

## Tau in the Hive

Crashed landed or marooned on planet side from the campaigns, or advanced scouting missions, parties of survivors often find themselves holing up inside the towering Necromundan spires finding the dry arid wastelands too inhospitable for them. The few lucky ones which manage to survive the treacherous journeys from their wrecked hulks, often find it difficult to settle in the in the spires but it's either die in the wastelands or struggle and survive in the underhive. Tau physiology is not meant for such harsh and treacherous conditions they don't adapt as easily as humans do. But where humanity adapts physically, the tau adapt technologically which advance them greatly ahead of regular humans providing them with considerable advantage.



Outlaws:

As tau are a Xeno race, their appearances are obvious enough to say that they are aliens, the tau are outlaws from the start of gang creation, they have no guild price on their heads nor **can they ever lose their outlawed status**. Unlike regular outlaws **tau do not need to scavenge for creds they use the normal house gang rules when finding out how many creds you receive**.

Territories:

The tau can **only have one territory** like regular outlawed gangs. **If Tau ever control another territory they will instantly loot it**. Tau locate themselves in a place where they feel they can make strategically advanced knife-like strikes from. The Tau call their territory 'The Seal of Sept'.

Unlike other territories; the Seal of Sept change as the gang progress. Tau fortify their position, allowing them to create exacting defence and offence at the same time. By spending creds between each game the tau gang is able to upgrade their territory to change, **at each interval of change the income may become a new amount**, however, **any new rules apply to the territory while all the previous special rules of the territory remain**. The seal of sept will **only advance if a shas'vere** is the gang leader.

| The Seal of Sept | Creds  | Special Rules                                                                                                   | Upgrade cost |
|------------------|--------|-----------------------------------------------------------------------------------------------------------------|--------------|
| old ruins        | 5      | None                                                                                                            | 0            |
| Slag Heap        | d3x5   | None                                                                                                            | 5            |
| Outpost          | d3x10  | Seal of Sept now counts as having 'screamers' at all times.                                                     | 10           |
| Settlement       | d6x10  | As per rule book, but receive a Gue'vesa instead of a juve.                                                     | 20           |
| Tunnels          | d6x10  | As per rule book, models in stealth suits cannot use tunnels.                                                   | 30           |
| Drone Turrets    | 2d3x10 | Enemy gangs now need to do 4 times the amount of casualties to capture 'The Seal of Sept'.                      | 60           |
| Vents            | 2d3x10 | As per rulebook, only one vents or one tunnel can apply decide before each game. Stealth suits cannot use vents | 80           |
| Fusion Reactor   | 2d6x10 | There is no restriction on how many battle suits there can be in the gang.                                      | 150          |
| Workshop         | 2d6x10 | As per rulebook, in addition you may add 1 to rolls to repair damaged drones                                    | 230          |
| Fullness of Sept | 3d6x10 | Tau player may reroll one dice when generating income                                                           | 280          |

The Seal of Sept is **only ever able to be upgraded once per post game sequence and the upgrade is only applied after income has been received**. An isotropic fuel rod may be used to upgrade the settlement to the tau version of a settlement, allowing it to potentially skip some levels more quickly.

**If the Tau ever loses their territory the opposing gang counts as if they have an archeotech hoarde**. In this event cross the territory from your list and start your territory over from the start again. If the original territory is ever recaptured the tau will automatically loot it, as they feel their previous home has been tainted or ransacked too greatly by its previous occupants, the recaptured territory is also considered to be an archeotech hoarde.

Outlaw Trading Post:

When tau leaders go to the outlaw trading post they often find themselves coming back short-handed. Maybe it's because of their stature or their inability to haggle or truly understand the complexity of human relations but all too often they find themselves getting more than they bargained for, and returning more empty handed than when they arrived. If the gang leader is a Shas'vere, when rolling to see how many items they are offered **roll d3 but apply a -1 to the roll. If the total result is a 0 then count the result as being a robbed result**.

