

VIOR'LA TAU ARMY LIST

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

Dev 1.8b

VIOR'LA 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

VIOR'LA TAY SUPPORT FORMATIONS

Up to three may be selected per core formation

FORMATION	UNITS	UPGRADES ALLOWED	COST
Armour Group	Four Hammerhead (Ionhead) or (Fusionhead) Gunships	Hammerheads, Skyray	200pts
	Four Hammerhead (Railhead) Gunships		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
KV128 Stormsurge	Two KV128 Stormsurge units		250pts
KX139 Ta'unar Supremacy	One KX139 Ta'unar Supremacy unit		225pts
XV104 Riptide Formation	One Shas'el character and three XV104 Riptides	XV104 Riptide	350pts

VIOR'LA 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	625pts
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 Squadron	Two Sun Shark Bombers	200pts

VIOR'LA TAU FORCE

	NAME	TYPE	SPEED	ARM	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
CHARACTER	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, Supreme Commander
	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
INFANTRY	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	
LIGHT VEHICLES	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
	Vespid Stingwing unit	Infantry	30cm	6+	5+	4+	Neutron Blasters	(15cm)	Assault Weapons	Wings (count as Jump Packs)
	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
	XV88 Broadside Battlesuit	Light Vehicle	15cm	4+	6+	5+	Twin Railguns	60cm	AT3+	Reinforced Armour, Walker
							Smart Missile System	30cm	AP5+, Ignore Cover	
	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	
	Hammerhead Gunship (Fusionhead)	Armoured Vehicle	30cm	4+	6+	5+	Ion Cannon	60cm	AP4+/AT5+	
							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
	Skyray Air Defence Gunship	Armoured Vehicle	30cm	5+	6+	6+	Smart Missile System	30cm	AP5+, Ignore Cover	Markerlights, Skimmer
							2 × Hunter Missiles	60cm	AA5+	
							2 × Seeker Missiles	90cm	AT6+, Guided Missiles	
BATTLE SUITS	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+.
	KV128 Stormsurge	War Engine	20cm	3+	5+	5+	Pulse Driver Cannon	75cm	MW3+	Tau Deflector field. Walker. Damage Capacity 2.
							Destroyer Missile	90cm	MW 3+ (TK1), One Shot	Critical Hit: Destroyed, doing a hit to any unit within 5cm on a 6+.
	KX139 Ta'unar Supremacy	War Engine	15cm	3+	5+	5+	Pulse Ordnance Multi-driver	60cm	3BP, ID, Ignore Cover	Tau Deflector field. Walker. Damage Capacity 3.
							2 × Seeker Missiles	90cm	AT6+, Guided Missiles	Critical Hit: Destroyed, doing a hit to any unit within 5cm on a 6+.
	Orca Assault Dropship	War Engine	Bomber	4+	6+	6+	Twin Burst Cannons	15cm	AA6+	Planetfall. Tau Deflector Shield.
		Aircraft					Twin Missile Pods	45cm	AP5+/AT6+	Damage Capacity 2. Critical: Orca and all units aboard are destroyed.
							Aircraft Seeker Missiles	45cm	AT6+, Guided Missiles	Transport: Up to twelve units, Crisis Suits count as 2.
										Fearless, Markerlights, Self-Planetfall, Reinforced Armour, Tau Deflector Shield
	Manta Dropship	War Engine	20cm	5+	-	4+	Twin Heavy Railcannons	90cm	MW2+, Fixed Forward Arc, Titan Killer (D3)	Support Craft, Damage Capacity 8. Critical: Tau Deflector Shield destroyed; further critical hits cause a point of damage.
							3 × Heavy Ion Phalanx	75cm	AP3+/AT4+, Fixed Forward Arc	Transport (Up to twenty: Fire Warriors, Pathfinders, Stealth, Gun Drones, Crisis and Broad-sides, Crisis units take up two slots each. In addition the Manta may carry four vehicles of the following types: Devilfish, Hammerhead, Skyray, Piranha or Tetra. Three Tetras may be carried in each vehicle slot).
							4 × Twin Manta Burst Cannon	30cm	AP5+/AA6+	
							Twin Missile Pods	45cm	AP5+/AT6+, Fixed Forward Arc	
							2 × Seeker Missiles	90cm	AT6+, Guided Missiles	
AIR CASTE	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 gr	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.

VIOR'LA 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 formation's 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

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.

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

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

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.