

NetEPIC 5.0 Army Book
Tau & Kroot
Version of January 7th, 2009

- @ : Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (15cm 1d 6+ (0), 360°, always on First Fire)
- Templates are :
 - SB : Standard Barrage, 6cm diameter circle
 - LB : Large Barrage, 12cm diameter circle
 - ST : Small Teardrop, 5cm diameter circle ending a 10cm long triangle
 - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

Tau

Fire Warrior Cadre

Tau

Shas'el Battlesuit

2 Shas'vre Battlesuits

Fire Warrior Detachment

4 Fire Warrior stands

Fire Warrior Detachment

4 Fire Warrior stands

Fire Warrior Detachment

4 Fire Warrior stands

Fire Warrior Detachment

4 Fire Warrior stands

Cost : 500 (900)

Hunter Cadre

Tau

Shas'el Battlesuit

2 Shas'vre Battlesuits

Broadside Battlesuit Team

4 XV-88 Broadside Battlesuits

Fire Warrior Detachment

4 Fire Warrior stands

Fire Warrior Detachment

4 Fire Warrior stands

Fire Warrior Detachment

4 Fire Warrior stands

Cost : 900 (1300)

Shas'el (Crisis Battlesuit)

Walker (2)

Move : 20cm	Save : 4+f	CAF : +4
Weapon	Range	Shoot
Twin Plasma Rifles	50cm	2d 3+ (-2)
Missile Pod	50cm	1d 4+ (-1)

Command, Elite, HQ, Jump Pack, Special

Shas'el Battlesuit

2 Shas'vre Battlesuits

Fire Warrior Detachment

4 Fire Warrior stands

Fire Warrior Detachment

4 Fire Warrior stands

Fire Warrior Detachment

4 Fire Warrior stands

Fire Warrior Detachment

4 Fire Warrior stands

Break : 10 (15) Morale : 3

Victory Points : 5 (9)

Shas'el (Crisis Battlesuit)

Walker (2)

Move : 20cm	Save : 4+f	CAF : +4
Weapon	Range	Shoot
Twin Plasma Rifles	50cm	2d 3+ (-2)
Missile Pod	50cm	1d 4+ (-1)

Command, Elite, HQ, Jump Pack, Special

Shas'el Battlesuit

2 Shas'vre Battlesuits

Broadside Battlesuit Team

4 XV-88 Broadside Battlesuits

Fire Warrior Detachment

4 Fire Warrior stands

Fire Warrior Detachment

4 Fire Warrior stands

Fire Warrior Detachment

4 Fire Warrior stands

Break : 10 (15) Morale : 3

Victory Points : 9 (13)

Mechanized Cadre

Tau

Shas'el Battlesuit

2 Shas'vre Battlesuits

Mechanized Fire Warrior Detachment

4 Fire Warrior stands

2 Devilfish

Mechanized Fire Warrior Detachment

4 Fire Warrior stands

2 Devilfish

Mechanized Fire Warrior Detachment

4 Fire Warrior stands

2 Devilfish

Mechanized Fire Warrior Detachment

4 Fire Warrior stands

2 Devilfish

Cost : 650 (1000)

Battlesuit Cadre

Tau

Shas'el Battlesuit

2 Shas'vre Battlesuits

Crisis Battlesuit Team

4 XV-8 Crisis Battlesuits (any Mark)

Crisis Battlesuit Team

4 XV-8 Crisis Battlesuits (any Mark)

Broadside Battlesuit Team

4 XV-88 Broadside Battlesuits

Cost : 1100 (1450)

Shas'el (Crisis Battlesuit)

Walker (2)

Move : 20cm	Save : 4+f	CAF : +4
Weapon	Range	Shoot
Twin Plasma Rifles	50cm	2d 3+ (-2)
Missile Pod	50cm	1d 4+ (-1)

Command, Elite, HQ, Jump Pack, Special

Shas'el Battlesuit

2 Shas'vre Battlesuits

Mechanized Fire Warrior Detachment

4 Fire Warrior stands

2 Devilfish

Mechanized Fire Warrior Detachment

4 Fire Warrior stands

2 Devilfish

Mechanized Fire Warrior Detachment

4 Fire Warrior stands

2 Devilfish

Mechanized Fire Warrior Detachment

4 Fire Warrior stands

2 Devilfish

Break : 14 (20) Morale : 3

Victory Points : 7 (10)

Shas'el (Crisis Battlesuit)

Walker (2)

Move : 20cm	Save : 4+f	CAF : +5
Weapon	Range	Shoot
Twin Plasma Rifles	50cm	2d 3+ (-2)
Missile Pod	50cm	1d 4+ (-1)

Command, Elite, HQ, Jump Pack

Shas'el (Crisis Battlesuit)

Walker (2)

Move : 10cm	Save : 5+/6+f	CAF : +4
Weapon	Range	Shoot
Plasma Rifle	50cm	1d 3+ (-2)
Missile Pod	50cm	3BP@ (-1)

Elite, Fire on the Fly, Jump Pack

XV-8 Crisis Battlesuit I

Walker (2)

Move : 20cm	Save : 5+/6+f	CAF : +2
Weapon	Range	Shoot
Burst Cannon	35cm	3d 4+ (0)
Missile Pod	50cm	2d 4+ (-1)

Elite, Jump Pack, Special

XV-8 Crisis Battlesuit II

Walker (2)

Move : 20cm	Save : 5+/6+f	CAF : +2
Weapon	Range	Shoot
Plasma Rifle	50cm	1d 3+ (-2)
Flamer *	20cm	2d 3+ (0)