**Tau are only able to use equipment from their equipment lists**, with exception to the following items offered from the outlaw and normal trading posts, (Gue'vesa do not apply to this rule):

|                         |                                                           |
|-------------------------|-----------------------------------------------------------|
| All types of grenades   | - As well as any special result                           |
| Flak Armour only        | - clip harness                                            |
| Respirator/filter plugs | - Grav chute                                              |
| Stummers and screamers  | - one in a million weapon                                 |
| Archeotech*             | - grapnel                                                 |
| grapnel                 | *Archeotech roll on the Tau archeotech table listed below |

**Tau Archeotech:** If rolled on the outlaw trading post, roll separately on this table below; otherwise apply all the normal rules as per the archeotech:

|                                                          |                                       |
|----------------------------------------------------------|---------------------------------------|
| 1: the artefact explodes, doing d6 S2 hits to the bearer | 4: gun drone                          |
| 2: maintenance/engineering drone                         | 5: shield drone                       |
| 3: marker drone                                          | 6: shield generator (4+ special save) |

Capture:

If Tau are ever captured, their unique psychology make them of particular interest to the guilders/slavers. **Roll d6+1x5** to find out how many creds they will offer. **Gue'vesa are treated as normal though**.

Tau will sooner die before dishonouring the ideals of Sept. **No tau model is able to be converted or implanted in any way, fashion, or form; that will make them join another gang. Gue'vesa are treated as normal**.

Tau physiology and Wyrldology:

**Tau are immune to any kind of mind altering effects, be it wyrd powers, drugs, or other abilities** which would cause them to respond unnaturally to their otherwise normal nature. Tau do still respond to all normal psychology and or LD based tests such as loosing nerve and fear tests as normal. Gue'vesa, respond normally to such effects.

### Treacherous Conditions:

All Tau weapons are advanced enough to **never be effected by 'blustering conditions' and 'hang onto your hoods!' results.**

Models with **black sun filter's**, are immune to 'pea souper', 'thick fog', 'patchy clouds', 'pitch black' and 'grim darkness' in addition to its normal effects.

### Leadership challenges:

Other **tau gangers** will **never challenge for leadership** of the gang provided a shas'vre is currently the gang leader. If a fire warrior or path finder ever has their LD rise above that of the shas'vre then the ganger is retired immediately and goes to serve the gang in some other way. You may keep the models equipment but otherwise the member is removed from the roster sheet.

**Gue'vesa may challenge for LD through normal means**, if a gue'vesa does become leader of the gang he replaces the shas'vre and gains the leader ability as per the normal rules of leadership challenges, **but does not gain The Ideals of Sept ability**. If another **tau ganger challenges the new gue'vesa leader and wins** apply all the normal rules in the same way except the **new tau leader will receive The Ideals of Sept ability as well**.

When challenges are fought for leadership in tau gangs, only knives are used; tau place alot of emphasis on honour in combat even from more friendly rivals. The shas'vre will only use a shock knife whereas the gue'vesa will use a normal knife. If a model wearing stealth suit armour becomes the new shas'vre it may not continue to wear it. The shas'vre needs to be able to give commands to the rest of the gang, and stealth suits tend to hamper this ability.

### Hired guns:

Tau may hire any hired guns except bounty hunters or any other type of hired scum that may try to turn them in to the guilders.

### Tau War gear:

All tau war gear is very advanced tech. Only tau are able to use their own war gear, not even Gue'vesa whom have a greater understanding of tau weapons are truly able to master the use of their weapons. Because Tau only have four digits on each hand they are unable to effectively use other common found weapons available to most gangs. As a result **they are only able to use items listed in their gang roster**. Gue'vesa, however, do not apply to this rule.

Any Tau war gear which has been captured by enemy gangs may be sold off to guilders at three quarters the normal price rounding down. Tau sell at the normal rate.

