6+. |
| | | | | | | Destroyer Missile | 90cm | MW 3+ (TK D1), One Shot, See notes | Notes: The Destroyer Missile may not be fired at a target that is not Marker Lit. The unit may not fire any other weapons in the same turn. |
| KV129 Ta'unar Supremacy | War Engine | 15cm | 3+ | 5+ | 5+ | Pulse Ordnance Multi-driver | 75cm | 3BP, Ignore Cover | Tau Deflector field. Walker. Damage Capacity 3. |
| | | | | | | 2 x Seeker Missiles | 90cm | AT6+, Guided Missiles | Critical Hit: Destroyed, doing a hit to any unit within 5cm on a 6+. |
| Tetra Light Skimmer | Light Vehicle | 35cm | 5+ | 6+ | 6+ | Tetra Pulse Rifles | 30cm | AP6+ | Coordinated Fire, Markerlights, Scouts, Skimmer |
| Piranha Light Skimmer | Light Vehicle | 35cm | 5+ | 6+ | 6+ | Burst Cannon & Gun Drones | 15cm | AP5+ | Skimmer |
| | | | | | | Seeker Missiles | 90cm | AT6+, Guided Missiles | |
| Devilfish Troop Carrier | Armoured Vehicle | 30cm | 5+ | 6+ | 6+ | Burst Cannon & Gun Drones | 15cm | AP5+ | Skimmer |
| | | | | | | Seeker Missiles | 90cm | AT6+, Guided Missiles | Transport (Two Fire Warrior or Pathfinder units). |
| Hammerhead Gunship (Ionhead) | Armoured Vehicle | 30cm | 4+ | 6+ | 5+ | Smart Missile System | 30cm | AP5+, Ignore Cover | Skimmer |
| | | | | | | Seeker Missiles | 90cm | AT6+, Guided Missiles | |
| | | | | | | Ion Cannon | 60cm | AP4+/AT5+ | |
| Hammerhead Gunship (Fusionhead) | Armoured Vehicle | 30cm | 4+ | 6+ | 5+ | Smart Missile System | 30cm | AP5+, Ignore Cover | Skimmer |
| | | | | | | Seeker Missiles | 90cm | AT6+, Guided Missiles | |
| | | | | | | Twin Fusion Cannon | 30cm | MW4+ | |
| Hammerhead Gunship | Armoured Vehicle | 30cm | 4+ | 6+ | 5+ | Smart Missile System | 30cm | AP5+, Ignore Cover | Skimmer |
| | | | | | | Seeker Missiles | 90cm | AT6+, Guided Missiles | |
| | | | | | | Hammerhead Railgun | 75cm | AP5+/AT4+ | Lance |
| Vespid Stingwing unit | Infantry | 30cm | 6+ | 5+ | 4+ | Neutron Blasters | (15cm) | Assault Weapons | Wings (count as Jump Packs) |
| Skyray Air Defence Gunship | Armoured Vehicle | 30cm | 5+ | 6+ | 6+ | Smart Missile System | 30cm | AP5+, Ignore Cover | Markerlights, Skimmer |
| | | | | | | 2 x Hunter Missiles | 60cm | AA5+ | |
| | | | | | | 2 x Seeker Missiles | 90cm | AT6+, Guided Missiles | |
| Orca Assault Dropship | War Engine Aircraft | Bomber | 4+ | 6+ | 6+ | Twin Burst Cannons | 15cm | AA6+ | |
| | | | | | | Twin Missile Pods | 45cm | AP5+/AT6+ | |
| | | | | | | Aircraft Seeker Missiles | 45cm | AT6+, Guided Missiles | |
| Manta Dropship | War Engine | 20cm | 5+ | - | 4+ | Twin Heavy Railcannons | 90cm | MW2+, Fixed Forward Arc, Titan Killer (D3) | |
| | | | | | | 3 x Heavy Ion Phalanx | 75cm | AP3+/AT4+, Fixed Forward Arc | |
| | | | | | | 4 x Twin Manta Burst Cannon | 30cm | AP5+/AA6+ | |
| | | | | | | Twin Missile Pods | 45cm | AP5+/AT6+, Fixed Forward Arc | |
| | | | | | | 2 x Seeker Missiles | 90cm | AT6+, Guided Missiles | |
| Barracuda Fighter | Aircraft | Fighter | 6+ | n/a | n/a | Ion Cannon | 30cm | AP4+/AT5+/AA5+, Fixed Forward Arc | |
| | | | | | | Twin Burst Cannons | 15cm | AA6+ | |
| | | | | | | Twin Missile Pods | 45cm | AP5+/AT6+, Fixed Forward Arc | |
| Razorshark Strike Fighter | Aircraft | Fighter | 6+ | n/a | n/a | Quad Ion Turret | 30cm | AP4+/AT5+/AA6+, Fixed Forward Arc | |
| | | | | | | Twin Burst Cannons | 15cm | AA6+ | |
| Tiger Shark AX-1-0 | Aircraft | Bomber | 4+ | n/a | n/a | Twin Railcannons | 45cm | MW3+, Fixed Forward Arc, Titan Killer (D3) | |
| | | | | | | Twin Burst Cannons | 15cm | AA6+ | |
| | | | | | | Twin Missile Pods | 45cm | AP5+/AT6+, Fixed Forward Arc | |
| | | | | | | Aircraft Seeker Missiles | 45cm | AT6+, Guided Missiles | |
| Sun Shark Bomber | Aircraft | Bomber | 4+ | n/a | n/a | Pulse Bomb Generator | 15cm | 2BP Fixed Forward Arc | |
| | | | | | | Twin Missile Pods | 45cm | AP5+/AT6+, Fixed Forward Arc | |
| | | | | | | Twin Burst Cannons | 15cm | AA6+ | |
| Protector Class II Battleship | Spaceship | n/a | n/a | n/a | n/a | 2x Pin-Point Attack or | n/a | MW2+ Titan Killer (D3) | Transport (may carry up to Three Orcas plus any troops carried in them. Mantas and any embarked troops can also be carried but count as 3 Orcas for transport purposes). |
| | | | | | | Gravitic Trace Salvo | n/a | 3x MW3+, Ignore Cover, Guided Missiles | A Gravitic Tracer Salvo may be fired at a markerlit formation of any type. |