* Ignores Cover, Elite, Jump Pack, Special

XV-88 Broadside Battlesuit

Walker (2)

Move : 15cm	Save : 4+/6+f	CAF : +1
Weapon	Range	Shoot
Twin Rail Gun *	75cm	2d 3+ (-4)
Smart Missiles	50cm	1d 4+ (0)

Penetrating +2, Elite, Special

Break : 8 (12) Morale : 3

Victory Points : 11 (15)

Manta Cadre

Tau

Shas'el Battlesuit

3 Shas'vre Battlesuits

Fire Warrior Detachment

4 Fire Warrior stands

Fire Warrior Detachment

4 Fire Warrior stands

Fire Warrior Detachment

4 Fire Warrior stands

Fire Warrior Detachment

4 Fire Warrior stands

Manta Missile Destroyer

Cost : 1350 (1750)

Shas'el (Crisis Battlesuit) Walker (2)

Move : 20cm	Save : 4+f	CAF : +4
Weapon	Range	Shoot
Twin Plasma Rifles	50cm	2d 3+ (-2)
Missile Pod	50cm	1d 4+ (-1)

Command, Elite, HQ, Jump Pack, Special

Shas'vre (Crisis Battlesuit) Walker (2)

Move : 20cm	Save : 5+/6+f	CAF : +3
Weapon	Range	Shoot
Plasma Rifle	50cm	1d 3+ (-2)
Missile Pod	50cm	1d 4+ (-1)

Elite, Jump Pack, Special

Fire Warrior

Infantry (1)

Move : 10cm	Save : -	CAF : -2
Weapon	Range	Shoot
Pulse Rifle	50cm	1d 4+ (0)

Manta Missile Destroyer Praetorian (5)

Move : 20cm Save : Card CAF : +6

Weapon	Range	Shoot
See card		

4 Deflector Shields, Support Craft, Transport 24

Break : 8 (12) + 1 Morale : 3

Victory Points : 6 (9) + 8

Piranha Light Attack Craft Cavalry (2)

Move : 25cm	Save : 6+ CAF : +1	
Weapon	Range	Shoot
Burst Cannon	35cm	3d 4+ (0)

Skimmer

Tetra Recon Craft Cavalry (2)

Move : 30cm	Save : -	CAF : +2
Weapon	Range	Shoot
Plasma Carbine	35cm	1d 4+ (-1)

Skimmer, Marklights

Recon Cadre

Tau

Piranha Squadron

5 Piranha Light Attack Crafts

Tetra Squadron

3 Tetra Recon Crafts

Tetra Squadron

3 Tetra Recon Crafts

Cost : 600

Break : 6 Morale : 3

Victory Points : 6

Hammerhead Cadre

Tau

Command Hammerhead

Hammerhead Detachment

2 Hammerhead Gunships (any Mark)

Hammerhead Detachment

2 Hammerhead Gunships (any Mark)

Hammerhead Detachment

2 Hammerhead Gunships (any Mark)

Cost : 500

Hammerhead Mark I

Move : 20cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Ion Cannon *	75cm	2d 4+ (-2)
Burst Cannon	35cm	2d 4+ (0)

* Turret, Skimmer

Hammerhead Mark II

Move : 20cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Rail Gun *	75cm	1d 4+ (-3)
Smart Missiles	50cm	1d 4+ (0)

* Turret & Penetrating +1, Skimmer, Special

Hammerhead Mark III

Move : 20cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Fusion Blaster *	35cm	4d 3+ (-2)
Burst Cannon	35cm	2d 4+ (0)

* Turret, Skimmer

Hammerhead Mark IV

Move : 20cm	Save : 3+	CAF : +2
Weapon	Range	Shoot
Missile Racks *	50cm	3BP@ (-1)
Burst Cannon	35cm	2d 4+ (0)

* Turret & Damages Buildings, Skimmer

Break : 4 Morale : 3

Victory Points : 5

Swordfish Mark I

Move : 15cm	Save : 1+	CAF : +4
Weapon	Range	Shoot
Heavy Ion Cannon *	100cm	2d 4+ (-2)
Burst Cannon	35cm	3d 4+ (0)

* Turret, Skimmer

Swordfish Mark II

Move : 15cm	Save : 1+	CAF : +4
Weapon	Range	Shoot
Rail Cannon *	100cm	1d 4+ (-4)
Burst Cannon	35cm	3d 4+ (0)

* Turret & Penetrating +3, Skimmer

Break : 3 Morale : 3

Victory Points : 9

Ethereal

Tau

Ethereal stand
Command Devilfish

Cost : 100

Ethereal

Infantry (1)

Move : 10cm	Save : 5+f	CAF : +3
Weapon	Range	Shoot
CC Weapons	-	-

Commander, HQ, Special

Devilfish APC

Vehicle (3)

Move : 20cm	Save : 4+	CAF : +0
Weapon	Range	Shoot
Burst Cannon	35cm	2d 4+ (0)

Skimmer, Transport 2

Break : Stand
Morale : -
Victory Points : 1

Shas'o Commander

Tau

Shas'o Battlesuit
3 Shas'vre Battlesuits

Cost : 450

Shas'o (Crisis Battlesuit)

Walker (2)

Move : 20cm	Save : 4+f	CAF : +5
Weapon	Range	Shoot
Twin Plasma Rifles	50cm	2d 3+ (-2)
Fusion Blaster	35cm	4d 4+ (-2)

Command, Elite, HQ, Jump Pack, Special

Shas'vre (Crisis Battlesuit)

Walker (2)