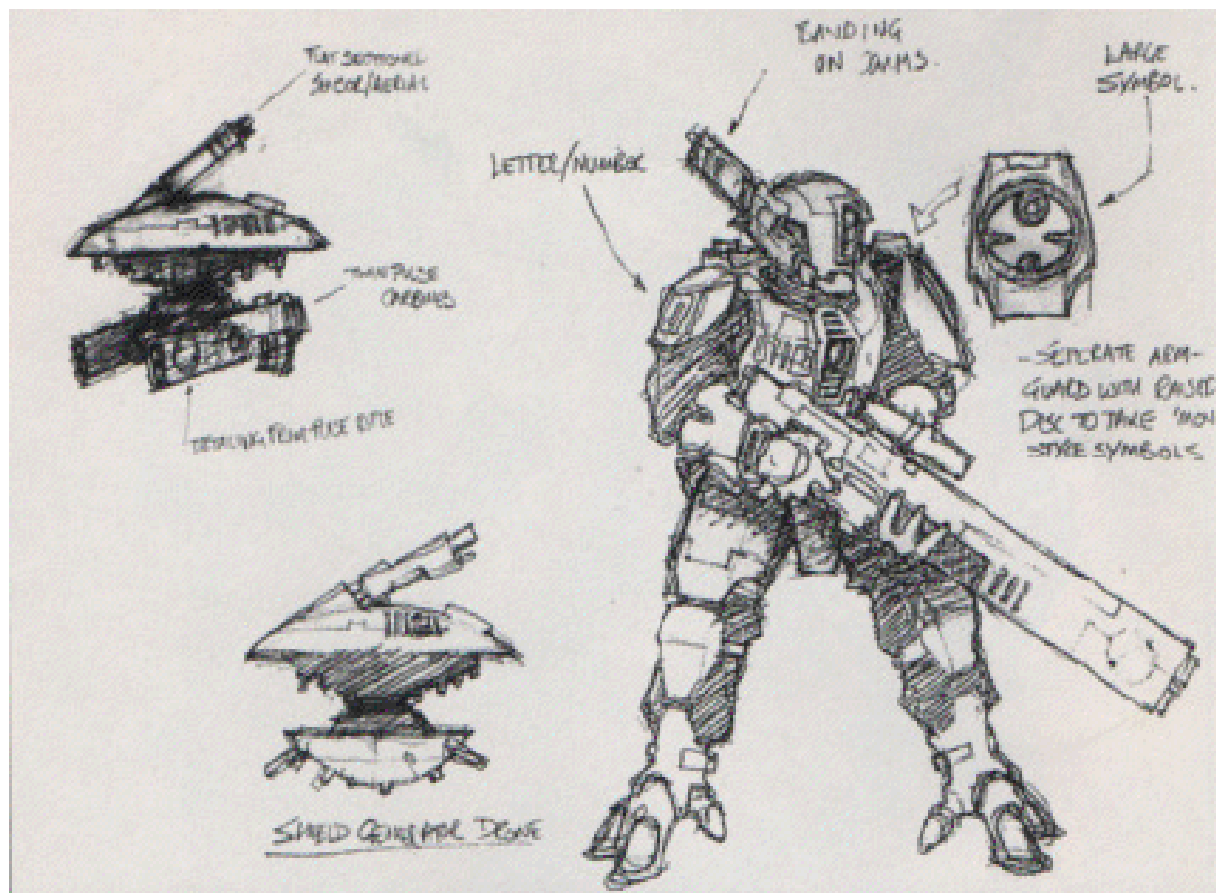
All ammo rolls for Tau weapons cannot be modified better than the values given in the weapon profile entries. Tau weapons are already at the height of their tech, as a result no amount of tinkering or cleaning can make them better in anyway. In addition **tau weapons never explode or backfire in anyway**. Weapons that Gue'vesa use do not apply to the rule. However, with the exception of the ion rifle Tau will never utilise weapons that are considered unstable. As a result they will never use weapons with the gets hot rule (unless forced too) with exception to the ion rifle.

### Inventions:

If a Tau invents a, '**one in a million weapon**', they may choose from its own specific type of weapons appropriate to the category rolled. Tau cannot invent heavy weapons as they have no knowledge or strategically compatible understanding and/or approach as to how it is wise to utilise such weapons.

They are, however, able to make other counterparts of more commonly found weapons amongst the Imperium. Although, are unable to use them. As such are often gifted to their gue'vesa counterparts.

If you roll a **special weapon**, treat it as a rail rifle. If you roll a **heavy weapon** treat it as an ion rifle.



Recruiting the Gang:

The Tau are recruited in the normal way as all other gangs, your **starting amount of creds are 1,000 creds** which may be used to buy and arm your gang members, anything left over may be left in your stash for later use (Models **cannot sell items they receive for free**).

