

TAU THIRD PHASE EXPANSION ARMY LIST

Tau Third Phase Expansion Armies have a Strategy Rating of 3. Crisis Battlesuit Cadres and the Manta Dropship are Initiative 1+, all other formations are Initiative 2+.

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

FORMATION	UNITS	UPGRADES ALLOWED	COST
Crisis Battlesuit Cadre	4 XV8 Crisis Battlesuit units	Commander, Crisis Suits, Gun Drones	250pts
Fire Warrior Cadre	8 Tau Fire Warrior units or 6 Tau Fire Warrior units and 3 Devilfish	Bonded Team, Broadsides, Ethereal, Fire Warriors, Gun Drones, Hammerheads, Pathfinders, Piranhas, Skyray	225pts

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

FORMATION	UNITS	UPGRADES ALLOWED	COST
Armour Support Group	4 Hammerhead Gunships	Hammerheads, Skyray	200pts
Broadside Group	6 XV88 Broadside Battlesuits	None	300pts
Kroot Kindred	1 Kroot Master Shaper unit and 9 Kroot Warrior units	Kroot, Kroot Hounds, Krootox	175pts
Pathfinder Group	4 Pathfinder units and 2 Devilfish	Gun Drones, Piranhas	200pts
Recon Skimmer Group	6 Tetra or Piranha, in any combination	Gun Drones, Piranhas	175pts
Skysweep Support Group	3 Skyray Air Defence Gunships	None	275pts
Stealth Group	6 XV15 Stealth Battlesuit units	Gun Drones	250pts

Tau Upgrades—Up to three upgrades may be selected to be added to each formation. No upgrade may be taken by a formation more than once.

FORMATION	UNITS / EFFECT	COST
Bonded Team	Add the <i>Leader</i> ability to One Fire Warrior unit	25pts
Broadsides	Add Three XV88 Broadside Battlesuits	150pts
Commander	Add One Shas'el Commander to a Crisis Battlesuit unit or Add One Shas'o Commander to a Crisis Battlesuit unit (Max One Per Army)	50pts 100pts
Crisis Suits	Add One to Four Crisis Battlesuit units	50pts each
Ethereal	Add One Ethereal to a Fire Warrior unit (Max One Per Army)	75pts
Fire Warriors	Add Four Fire Warrior units or Add Four Fire Warrior units and Two Devilfish	100pts 150pts
Gun Drones	Add One or Two Gun Drone units or Add Four Gun Drone units	25pts each 75pts
Hammerheads	Add Two Hammerhead Gunships	100pts
Kroot	Add Five Kroot Warrior units	75pts
Kroot Hounds	Add Three Kroot Hound packs	50pts
Krootox	Add Three Krootox Herds	75pts
Pathfinders	Add Two Pathfinder units and One Devilfish	125pts
Piranhas	Add Three Piranhas	75pts
Skyray	Add One Skyray Air Defence Gunship	100pts

Air Caste Formations—1/3rd of your army list may be Air Caste formations.

FORMATION	UNITS	COST
Barracuda Squadron	2 Barracuda Fighters	150pts
Manta Dropship	1 Manta	675pts
Orca Dropship	1 Orca	150pts
0-1 Spacecraft	1 Hero Class Cruiser or 1 Custodian Class Battleship	200pts 250pts
Tiger Shark Squadron	2 Tiger Sharks May begin the game transporting a formation of 6 Gun Drone units	175pts +100pts
Tiger Shark AX-1-0 Squadron	2 Tiger Shark AX-1-0	375pts