Move : 20cm	Save : 5+/6+f	CAF : +3
Weapon	Range	Shoot
Plasma Rifle	50cm	1d 3+ (-2)
Missile Pod	50cm	1d 4+ (-1)

Elite, Jump Pack, Special

Break : Shas'o
Morale : 2
Victory Points : 5

Moray Assault Ship

Tau

Moray Assault Ship

Cost : 500

Moray Assault Ship

Practorian (5)

Move : 20cm	Save : Card	CAF : +6
Weapon	Range	Shoot
See card		

2 Deflector Shields, Support Craft

Break : Model
Morale : -
Victory Points : 5

Manta Missile Destroyer

Tau

Manta

Cost : 800

Manta Missile Destroyer

Practorian (5)

Move : 20cm	Save : Card	CAF : +6
Weapon	Range	Shoot
See card		

4 Deflector Shields, Support Craft, Transport 24

Break : Model
Morale : -
Victory Points : 8

<p>Fire Warrior Detachment</p> <p><i>Tau</i></p> <p>4 Fire Warrior stands</p> <p>Cost : 100 (200)</p>	<p>Fire Warrior <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move : 10cm</td><td>Save : -</td><td>CAF : -2</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Pulse Rifle</td><td>50cm</td><td>1d 4+ (0)</td></tr> </table> <p>Break : 2 (3) Morale : 3</p> <p>Victory Points : 1 (2)</p>	Move : 10cm	Save : -	CAF : -2	Weapon	Range	Shoot	Pulse Rifle	50cm	1d 4+ (0)									
Move : 10cm	Save : -	CAF : -2																	
Weapon	Range	Shoot																	
Pulse Rifle	50cm	1d 4+ (0)																	
<p>Mechanized Fire Warrior Detachment</p> <p><i>Tau</i></p> <p>4 Fire Warrior stands 2 Devilfish</p> <p>Cost : 150 (250)</p>	<p>Fire Warrior <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move : 10cm</td><td>Save : -</td><td>CAF : -2</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Pulse Rifle</td><td>50cm</td><td>1d 4+ (0)</td></tr> </table> <p>Devilfish APC <i>Vehicle (3)</i></p> <table border="1"> <tr><td>Move : 20cm</td><td>Save : 4+</td><td>CAF : +0</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Burst Cannon</td><td>35cm</td><td>2d 4+ (0)</td></tr> </table> <p><i>Skimmer, Transport 2</i></p> <p>Break : 3 (5) Morale : 3</p> <p>Victory Points : 2 (3)</p>	Move : 10cm	Save : -	CAF : -2	Weapon	Range	Shoot	Pulse Rifle	50cm	1d 4+ (0)	Move : 20cm	Save : 4+	CAF : +0	Weapon	Range	Shoot	Burst Cannon	35cm	2d 4+ (0)
Move : 10cm	Save : -	CAF : -2																	
Weapon	Range	Shoot																	
Pulse Rifle	50cm	1d 4+ (0)																	
Move : 20cm	Save : 4+	CAF : +0																	
Weapon	Range	Shoot																	
Burst Cannon	35cm	2d 4+ (0)																	
<p>Pathfinder Detachment</p> <p><i>Tau</i></p> <p>4 Pathfinder stands 2 Devilfish</p> <p>Cost : 150 (250)</p>	<p>Pathfinder <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move : 10cm</td><td>Save : -</td><td>CAF : -2</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Pulse Carbine</td><td>35cm</td><td>1d 4+ (0)</td></tr> </table> <p><i>Infiltrate, Marklights</i></p> <p>Devilfish APC <i>Vehicle (3)</i></p> <table border="1"> <tr><td>Move : 20cm</td><td>Save : 4+</td><td>CAF : +0</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Burst Cannon</td><td>35cm</td><td>2d 4+ (0)</td></tr> </table> <p><i>Skimmer, Transport 2</i></p> <p>Break : 3 (5) Morale : 3</p> <p>Victory Points : 2 (3)</p>	Move : 10cm	Save : -	CAF : -2	Weapon	Range	Shoot	Pulse Carbine	35cm	1d 4+ (0)	Move : 20cm	Save : 4+	CAF : +0	Weapon	Range	Shoot	Burst Cannon	35cm	2d 4+ (0)
Move : 10cm	Save : -	CAF : -2																	
Weapon	Range	Shoot																	
Pulse Carbine	35cm	1d 4+ (0)																	
Move : 20cm	Save : 4+	CAF : +0																	
Weapon	Range	Shoot																	
Burst Cannon	35cm	2d 4+ (0)																	
<p>Pathfinder Sniper Detachment</p> <p><i>Tau</i></p> <p>2 Pathfinder Sniper stands 2 Devilfish</p> <p>Cost : 150 (250)</p>	<p>Pathfinder Sniper <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move : 10cm</td><td>Save : -</td><td>CAF : -2</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Rail Rifle</td><td>75cm</td><td>1d 5+ (-1)</td></tr> </table> <p><i>Infiltrate, Sniper, Stealth</i></p> <p>Devilfish APC <i>Vehicle (3)</i></p> <table border="1"> <tr><td>Move : 20cm</td><td>Save : 4+</td><td>CAF : +0</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Burst Cannon</td><td>35cm</td><td>2d 4+ (0)</td></tr> </table> <p><i>Skimmer, Transport 2</i></p> <p>Break : 2 (3) Morale : 3</p> <p>Victory Points : 2 (3)</p>	Move : 10cm	Save : -	CAF : -2	Weapon	Range	Shoot	Rail Rifle	75cm	1d 5+ (-1)	Move : 20cm	Save : 4+	CAF : +0	Weapon	Range	Shoot	Burst Cannon	35cm	2d 4+ (0)
Move : 10cm	Save : -	CAF : -2																	
Weapon	Range	Shoot																	
Rail Rifle	75cm	1d 5+ (-1)																	
Move : 20cm	Save : 4+	CAF : +0																	
Weapon	Range	Shoot																	
Burst Cannon	35cm	2d 4+ (0)																	