A tau gang **must include at least 3 gang members, Gue’vesa can never be the majority of the gang.**

**Shas’vre:** this is your gang leader; all starting gangs are required to have one of them.

**Pathfinders:** your gang may include up to two pathfinders which take on specialist types of roles with certain weapon types.

**Fire Warriors:** your gang may include any number of fire warriors.

**Gue’vesa:** the gang cannot have more Gue’vesa than it has shas’vre, pathfinders, and fire warriors, in the roster.

**1 Shas’vre:** Cost: 100 starting XP: 60 +d6

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 3  | 4  | 3 | 3 | 1 | 3 | 1 | 8  |

Equipment: choose from the Tau hand to hand, pistols, basic, miscellaneous, and suit options. **The Shas’vre can never wear stealth armour.**

Leader: **any friendly model within 6” of the shas’vre will be able to use the leader’s leadership characteristic for any LD based tests.** In addition **at the start of the tau turn if the shas’vre is pinned it may attempt to escape pinning**, even if there are no friendly models nearby.

**The Ideals of Sept:** If Tau ever **capture** an enemy ganger, and the gang is lead by an shas’vre. The shas’vre may attempt to reason with the gang member and see the logic and reasoning of Sept, **both models roll a dice and add their LD to the result**, if the enemy gangers result is **equal to or higher nothing happens** and is released to their gang.

If the **shas’vres result is higher than the enemy ganger**, the ganger agrees to become an informant to the Tau gang. Mark it on the gang roster somewhere. In all future games that the gang member fights against any tau gang, this **ganger sits out as if it had just rolled a 1 on an old battle wound**. Ignore this rule if the captured ganger is the leader or otherwise immune to psychology, such models will never be convinced otherwise to abandon their principles.

In addition **the model now counts as two models for gang upkeep and feeding reasons**. Regardless of the result tau never take long term captives, the enemy ganger will be examined and interrogated but will always be returned to the original gang unharmed and with all equipment. Once the enemy ganger is returned **the model will receive +d6 experience**, as they inform their fellow gangers of all their experiences with this new strange alien race of, short- blue creatures.

**0-2 Pathfinders:** Cost: 45 Starting XP: 60 +d6

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 2  | 3  | 3 | 3 | 1 | 2 | 1 | 7  |

Equipment: choose from the Tau hand to hand, pistols, basic, special, miscellaneous and suit options.

**Fire Warriors:** Cost: 40 Starting XP: 20 +d6

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 2  | 3  | 3 | 3 | 1 | 2 | 1 | 7  |

Equipment: choose from the Tau hand to hand, pistols, basic, miscellaneous and suit options.

Stealth suits: **1 fire warrior out of every 3 fire warriors** in a tau gang may take a stealth suit at the price listed below. **Only fire warriors may wear stealth suits.**

**Gue’vesa (human helpers):** Cost: 25 Starting XP: 0

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 2  | 2  | 3 | 3 | 1 | 3 | 1 | 6  |

Equipment: may choose from the Gue’vesa hand to hand, pistols, miscellaneous lists. **When a Gue’vesa acquires 20 experience or more the model gains the ability to take basic weapons.**



#### Tau Equipment:

| hand to hand    | cost   | Pistols       | cost | Special        | cost | misc.          | Cost | Suit Options           | cost |
|-----------------|--------|---------------|------|----------------|------|----------------|------|------------------------|------|
| Shocker knife # | Free/3 | Pulse Pistol  | 20   | Ion Rifle      | 210  | Photon Grenade | 15   | Black Sun Filter *     | 40   |
| Shock baton #   | 5      |               |      | Rail Rifle     | 100  | EMP            | 20   | Target Lock *          | 40   |
| Honour blade    | 15     | <b>Basic</b>  |      | Plasma Rifle * | 80   | Bonding Knife  | 10   | Stimulant Injectors *  | 20   |
| Equalizer       | 10     | Pulse Carbine | 40   | Burst Cannon * | 120  | Recon Armour   | 25   | Stabilisation System * | 40   |
| Phase blade #   | 5      | Pulse Rifle   | 50   | Fusion Gun *   | 95   | Combat Armour  | 70   | Vectored Thruster *    | 35   |
|                 |        | Marker Light  | 20   | Flamer *       | 40   | Stealth Suit   | 140  | Ejection System *      | 30   |

