

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	One Shas'el Commander character and Four Shas'o, Crisis Suits, Gun Drones XV8 Crisis Battlesuit units		250
Fire Warrior Cadre	Eight Tau Fire Warrior units or Six Tau Fire Warrior units and three Devilfish	Bonded Teams, Broadsides, Ethereal, Fire Warriors, Gun Drones, Hammerheads, Pathfinders, Piranhas, Skyray	225

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

FORMATION	UNITS	UPGRADES ALLOWED	COST
Armour Group	Four Hammerhead (Ionhead) or (Fusionhead) Hammerheads, Skyray Gunships or Four Hammerhead (Railhead) Gunships	Hammerheads, Skyray	200
Broadside Group	Six XV88 Broadside Battlesuits	Gun Drones	300
Kroot Kindred	One Kroot Master Shaper unit and nine Kroot Warrior units	Kroot, Kroot Hounds, Krootox	175
Pathfinder Group	Four Pathfinder units and two Devilfish	Gun Drones, Piranhas	200
Recon Group	Six Tetra or Piranha, in any combination	Gun Drones, Piranhas	175
Skysweep Group	Three Skyray Air Defence Gunships	None	250
Stealth Group	Six XV15 Stealth Battlesuit units	Gun Drones	225

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 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
Broadsides	Add three XV88 Broadside Battlesuits	150pts
Shas'o	Replace a Shas'el Commander character with a Shas'o Commander character (Max One Per Army)	75pts
Crisis Suits	Add one to four XV8 Crisis Battlesuit units	50pts each
Ethereal	Add one Ethereal character to a Fire Warrior unit (Max One Per Army)	50pts
Fire Warriors	Add four Fire Warrior units or Add four Fire Warrior units and two Devilfish	100pts 125pts
Gun Drones	Add two Gun Drone units	25pts
Hammerheads	Add two Hammerhead (Ionhead) Gunships or Add one or two Hammerhead (Railhead) Gunships or Hammerhead (Fusionhead) Gunships	75pts 50pts each
Kroot	Add five Kroot Warrior units	75pts
Kroot Hounds	Add three Kroot Hound packs	50pts
Krootox	Add three Krootox Herds	50pts
Pathfinders	Add two Pathfinder units and one Devilfish	100pts
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	Two Barracuda Fighters	150pts
Manta Dropship	One Manta	650pts
Orca Dropship	One Orca	150pts
0-1 Spacecraft	One Protector Class Cruiser or One Custodian Class Battleship	200pts 225pts
Tiger Shark Squadron	Two Tiger Sharks May begin the game transporting a formation of six Gun Drone units	175pts +100pts
Tiger Shark AX-1-0 Squadron	Two Tiger Shark AX-1-0	350pts

TAU THIRD PHASE EXPANSION FORCE REFERENCE SHEET

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 with an Ethereal becomes fearless. Lose fearless and take extra D3 blast markers if he is killed.
Shas'o Commander	Character	n/a	n/a	n/a	n/a	Experimental Weapons	30cm	AP4+	Character, Coordinated Fire, Leader May re-roll one failed initiative test of any type per turn. May only be added to XV8 unit
Shas'el Commander	Character	n/a	n/a	n/a	n/a	-	-	-	Character, Coordinated Fire, Leader May re-roll one failed initiative test of any type per turn. May only be added to XV8 unit
Fire Warrior unit	Infantry	15cm	5+	6+	5+	Pulse Rifles	30cm	AP4+	-
						Pulse Carbines	15cm	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	30cm	AP5+, Sniper	Coordinated Fire, Markerlights, Scouts
						Pulse Carbines	15cm	AP5+, Disrupt	
Kroot Master Shaper unit	Infantry	15cm	6+	4+	5+	Mercenary Weapons	(base contact)	Assault Weapons, Extra Attacks (+1)	Infiltrators, Leader, Scouts
						Kroot Rifles	(15cm)	Small Arms	
Kroot Warrior unit	Infantry	15cm	-	4+	5+	Kroot Rifles	(15cm)	Small Arms	Infiltrators, Scouts
Kroot Hound unit	Infantry	20cm	-	3+	-	Fangs	(base contact)	Assault Weapons	Infiltrators, Scouts
Krootox Herd unit	Infantry	15cm	4+	4+	5+	Kroot Guns	45cm	AP5+/AT6+	-
						Claws	(base contact)	Assault Weapons, Extra Attacks (+1)	
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	
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	
						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 (Railhead)	Armoured Vehicle	30cm	4+	6+	5+	Burst Cannons	15cm	AP5+	Skimmer.
						Seeker Missiles	90cm	AT6+, Guided Missiles	
						Hammerhead Railgun	75cm	AP5+	
						gr	75cm	AT4+, Lance	
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 Dropship	War Engine, Aircraft	Bomber	4+	6+	6+	Twin Burst Cannons	15cm	AA6+	Planefall
						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: Fire Warriors, Pathfinders, Stealth, Crisis, Gun Drones, BroadSides, Kroot, Kroot Master Shaper and Kroot Hounds. Crisis take two slots each).
Manta Dropship	War Engine	20cm	5+	-	4+	Twin Heavy Railcannons	90cm	MW2+, Titan Killer (D3), Fixed Forward Arc	Fearless, Markerlights, Planefall, Reinforced Armour, Support Craft, Tau Deflector Shield
						3 x Heavy Ion Phalanx	75cm	AP3+/AT4+, Fixed Forward Arc	Damage Capacity 8. Critical: Tau Deflector Shield is destroyed; further critical hits cause a point of damage.
						4 x Twin Manta Burst Cannons	30cm	AP5+/AA6+	Transport (Up to twenty: Fire Warriors, Pathfinders, Stealth, Gun Drones, Crisis, BroadSides, Kroot, Kroot Master Shaper, Kroot Hounds and Krootox. Crisis units take up two slots each. The Manta may also carry four vehicles of the following types: Devilfish, Hammerhead, Skyray, Piranha or Tetra. Three Tetras may be carried in each vehicle slot).
						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	
Tiger Shark	Aircraft	Bomber	4+	n/a	n/a	Twin Ion Cannons	30cm	AP3+/AT4+/AA4+, Fixed Forward Arc	Transport (Three Gun Drone units). Transported Gun Drone formations may be split across multiple Tiger Sharks 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. The Drone formation may shoot when it disembarks as normal (see 4.2.5), and counts as having activated for that turn. After this initial deployment the Gun Drones are a completely independent formation. Transported Drones do not generate blast markers for being destroyed until after they are disembarked.
						Twin Burst Cannons	15cm	AA6+	
						Twin Missile Pods	45cm	AP5+/AT6+, Fixed Forward Arc	
Tiger Shark AX-1-0	Aircraft	Bomber	4+	n/a	n/a	Twin Railcannons	45cm	MW3+, Titan Killer (D3), Fixed Forward Arc	-
						Twin Burst Cannons	15cm	AA6+	
						Twin Missile Pods	45cm	AP5+/AT6+, Fixed Forward Arc	
						Aircraft Seeker Missiles	45cm	AT6+, Guided Missiles	
Protector 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 3 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	Pin-Point Attack	n/a	MW2+, Titan Killer (D3)	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).
						Gravitic Tracer Salvo	n/a	3 x MW4+, Ignore Cover, Guided Missiles	A Gravitic Tracer Salvo may be fired at a marked 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.

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.