<p>XV15/25 Stealthsuit Detachment</p> <p><i>Tau</i></p> <p>4 Stealthsuit stands</p> <p>Cost : 250 (350)</p>	<p>XV15/25 Stealthsuit <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move : 20cm</td><td>Save : 6+</td><td>CAF : +0</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Burst Cannon</td><td>35cm</td><td>3d 4+ (0)</td></tr> </table> <p><i>Infiltrate, Jump Pack, Stealth, Marklight, Spectral</i></p> <p>Break : 2 (3) Morale : 2</p> <p>Victory Points : 3 (4)</p>	Move : 20cm	Save : 6+	CAF : +0	Weapon	Range	Shoot	Burst Cannon	35cm	3d 4+ (0)									
Move : 20cm	Save : 6+	CAF : +0																	
Weapon	Range	Shoot																	
Burst Cannon	35cm	3d 4+ (0)																	
<p>Guevesa Detachment</p> <p><i>Tau</i></p> <p>5 Guevesa stands</p> <p>Cost : 100</p>	<p>Guevesa <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move : 10cm</td><td>Save : -</td><td>CAF : +0</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Pulse Rifle</td><td>50cm</td><td>1d 5+ (0)</td></tr> </table> <p>Break : 3 Morale : 4</p> <p>Victory Points : 1</p>	Move : 10cm	Save : -	CAF : +0	Weapon	Range	Shoot	Pulse Rifle	50cm	1d 5+ (0)									
Move : 10cm	Save : -	CAF : +0																	
Weapon	Range	Shoot																	
Pulse Rifle	50cm	1d 5+ (0)																	
<p>Gun Drone Detachment</p> <p><i>Tau</i></p> <p>4 Gun Drone Stands</p> <p>Cost : 150</p>	<p>Gun Drone <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move : 15cm</td><td>Save : 6+</td><td>CAF : -1</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Pulse Carbine</td><td>35cm</td><td>2d 4+ (0)</td></tr> </table> <p><i>Drones, Jump Pack, Spectral</i></p> <p>Break : 4 Morale : -</p> <p>Victory Points : 2</p>	Move : 15cm	Save : 6+	CAF : -1	Weapon	Range	Shoot	Pulse Carbine	35cm	2d 4+ (0)									
Move : 15cm	Save : 6+	CAF : -1																	
Weapon	Range	Shoot																	
Pulse Carbine	35cm	2d 4+ (0)																	
<p>Sniper Drone Detachment</p> <p><i>Tau</i></p> <p>1 Drone Controller Stand 2 Sniper Drone Stands</p> <p>Cost : 150</p>	<p>Drone Controller <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move : 10cm</td><td>Save : -</td><td>CAF : -5</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Pulse Pistol</td><td>-</td><td>-</td></tr> </table> <p><i>Stealth, Marklight, PD(1), Spectral</i></p> <p>Sniper Drone <i>Infantry (1)</i></p> <table border="1"> <tr><td>Move : 10cm</td><td>Save : 6+</td><td>CAF : -2</td></tr> <tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr> <tr><td>Rail Rifle</td><td>75cm</td><td>1d 5+ (-1)</td></tr> </table> <p><i>Drones, Stealth, Spectral</i></p> <p>Break : 4 Morale : -</p> <p>Victory Points : 2</p>	Move : 10cm	Save : -	CAF : -5	Weapon	Range	Shoot	Pulse Pistol	-	-	Move : 10cm	Save : 6+	CAF : -2	Weapon	Range	Shoot	Rail Rifle	75cm	1d 5+ (-1)
Move : 10cm	Save : -	CAF : -5																	
Weapon	Range	Shoot																	
Pulse Pistol	-	-																	
Move : 10cm	Save : 6+	CAF : -2																	
Weapon	Range	Shoot																	
Rail Rifle	75cm	1d 5+ (-1)																	