#### Gue'vesa Equipment:

| hand to hand   | cost   | Pistols     | cost | Basic           | cost | misc.          | Cost | hard wired options: |    |
|----------------|--------|-------------|------|-----------------|------|----------------|------|---------------------|----|
| Knife          | free/5 | Las pistol  | 15   | Lasgun          | 25   | Photon flare   | 15   | Multi Tracker       | 25 |
| Maul/Bludgeon  | 10     | Auto Pistol | 15   | Autogun         | 20   | Man Stopper**  | 5    | Target Lock #       | 40 |
| Chain/Flail    | 10     | Stub Gun    | 10   | Shot gun        | 20   | Hot-Shot**     | 5    | Black Sun Filter #  | 40 |
| Massive Weapon | 15     | Hand Flamer | 20   | Scatter Light** | 20   | Pulse Shell ** | 35   | Counter-Fire System | 10 |

\* These options can **only be taken by models in stealth suits** # **May also be mounted to a stealth suit** \*\* May **only be used with a shot gun**

#### Hand to hand weapons:

**Honour blade:** Honour blades are a symbol of Tau finesse in combat and but are more commonly awarded to those whom have shown or proven themselves as great leaders amongst tau kind. In order to use an honour blade a tau model **must have the ability to use special weapons as well as possess a bonding knife.**

| Weapon       | Range |      | To Hit |      | Strength | Damage | Save Modifier | Ammo Roll | Special                              |
|--------------|-------|------|--------|------|----------|--------|---------------|-----------|--------------------------------------|
|              | Short | Long | Short  | Long |          |        |               |           |                                      |
| honour blade | -     | -    | -      | -    | +2       | 1      | User          | -         | parry, requires 2 hands, mighty blow |

#### Phase blade/shock knife/shock baton

| Weapon      | Range |      | To Hit |      | Strength | Damage | Save Modifier | Ammo Roll | Special              |
|-------------|-------|------|--------|------|----------|--------|---------------|-----------|----------------------|
|             | Short | Long | Short  | Long |          |        |               |           |                      |
| phase blade | -     | -    | -      | -    | User     | 1      | User          | -         | Parry, sensory shock |

| Weapon      | Range |      | To Hit |      | Strength | Damage | Save Modifier | Ammo Roll | Special       |
|-------------|-------|------|--------|------|----------|--------|---------------|-----------|---------------|
|             | Short | Long | Short  | Long |          |        |               |           |               |
| shock knife | -     | -    | -      | -    | user     | 1      | User          | -         | Sensory shock |

| Weapon      | Range |      | To Hit |      | Strength | Damage | Save Modifier | Ammo Roll | Special       |
|-------------|-------|------|--------|------|----------|--------|---------------|-----------|---------------|
|             | Short | Long | Short  | Long |          |        |               |           |               |
| shock baton | -     | -    | -      | -    | user +1  | 1      | User          | -         | sensory shock |

#### Sensory Shock:

- A phase blade/shock knife/shock baton is used in the same way as a sword, knife or club; they are ran off an easily hidden power source either kept on the person of a tau warrior or built into stealth suits armour, the weapon serves by sending an electric shock to the enemy knocking it down but not doing any serious long term damage, other than hurting its pride. If a **model that is ever taken out of action by this weapon the model automatically rolls a full recovery** in the post game sequence.
- A model may only ever have one of these weapons at a time. All models start with a knife but if a sword or baton is bought then the knife is replaced by the chosen option. But cannot be disarmed as the weapon is made out of energy.

**Equalizers:** Or Symbols of Office are gifted to those who show talent in areas of diplomacy, they can be used as weapons but are generally used a form of social status.

| Weapon     | Range |      | To Hit |      | Strength | Damage | Save Modifier | Ammo Roll | Special                             |
|------------|-------|------|--------|------|----------|--------|---------------|-----------|-------------------------------------|
|            | Short | Long | Short  | Long |          |        |               |           |                                     |
| Equalizers | -     | -    | -      | -    | User +1  | 1      | user          | -         | parry, +1 attack*, requires 2 hands |