Tau Special Rules

Coordinated Fire

Some units are noted as being able to call in coordinated fire. These units can order up to two other formations within 15cm that have not taken an action this turn, and which are not broken, to follow their own formation when they take an advance, double or sustained fire action.

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

There is no obligation for all formations to take the same action, and these actions may be resolved in any order, but they must all fire at the same target formation. The formations don't have to stay within a given distance of each other and will complete their actions one after the other. Each formations action is declared and resolved (including testing to see if the target formation is broken) before moving on to the next Tau formation.

Note that units with this ability confer the Coordinated Fire ability to any formation that they join. For example, a Pathfinder upgrade purchased to be added to a Fire Warrior Cadre, adds the Coordinated Fire ability to all units in the Cadre.

Markerlights

All enemy formations with at least one unit within 30cm range and Line of Fire (LOF) of at least one Tau unit with the markerlights ability is considered to be marked. When shooting at a marked formation, all ranged firepower attacks add +1 to their to-hit roll.

Guided Missiles may only be fired at a target formation that is marked, but Guided Missiles may be fired without LOF if the target is marked. A Tau formation may not mark an enemy formation if it has used the March order during the turn, or if it is broken. This bonus for shooting at a marked enemy may not be used when making Anti-Aircraft attacks.

Barrage Weapons are not affected by markerlights and gain no bonus to their to-hit roll.

Tau Jet Packs

Tau Jet Packs follow all the rules for Jump Packs. Additionally, units with Tau Jet Packs are allowed to make an additional move of 10cm at the end of an advance, double or march order. The extra move is allowed whether or not the unit fires and takes place after any firing. This extra move may be in any direction and follows all the normal movement rules, so unit coherency and zones of control must be adhered to as usual. No extra movement is allowed on any orders other than advance, double or march.

In formations where only some of the units have Tau Jet Packs, the units without Tau Jet Packs are not allowed the extra move.

Tau Deflector Shields

Tau deflector shields work like an invulnerable save in all respects, except that this invulnerable save is always at 5+.

Support Craft

Support craft are skimmers, which for all line of sight and terrain purposes count as 'popped up' at all times. If the Support Craft has a transport option, it may embark and disembark units as normal, embarked units are allowed a save (see 1.7.5) if the Support Craft is destroyed.

Support Craft do not block line of sight, must always use their Skimmer ability to force a firefight in engagements and Infantry in base contact with a Support Craft may not use it to count as being in cover.

Lance

When units with reinforced armour are hit by a weapon with the lance ability they do not get to re-roll failed armour saves.

Voir'la Tau Barrage Weapons

Voir'la Tau Barrage Weapons do not benefit from bonus to-hit effect of markerlights.