<p>Drone Sentry Detachment I</p> <p><i>Tau</i></p> <p>4 Drone Sentry Turrets Mark I</p> <p>Cost : 200</p>	<p>Drone Sentry Turret Mark I <i>Inf (1)</i></p> <table border="1"> <tr> <td>Move : -</td> <td>Save : 5+</td> <td>CAF : -4</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Burst Cannon</td> <td>35cm</td> <td>3d 4+ (0)</td> </tr> </table> <p><i>Drones, Special</i></p> <p>Break : 4 <i>Morale : -</i></p> <p>Victory Points : 2</p>	Move : -	Save : 5+	CAF : -4	Weapon	Range	Shoot	Burst Cannon	35cm	3d 4+ (0)
Move : -	Save : 5+	CAF : -4								
Weapon	Range	Shoot								
Burst Cannon	35cm	3d 4+ (0)								
<p>Drone Sentry Detachment II</p> <p><i>Tau</i></p> <p>4 Drone Sentry Turrets Mark II</p> <p>Cost : 200</p>	<p>Drone Sentry Turret Mark II <i>Inf (1)</i></p> <table border="1"> <tr> <td>Move : -</td> <td>Save : 5+</td> <td>CAF : -4</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Plasma Rifle</td> <td>50cm</td> <td>1d 4+ (-2)</td> </tr> </table> <p><i>Drones, Special</i></p> <p>Break : 4 <i>Morale : -</i></p> <p>Victory Points : 2</p>	Move : -	Save : 5+	CAF : -4	Weapon	Range	Shoot	Plasma Rifle	50cm	1d 4+ (-2)
Move : -	Save : 5+	CAF : -4								
Weapon	Range	Shoot								
Plasma Rifle	50cm	1d 4+ (-2)								
<p>Shield Drone Detachment</p> <p><i>Tau</i></p> <p>Shield Drones protecting one Infantry/Cavalry/Walker detachment</p> <p><i>Maximum 2 cards per detachment.</i></p> <p>Cost : 100</p>	<p>Shield Drone <i>Infantry (1)</i></p> <p>Move : - Save : - CAF : -</p> <p>Improves Save by 1 (or gives 6+ if no Save), and gives a 6+f save.</p> <p>Break : - <i>Morale : -</i></p> <p>Victory Points : -</p>									
<p>Vespid Stingwing Flight</p> <p><i>Tau</i></p> <p>4 Vespid Stingwing Stands</p> <p>Cost : 100</p>	<p>Vespid Stingwings <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 20cm</td> <td>Save : -</td> <td>CAF : +2</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Neutron Blasters</td> <td>35cm</td> <td>1d 4+ (-1)</td> </tr> </table> <p><i>Jump Packs, Hard to Hit</i></p> <p>Break : 2 <i>Morale : 3</i></p> <p>Victory Points : 1</p>	Move : 20cm	Save : -	CAF : +2	Weapon	Range	Shoot	Neutron Blasters	35cm	1d 4+ (-1)
Move : 20cm	Save : -	CAF : +2								
Weapon	Range	Shoot								
Neutron Blasters	35cm	1d 4+ (-1)								

<p>Piranha Squadron</p> <p><i>Tau</i></p> <p>5 Piranha Light Attack Crafts</p> <p>Cost : 250</p>	<p>Piranha Light Attack Craft <i>Cavalry (2)</i></p> <table border="1"> <tr> <td>Move : 25cm</td> <td>Save : 6+</td> <td>CAF : +1</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Burst Cannon</td> <td>35cm</td> <td>3d 4+ (0)</td> </tr> </table> <p><i>Skimmer</i></p> <p>Break : 3 <i>Morale : 3</i></p> <p>Victory Points : 3</p>	Move : 25cm	Save : 6+	CAF : +1	Weapon	Range	Shoot	Burst Cannon	35cm	3d 4+ (0)															
Move : 25cm	Save : 6+	CAF : +1																							
Weapon	Range	Shoot																							
Burst Cannon	35cm	3d 4+ (0)																							
<p>Tetra Squadron</p> <p><i>Tau</i></p> <p>3 Tetra Recon Crafts</p> <p>Cost : 200</p>	<p>Tetra Recon Craft <i>Cavalry (2)</i></p> <table border="1"> <tr> <td>Move : 30cm</td> <td>Save : -</td> <td>CAF : +2</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Plasma Carbine</td> <td>35cm</td> <td>1d 4+ (-1)</td> </tr> </table> <p><i>Skimmer, Marklights</i></p> <p>Break : 2 <i>Morale : 3</i></p> <p>Victory Points : 2</p>	Move : 30cm	Save : -	CAF : +2	Weapon	Range	Shoot	Plasma Carbine	35cm	1d 4+ (-1)															
Move : 30cm	Save : -	CAF : +2																							
Weapon	Range	Shoot																							
Plasma Carbine	35cm	1d 4+ (-1)																							
<p>Broadside Battlesuit Team</p> <p><i>Tau</i></p> <p>4 XV-88 Broadside Battlesuits</p> <p>Cost : 500 (650)</p>	<p>XV-88 Broadside Battlesuit <i>Walker (2)</i></p> <table border="1"> <tr> <td>Move : 15cm</td> <td>Save : 4+/6+f</td> <td>CAF : +1</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Twin Rail Gun *</td> <td>75cm</td> <td>2d 3+ (-4)</td> </tr> <tr> <td>Smart Missiles</td> <td>50cm</td> <td>1d 4+ (0)</td> </tr> </table> <p><i>Penetrating +2, Elite, Special</i></p> <p>Break : 2 (3) <i>Morale : 2</i></p> <p>Victory Points : 5 (7)</p>	Move : 15cm	Save : 4+/6+f	CAF : +1	Weapon	Range	Shoot	Twin Rail Gun *	75cm	2d 3+ (-4)	Smart Missiles	50cm	1d 4+ (0)												
Move : 15cm	Save : 4+/6+f	CAF : +1																							
Weapon	Range	Shoot																							
Twin Rail Gun *	75cm	2d 3+ (-4)																							
Smart Missiles	50cm	1d 4+ (0)																							
<p>Crisis Battlesuit Team Mark I</p> <p><i>Tau</i></p> <p>4 XV-8 Crisis Battlesuits (any Mark)</p> <p>Cost : 250 (350)</p>	<p>XV-8 Crisis Battlesuit I <i>Walker (2)</i></p> <table border="1"> <tr> <td>Move : 20cm</td> <td>Save : 5+/6+f</td> <td>CAF : +2</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Burst Cannon</td> <td>35cm</td> <td>3d 4+ (0)</td> </tr> <tr> <td>Missile Pod</td> <td>50cm</td> <td>2d 4+ (-1)</td> </tr> </table> <p><i>Elite, Jump Pack, Special</i></p> <p>XV-8 Crisis Battlesuit II <i>Walker (2)</i></p> <table border="1"> <tr> <td>Move : 20cm</td> <td>Save : 5+/6+f</td> <td>CAF : +2</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Plasma Rifle</td> <td>50cm</td> <td>1d 3+ (-2)</td> </tr> <tr> <td>Flamer *</td> <td>20cm</td> <td>2d 3+ (0)</td> </tr> </table> <p><i>* Ignores Cover, Elite, Jump Pack, Special</i></p> <p>Break : 2 (3) <i>Morale : 2</i></p> <p>Victory Points : 3 (4)</p>	Move : 20cm	Save : 5+/6+f	CAF : +2	Weapon	Range	Shoot	Burst Cannon	35cm	3d 4+ (0)	Missile Pod	50cm	2d 4+ (-1)	Move : 20cm	Save : 5+/6+f	CAF : +2	Weapon	Range	Shoot	Plasma Rifle	50cm	1d 3+ (-2)	Flamer *	20cm	2d 3+ (0)
Move : 20cm	Save : 5+/6+f	CAF : +2																							
Weapon	Range	Shoot																							
Burst Cannon	35cm	3d 4+ (0)																							
Missile Pod	50cm	2d 4+ (-1)																							
Move : 20cm	Save : 5+/6+f	CAF : +2																							
Weapon	Range	Shoot																							
Plasma Rifle	50cm	1d 3+ (-2)																							
Flamer *	20cm	2d 3+ (0)																							