\* Symbols of office are **two hand to hand weapons**, typically consisting of two beautifully designed knives or rods covered in tau runes. They grant an addition attack and the ability to parry. **Only models with have the ability to use special weapons as well as possess a bonding knife may use equalizers.**

Shooting weapons:

**Ion Rifle:** Tau have typically used ion power as a cleaner, and cheaper form of energy. However, it has a tendency to become unstable when used at higher yields. Shortly after its augmentation into tau society, it was also discovered how to utilise it as a form of ammunition, by positively charging the ions ammunition nacelles.

| Weapon     | Range  |         | To Hit |      | Strength | Damage | Save     |  | Ammo |  | Special                                    |
|------------|--------|---------|--------|------|----------|--------|----------|--|------|--|--------------------------------------------|
|            | Short  | Long    | Short  | Long |          |        | Modifier |  | Roll |  |                                            |
| Ion rifle  |        |         |        |      |          |        |          |  |      |  |                                            |
| low power  | 0 - 12 | 12 - 24 | -      | -    | 7        | 1      | -2       |  | 4+   |  | High impact                                |
| high power | 0 - 12 | 12 - 30 | -      | -    | 8        | d3     | -4       |  | 6+   |  | High impact, blast, photon flash, gets hot |

Photon Flash: when fired all models under the blast **must test as if hit by a photon flare**, in addition to the normal effects of the high powered shot.

Gets hot: the ion rifle **rolls on the gets hot table as normal when fired at high power**. This is the only exception that a tau weapon may explode.

**Marker light:** A marker light is an advanced fire targeting and reconnaissance device that attaches to an pulse carbine, it works by ‘marking’ up its target by placing an invisible laser on its target and feeding a variety of information back to its firer and in turn other friendly tau models (**Gue’vesa cannot use bonuses or effects granted from a marker light**)

| Weapon       | Range  |        | To Hit |      | Strength | Damage | Save     |  | Ammo |  | Special     |
|--------------|--------|--------|--------|------|----------|--------|----------|--|------|--|-------------|
|              | Short  | Long   | Short  | Long |          |        | Modifier |  | Roll |  |             |
| marker light | 0 – 18 | 18 -36 | -      | -    | -        | -      | -        |  | 4+   |  | refer below |

When rolling to hit with a marker light **the model firing the marker light is considered to have the marksmen ability for the marker light weapon only**, this represents the advanced scanning devices incorporated into the weapon itself. **A marker light is an upgrade for the pulse carbine**.

If a hit is scored place a suitable coin or token next to the base of the model, this represents **the model as being ‘marked’**. **Do not roll to wound as the marker light has no strength and the target model also does not pin as it is not aware it has been shot**. The marker light counts as a silenced weapon.

Marker light tokens can be used in a variety of ways; each time you fire a weapon at the target or nearby the target in a way that may affect a model that has a marker token on it **you must declare whether or not you are using the token and what effect you are using before rolling to hit**. A marker light **cannot be used to grant any of its effects for other marker lights**. Unless stated otherwise the **marker light only applies once to one weapon or model**. After the effect has been nominated remove the token from the model. Multiple marker lights can be used by one model applying the same bonus for a model or may choose a different one, in any case follow the rules as described above. **A marker light shot on overwatch has no effect**. Marker tokens last until the end of your recovery phase. If any tokens were unused then they are wasted.

- +1BS, this bonus **cannot increase the firing models BS higher than 5**.
- For the rest of your shooting phase the model receives **-1LD to all nerve tests**
- **Ignore the rules for targeting** the closest model or best shot as if the model had the marksmen ability
- If a model that is hidden has a marker token on it, **the model maybe shot at normally provided line of sight can still be drawn to see some part of the model**, the model is still considered to be in cover though. Other marker lights can still be used to reduce its cover penalties to hit.
- One token can be used to **allow a model to discover a hidden model** as if the friendly model elected is equipped with bio-scanner.