TAU THIRD PHASE EXPANSION 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, Leader A formation joined by an Ethereal becomes fearless, but breaks instantly if he is killed.
Shas'o Commander	Character	n/a	n/a	n/a	n/a	Commanders 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	Commanders Plasma Rifle	30cm	AP4+	Character, Coordinated Fire, Leader
Fire Warrior unit	Infantry	15cm	5+	6+	5+	Pulse Rifles Pulse Carbines	30cm 15cm	AP4+ AP5+, Disrupt	-
Gun Drone unit	Infantry	20cm	5+	6+	5+	Twin Pulse Carbines	15cm	AP4+, Disrupt	Tau Jet Packs
Pathfinder unit	Infantry	15cm	5+	6+	5+	Rail Rifles Pulse Carbines	30cm 15cm	AP5+, Sniper AP5+, Disrupt	Coordinated Fire, Markerlights, Scouts
Kroot Master Shaper unit	Infantry	15cm	6+	4+	5+	Mercenary Weapons Kroot Rifles	(base contact) (15cm)	Assault Weapons, Extra Attacks (+1) Small Arms	Infiltrators, Leader, Scouts
Kroot Warrior unit	Infantry	15cm	-	4+	5+	Kroot Rifles	(15cm)	Small Arms	Infiltrators, Scouts
Kroot Hound unit	Infantry	15cm	-	3+	-	Fangs	(base contact)	Assault Weapons	Infiltrators, Scouts
Krootox Herd unit	Infantry	15cm	4+	4+	4+	Kroot Guns Claws	45cm (base contact)	AP5+/AT6+ Assault Weapons, Extra Attacks (+1)	-
XV8 Crisis Battlesuit unit	Infantry	20cm	3+	5+	5+	Twin Missile Pods Twin Plasma Rifles Twin Fusion Blasters	45cm 30cm 15cm	AP5+/AT6+ AP4+ MW4+	Invulnerable Save, Tau Jet Packs
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 Smart Missile System	75cm 30cm	AT3+ AP5+, Ignore Cover	Reinforced Armour, Walker
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 Seeker Missiles	15cm 90cm	AP5+ AT6+, Guided Missiles	Skimmer
Devilfish Troop Carrier	Armoured Vehicle	30cm	5+	6+	6+	Burst Cannon & Gun Drones Seeker Missiles	15cm 90cm	AP5+ AT6+, Guided Missiles	Skimmer Transport (Two Fire Warrior or Pathfinder units).
Hammerhead Gunship	Armoured Vehicle	30cm	4+	6+	5+	Smart Missile System Seeker Missiles <u>Plus one from the following</u> Hammerhead Railgun Ion Cannon Twin Fusion Cannons	30cm 90cm 75cm 60cm 30cm	AP5+, Ignore Cover AT6+, Guided Missiles AP5+/AT4+ AP4+/AT5+ MW4+	Skimmer
Skyray Air Defence Gunship	Armoured Vehicle	30cm	5+	6+	6+	Smart Missile System 2 x Hunter Missiles 2 x Seeker Missiles	30cm 60cm 90cm	AP5+, Ignore Cover AA5+ AT6+, Guided Missiles	Markerlights, Skimmer
Orca Dropship	War Engine, Aircraft	Bomber	4+	6+	6+	Twin Burst Cannons Twin Missile Pods Aircraft Seeker Missiles	15cm 45cm 45cm	AA6+ AP5+/AT6+ AT6+, Guided Missiles	Planetfall Damage Capacity 2. Critical: Orca and all units aboard are destroyed. Transport (Up to twelve: Fire Warriors, Pathfinders, Stealth, Crisis, Gun Drones, Broadside, Kroot, Kroot Master Shaper and Kroot Hounds. Crisis units take up two slots each).
Manta Dropship	War Engine	20cm	5+	-	4+	Twin Heavy Railcannons 3 x Heavy Ion Phalanx 4 x Twin Manta Burst Cannon Twin Missile Pods 2 x Seeker Missiles	90cm 75cm 30cm 45cm 90cm	MW2+, Fixed Forward Arc, Titan Killer (D3) AP3+/AT4+, Fixed Forward Arc AP5+/AA6+ AP5+/AT6+, Fixed Forward Arc AT6+, Guided Missiles	Fearless, Markerlights, Planetfall, Reinforced Armour, Support Craft, Tau Deflector Shield Damage Capacity 8. Critical: Tau Deflector Shield is destroyed; further critical hits cause a point of damage. Transport (Up to twenty: Fire Warriors, Pathfinders, Stealth, Gun Drones, Crisis, Broadside, Kroot, Kroot Master Shaper, Kroot Hounds and Krootox. 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).
Barracuda Fighter	Aircraft	Fighter	6+	n/a	n/a	Ion Cannon Twin Burst Cannons Twin Missile Pods	30cm 15cm 45cm	AP4+/AT5+/AA5+, Fixed Forward Arc AA6+ AP5+/AT6+, Fixed Forward Arc	-
Tiger Shark	Aircraft	Bomber	4+	n/a	n/a	Twin Ion Cannons Twin Burst Cannons Twin Missile Pods	30cm 15cm 45cm	AP3+/AT4+/AA4+, Fixed Forward Arc AA6+ AP5+/AT6+, Fixed Forward Arc	Transport (Three Gun Drone units).
Tiger Shark AX-1-0	Aircraft	Bomber	4+	n/a	n/a	Twin Railcannons Twin Burst Cannons Twin Missile Pods Aircraft Seeker Missiles	45cm 15cm 45cm 45cm	MW3+, Fixed Forward Arc, Titan Killer (D3) AA6+ AP5+/AT6+, Fixed Forward Arc AT6+, Guided Missiles	-
Hero Class Cruiser	Spaceship	n/a	n/a	n/a	n/a	2 x Pin-Point Attack	n/a	MW2+, Titan Killer (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	Spaceship	n/a	n/a	n/a	n/a	2 x Gravitic Tracer Salvo	n/a	3 x 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). Each of the two tracer salvos may be fired at a different formation.

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.
- 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.