Devilfish Squadron
Tau

2 Devilfish APC

Cost : 50

Devilfish APC
Move : 20cm Save : 4+ CAF : +0

Weapon	Range	Shoot
Burst Cannon	35cm	2d 4+ (0)

Skimmer, Transport 2

Break : 1 *Morale : 3*
Victory Points : 1

Skyray AA Battery
Tau

2 Skyrays

Cost : 150

Skyray
Move : 20cm Save : 3+ CAF : +2

Weapon	Range	Shoot
AA Seeker Missiles	100cm	1d 4+ (-1)

Anti-Aircraft, Skimmer, Marklights

Break : 1 *Morale : 3*
Victory Points : 2

Stingray Missile Battery
Tau

2 Stingray Missile Gunships

Cost : 200

Stingray Missile Gunship
Move : 20cm Save : 4+ CAF : +2

Weapon	Range	Shoot
Submunition Mis. *	100cm	2BP@ ⊗ (0)
Smart Missiles	50cm	1d 4+ (0)

** 12cm Template & Ignores Cover & Guided Missile, Skimmer, Special*

Break : 1 *Morale : 3*
Victory Points : 2

Barracuda Fighter Squadron
Tau

2 Barracuda Strike Fighters

Cost : 200

Barracuda Fighter
Move : 80cm Save : 3+ CAF : +4

Weapon	Range	Shoot
Ion Cannon	50cm	2d 4+ (-2)
Burst Cannons	35cm	4d 4+ (0)
AA Seeker Missiles	50cm	1d 4+ (-1)

** Guided Missiles, Flyer*

Break : 1 *Morale : 3*
Victory Points : 2

Orca Dropship
Tau

Orca

Cost : 150

Orca Dropship
Move : 60cm Save : 4+ CAF : +1

Weapon	Range	Shoot
Heavy Burst Cannon	35cm	4d 4+ (0)
Missile Pods	35cm	1d 4+ (0)

Flyer, Transport 8, Deep Strike

Break : Model *Morale : 3*
Victory Points : 2

Tiger Shark Drone Carrier
Tau

Tiger Shark
4 Gun Drone stands

Cost : 300

Tiger Shark Drone Carrier SuperHeavy (4)
Move : 60cm Save : 3+ CAF : +2

Weapon	Range	Shoot
Ion Cannon	75cm	4d 4+ (-2)
Burst Cannons	35cm	4d 4+ (0)
AA Seeker Missiles *	75cm	1d 4+ (-1)

** Guided Missiles, Flyer, Transport 4 Drones Infantry (1)*

Weapon	Range	Shoot
Pulse Carbine	35cm	2d 4+ (0)

Drones, Jump Pack, Special

Break : Model *Morale : 3*
Victory Points : 3

Tiger Shark Strike Craft (AX-I-0 Variant)
Tau

Tigershark Strike Craft

Cost : 400

Tiger Shark Strike Craft SuperHeavy (4)
Move : 60cm Save : 4+ CAF : +2

Weapon	Range	Shoot
Light Raicannons *	75cm	2d 4+ (-3)
Burst Cannons	35cm	4d 4+ (0)
AA Seeker Missiles **	75cm	2d 4+ (-1)

** Penetrating +3, ** Guided Missiles, Flyer*

Break : Model *Morale : -*
Victory Points : 4

Swordfish Squadron
Tau

2 Swordfish (any Mark)

Cost : 350

Swordfish Mark I
Move : 15cm Save : 1+ CAF : +4

Weapon	Range	Shoot
Heavy Ion Cannon *	100cm	2d 4+ (-2)
Burst Cannon	35cm	3d 4+ (0)

** Turret, Skimmer*
Swordfish Mark II
Move : 15cm Save : 1+ CAF : +4

Weapon	Range	Shoot
Rail Cannon *	100cm	1d 4+ (-4)
Burst Cannon	35cm	3d 4+ (0)

** Turret & Penetrating +3, Skimmer*

Break : 1 *Morale : 3*
Victory Points : 4

Scorpionfish Heavy Missile Gunship

Tau

Scorpionfish Heavy Missile Gunship

Cost : 350

Scorpionfish Gunship *SuperHeavy (4)*

Move : 15cm	Save : 2+	CAF : +2
Weapon	Range	Shoot
Heavy Ion Cannon *	100cm	2d 4+ (-2)
Choose ONE missile type per turn		
Tracer Missiles *	100cm	4d 4+ (-3)
Submunition Mis. **	100cm	6BP 4+ (0)
Seeker Missiles	100cm	6d 4+ (-1)

*Skimmer (no Pop-up), all missiles are Guided Missile. * Penetrating +1. ** Ignores Cover & 12cm Template.*

Break : - *Model* *Morale* : -

Victory Points : 4

Gravitic Tracer Salvo

Tau

1 Gravitic Tracer Missile Salvo

Cost : 2 VP

Gravitic Tracer Salvo

Move : -	Save : -	CAF : -
Tracer Missiles	-	2d 4+ (-3)

Penetrating +3, Guided Missile, Damages Buildings, Special. Costs 2VP.