**Pulse Weapons:** Pulse weapons utilise induction fields to fire sustained small bursts of plasma safely over great distances.

| Weapon         | Range  |         | To Hit |      | Strength | Damage | Save     |  | Ammo |  | Special      |
|----------------|--------|---------|--------|------|----------|--------|----------|--|------|--|--------------|
|                | Short  | Long    | Short  | Long |          |        | Modifier |  | Roll |  |              |
| pulse carbine* | 0 – 12 | 12 - 18 | +1     | -    | 5        | 1      | -1       |  | 4+   |  | Light weight |

\*pulse carbines can have a marker light as an attachment available for it. Each carbine may fire a marker light and/or the carbine if it also has a multi-tracker.

| Weapon      | Range  |        | To Hit |      | Strength | Damage | Save     |  | Ammo |  | Special |
|-------------|--------|--------|--------|------|----------|--------|----------|--|------|--|---------|
|             | Short  | Long   | Short  | Long |          |        | Modifier |  | Roll |  |         |
| pulse rifle | 0 - 12 | 12 -30 | +1     | -    | 5        | 1      | -1       |  | 4+   |  | None    |

| Weapon       | Range |       | To Hit |      | Strength | Damage | Save     |  | Ammo |  | Special |
|--------------|-------|-------|--------|------|----------|--------|----------|--|------|--|---------|
|              | Short | Long  | Short  | Long |          |        | Modifier |  | Roll |  |         |
| pulse pistol | 0 – 8 | 8 -12 | +1     | -1   | 5        | 1      | -        |  | 4+   |  | Pistol  |

| Weapon      | Range |        | To Hit |      | Strength | Damage | Save     |  | Ammo |  | Special |
|-------------|-------|--------|--------|------|----------|--------|----------|--|------|--|---------|
|             | Short | Long   | Short  | Long |          |        | Modifier |  | Roll |  |         |
| pulse shell | 0 - 4 | 4 – 18 | +1     | -    | 5        | 1      | -1       |  | 6+   |  |         |

Light weight: A pulse carbine may move and shoot without penalty **if used with the hip shooting ability**.

**Rail rifle:** rail technology, uses a hyper gravimetric acceleration device to fire a solid disc like shaped ammunition at its unfortunate victim.

| Weapon     | Range  |         | To Hit |      | Strength | Damage | Save     |  | Ammo |  | Special          |
|------------|--------|---------|--------|------|----------|--------|----------|--|------|--|------------------|
|            | Short  | Long    | Short  | Long |          |        | Modifier |  | Roll |  |                  |
| rail rifle | 0 – 12 | 12 – 40 | -1     | -    | 6        | 1      | -4       |  | 4+   |  | unwieldy, impale |

Unwieldy: a model carrying this weapon **may not use it to shoot at a charging model when on over watch**, the size of the gun makes it too difficult to move so quickly while also aiming. In addition if the model moves in the movement phase it suffers from a -1 to hit in the shooting phase in addition to any other modifiers.

Impale: The rail rifle operates in the same fashion as a **spear gun**, from the Scavvy Gang.

**Scatter light:** A scatter light is a specialised shotgun shell that is filled with a particle gas of nano-sized marker beacons. They are non lethal but if the gas is inhaled the enemy ganger could be in a greater danger than initially understood.

| Weapon        | Range |        | To Hit |      | Strength | Damage | Save     | Ammo |                            |
|---------------|-------|--------|--------|------|----------|--------|----------|------|----------------------------|
|               | Short | Long   | Short  | Long |          |        | Modifier | Roll | Special                    |
| scatter light | 0 - 4 | 4 – 18 | +1     | -1   | -        | -      | -        | 6+   | small blast, ignores cover |

A model hit by a scatter light shell may be considered to be marked in the same way as if it had been hit by a marker light, however, the marker light **does not get used only once per model or weapon as per normal but may instead be used once every turn.**

Enemy models hit by an scatter light shell **must take a toughness test in the same way as if it had been hit by a choke grenade**, if the test is passed nothing happens, **if the test is failed then all models hit now count as ‘marked’** for the rest of the game. Models with **filter plugs may reroll failed results.** Models that are immune to gas related attacks such as choke may also ignore the effects of the scatter light.

**Unlike the marker light models hit by a scatter light are still considered pinned**, while the shell has no strength and does not roll to wound, it still creates a loud searing boom with the after effects of an abrupt crackling noise shortly after. This is enough to cause any ganger to hit the deck.



## - Armour

**Recon Armour:** is typically used as low tech stealth armour used by Tau fire warriors as, a more conventional means of defence and protection. Recon Armour provides a **5+ armour save to its wearer**.