Break : - *Morale* : -

Victory Points : -

Gravitic Submunition Salvo

Tau

1 Gravitic Submunition Missile Salvo

Cost : 2 VP

Gravitic Submunition Salvo

Move : -	Save : -	CAF : -
Submunition Missile	-	6BP 4+ (0)

12cm Template, Ignores Cover, Guided Missile, Special. Costs 2VP.

Break : - *Morale* : -

Victory Points : -

Hammerhead Squadron

Tau

2 Hammerhead Gunships (Mark I or Mark II)

Cost : 150

Hammerhead Mark I *Vehicle (3)*

Move : 20cm	Save : 3+	CAF : +2
Ion Cannon *	75cm	2d 4+ (-2)
Burst Cannon	35cm	2d 4+ (0)

** Turret, Skimmer*

Hammerhead Mark II *Vehicle (3)*

Move : 20cm	Save : 3+	CAF : +2
Rail Gun *	75cm	1d 4+ (-3)
Smart Missiles	50cm	1d 4+ (0)

** Turret & Penetrating +1, Skimmer, Special*

Break : 1 *Morale* : 3

Victory Points : 2

Hammerhead Squadron

Tau

2 Hammerhead Gunships (Mark III or Mark IV)

Cost : 150

Hammerhead Mark III *Vehicle (3)*

Move : 20cm	Save : 3+	CAF : +2
Fusion Blaster *	35cm	4d 3+ (-2)
Burst Cannon	35cm	2d 4+ (0)

** Turret, Skimmer*

Hammerhead Mark IV *Vehicle (3)*

Move : 20cm	Save : 3+	CAF : +2
Missile Racks *	50cm	3BP⊗ (-1)
Burst Cannon	35cm	2d 4+ (0)

** Turret & Damages Buildings, Skimmer*

Break : 1 *Morale* : 3

Victory Points : 2

Kroot

Kroot Carnivore Horde

Kroot

Kroot Shaper Horde

4 Kroot Shaper stands

Kroot Carnivore Horde

16 Kroot Carnivore stands

Cost : 600

Break : 10 Morale : 4

Victory Points : 6

Kroot Shaper

Infantry (1)

Move : 10cm	Save : 5+f CAF : +4	
Weapon	Range	Shoot
Kroot Rifle	50cm	2d 5+ (0)

HQ, Infiltrate

Kroot Carnivore

Infantry (1)

Move : 10cm	Save : - CAF : +2	
Weapon	Range	Shoot
Kroot Rifle	50cm	1d 5+ (0)

Infiltrate

Kroot Hunter Horde

Kroot

Kroot Shaper Horde

4 Kroot Shaper stands

Kroot Hunter Horde

12 Kroot Hunter stands

Kroot Carnivore Horde

4 Kroot Carnivore stands

Cost : 750

Break : 10 Morale : 4

Victory Points : 8

Kroot Shaper

Infantry (1)

Move : 10cm	Save : 5+f CAF : +4	
Weapon	Range	Shoot
Kroot Rifle	50cm	2d 5+ (0)

HQ, Infiltrate

Kroot Hunter

Infantry (1)

Move : 10cm	Save : - CAF : +1	
Weapon	Range	Shoot
Kroot Hunting Rifle	75cm	1d 5+ (0)

Infiltrate, Sniper

Kroot Carnivore

Infantry (1)

Move : 10cm	Save : - CAF : +2	
Weapon	Range	Shoot
Kroot Rifle	50cm	1d 5+ (0)

Infiltrate

Kroot Tracker Horde

Kroot

Kroot Shaper Horde

4 Kroot Shaper stands

Kroot Hound Horde

8 Kroot Hound stands

Kroot Carnivore Horde

8 Kroot Carnivore stands

Cost : 700

Break : 10 Morale : 4

Victory Points : 7

Kroot Master Shaper

Kroot

Master Shaper stand

Cost : 100

Kroot Master Shaper

Infantry (1)

Move : 15cm	Save : 5+f CAF : +6	
Weapon	Range	Shoot
Storm Bolter	35cm	2d 4+ (-1)

Command, HQ, Jump Pack, Special

Break : Stand Morale : 3

Victory Points : 1

Kroot Shaman

Kroot

Kroot Shaman stand

Cost : 100

Cost : 100

Cost : 150

Kroot Shaman

Infantry (1)

Move	10cm	Save	5+f	CAF	+2
Weapon	Range	Shoot			
Bolt Pistol	25cm	1d	5+	(0)	

HQ, *Psyker*

- Embolden:** All Kroot detachments with a stand within 15 cm (including Shaman) are Fearless and gain +1 CAF. Last until End Phase.
- Camouflage:** All Kroot models within 10cm (including Shaman) gain a 5+ fixed save.
- Mind Blast:** Target any model within 25cm and LoS, it is destroyed (no save) on 4+. Roll on the head / bridge damage table. Blocked by Shields. Ethereal Psychic power.

Break : Stand Morale : 3

Victory Points : 1

Kroot Carnivore

Infantry (1)

Move	10cm	Save	-	CAF	+2
Weapon	Range	Shoot			
Kroot Rifle	50cm	1d	5+	(0)	

Infiltrate

Kroot

4 Kroot Carnivore stands

Break : +2 Morale : 4

Victory Points : +1

Kroot Headhunter

Infantry (1)

Move	10cm	Save	-	CAF	+2
Weapon	Range	Shoot			
Kroot Rifle	50cm	1d	5+	(0)	

Infiltrate, Special

Kroot

4 Headhunter Kindred stands

Break : +2 Morale : 4

Victory Points : +2

Kroot Hound

Infantry (1)

Move	15cm	Save	-	CAF	+4
Weapon	Range	Shoot			
Jaws	-	-	-	-	-

Infiltrate

Kroot

4 Kroot Hound stands

Cost : 150

Break : +2 Morale : 4

Victory Points : +2

Kroot Hunter

Infantry (1)

Move	10cm	Save	-	CAF	+1
Weapon	Range	Shoot			
Kroot Hunting Rifle	75cm	1d	5+	(0)	

Infiltrate, Sniper

Kroot

4 Kroot Hunter stands

Cost : 150

Break : +2 Morale : 4

Victory Points : +2

Kroot Shaper

Infantry (1)

Move	10cm	Save	5+f	CAF	+4
Weapon	Range	Shoot			
Kroot Rifle	50cm	2d	5+	(0)	

HQ, *Infiltrate*

Kroot

4 Kroot Shaper stands

Cost : 250

Break : +2 Morale : 4

Victory Points : +3

Kroot Stalker

Infantry (1)

Move	10cm	Save	-	CAF	+2
Weapon	Range	Shoot			
Kroot Rifle	50cm	1d	5+	(0)	

Infiltrate, Stealth

Kroot

4 Kroot Stalker stands

Cost : 150

Break : +2 Morale : 4

Victory Points : +2

<p>Kroot Vulture Horde</p> <p><i>Kroot</i></p> <p>4 Kroot Vulture stands</p> <p>Cost : 150</p>	<p>Kroot Vulture <i>Infantry (1)</i></p> <table border="1"> <tr> <td>Move : 15cm</td> <td>Save : -</td> <td>CAF : +3</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Kroot Carbine</td> <td>25cm</td> <td>1d 5+ (0)</td> </tr> </table> <p><i>Infiltrate, Jump Pack</i></p> <p>Break : +2 Morale : 4</p> <p>Victory Points : +2</p>	Move : 15cm	Save : -	CAF : +3	Weapon	Range	Shoot	Kroot Carbine	25cm	1d 5+ (0)
Move : 15cm	Save : -	CAF : +3								
Weapon	Range	Shoot								
Kroot Carbine	25cm	1d 5+ (0)								
<p>Kroot Knarloc Rider Squad</p> <p><i>Kroot</i></p> <p>4 Knarloc Rider stands</p> <p>Cost : 200</p>	<p>Kroot Knarloc Rider <i>Cavalry (2)</i></p> <table border="1"> <tr> <td>Move : 20cm</td> <td>Save : -</td> <td>CAF : +3</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Kroot Hunting Rifle</td> <td>75cm</td> <td>1d 5+ (0)</td> </tr> </table> <p><i>Infiltration, Sniper</i></p> <p>Break : +2 Morale : 4</p> <p>Victory Points : +2</p>	Move : 20cm	Save : -	CAF : +3	Weapon	Range	Shoot	Kroot Hunting Rifle	75cm	1d 5+ (0)
Move : 20cm	Save : -	CAF : +3								
Weapon	Range	Shoot								
Kroot Hunting Rifle	75cm	1d 5+ (0)								
<p>Kroot Great Knarloc Horde</p> <p><i>Kroot</i></p> <p>4 Great Knarlocs</p> <p>Cost : 100</p>	<p>Kroot Great Knarloc <i>Walker (2)</i></p> <table border="1"> <tr> <td>Move : 15cm</td> <td>Save : 5+</td> <td>CAF : +5</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Sharp Beak</td> <td>-</td> <td>-</td> </tr> </table> <p><i>Special</i></p> <p>Break : +2 Morale : 4</p> <p>Victory Points : +1</p>	Move : 15cm	Save : 5+	CAF : +5	Weapon	Range	Shoot	Sharp Beak	-	-
Move : 15cm	Save : 5+	CAF : +5								
Weapon	Range	Shoot								
Sharp Beak	-	-								
<p>Krootox Horde</p> <p><i>Kroot</i></p> <p>4 Krootox stands</p> <p>Cost : 200</p>	<p>Krootox <i>Walker (2)</i></p> <table border="1"> <tr> <td>Move : 15cm</td> <td>Save : 6+</td> <td>CAF : +3</td> </tr> <tr> <th>Weapon</th> <th>Range</th> <th>Shoot</th> </tr> <tr> <td>Kroot Gun</td> <td>75cm</td> <td>2d 5+ (-1)</td> </tr> </table> <p><i>Infiltrate, Special</i></p> <p>Break : +2 Morale : 4</p> <p>Victory Points : +2</p>	Move : 15cm	Save : 6+	CAF : +3	Weapon	Range	Shoot	Kroot Gun	75cm	2d 5+ (-1)
Move : 15cm	Save : 6+	CAF : +3								
Weapon	Range	Shoot								
Kroot Gun	75cm	2d 5+ (-1)								