**Combat armour:** Or Sept armour is a specialised form of combat armour that does not restrict while providing the most substantial combat readiness and protection for its wearer. A model wearing sept armour receives a **4+ armour save**. In addition the model **may have one hard wired system** that can be installed in the helmet.

**Stealth suit:** The stealth suit is an advanced forward scouting and recon operations suit of armour, it provides protection against a variety of ailments, with filtration systems, and automatic bio-hazardous response systems programmed into the AI of the suit. It also has adaptive response protocols to aid to create a very reliable and stable piece of forward defence and scouting for the suits pilot.

The stealth suits main defence is its ability to change - refract and displace light, the complexity of the technology of the suit almost allows photons to pass through the suit itself. The end result leaves a rough shimmering outline of the suit visible to the enemy. The suit consists of a number of systems and can also have other systems adapted and mounted to it externally and internally.

The back of the suit has a low yield, quiet running stabilising jet engine allowing the model to fly. The suit supports a complicated and advanced scanning and telemetry sensory array, providing a variety of information to its wearer. It also has adaptive gyroscopic gears and energy cells placed throughout the armoured suit providing assistance in brute force while remaining relatively silent running at the same time.

- +1S, which **may cause the models stat to raise above its maximum**
- **3+ armour save**
- Has the **fly** rule, in the same way as that the Yeld does. While flying the model is not slowed by leg injuries or any other movement penalties.
- A stealth suit has a **respirator**
- Stealth suits are equipped with a **grav chute**
- **Enemies receive -1 to hit at long range and -1 to hit at short range** in addition to normal modifiers
- Stealth suits suffer **-1 to combat results** as the suits bulky form makes it difficult to manoeuvre in hand to hand
- The suit **may never hide** due to its size and bulky appearance
- The suit **may never throw grenades**, but may use EMP charges.
- The suit has 4 hard points used to attach war gear to it. 1 hard point on each arm, 1 hard point on its stabiliser system, and 1 hard point on its sensory array
- Hard points on arms may have **one shooting weapon only** attached per suit and **one hand to hand weapon only** attached per suit
- Hard points may only contain one piece of the appropriate type of equipment and only those available to a stealth suit
- So long as a model wearing a **stealth suit is not down it may move an additional d6 inches in the recovery phase**. A stealth suit may not use this move to declare a charge and it **will not contribute to how far the model has moved this turn when determining if it's a fast moving model**, it may not use this move to withdraw from combat, but it **may be used to fly upward or downward if needed, provided it rolled high enough to land on a flat surface**
- In scenarios that have the 'sounding the alarm' or 'sentries' rule the stealth suit is considered to be in cover for purposes of spotting
- The pilot of the stealth suit **cannot use agility based skills**, and **cannot go on overwatch**
- Stealth suits come armed with a failsafe detonator.

## Suit and armour options

### - Sensory Array Hard Points

**Black Sun Filter:** A black sun filter incorporates 2 functions - **Infra-goggles** and **photo contacts**.

**Counter-fire system:** is an AI predictive positioning defence mechanism that responds with lightning reflexes allowing the user to take down oncoming enemies with more ease. Models equipped with a counter-fire system while on over watch and shooting at a charging model **ignore the penalty for shooting at a charging model**.

**Target lock:** A target lock is a specialised piece of equipment that serves to **reduce any cover by one pip**. EG, a model firing at an enemy model in hard cover allows it to reduce the hard cover from -2 to -1.



## - Stabiliser Hard Points

**Ejection system:** Ejection system grants the **escape artist** ability. However, when used roll a d6, on the roll of a 1, the model loses all its equipment except a bonding knife

**Failsafe Detonator:** A failsafe detonator is the ultimate sacrifice a tau warrior can take; it gives the model wearing the stealth suit a chance to activate a small but very destructive warhead. If the device is activated the stealth suit and all its equipment are destroyed, in addition the model is killed as well. This option **may only be activated if the model has been captured**. If this is chosen as an option the stealth suit and all his equipment may be sold as scrap for 3d6 creds, and the guilders will still take the normal bounty for the remains of the warrior. All stealth suits come with this option for free until you replace it with another suitable hard point item.

**Stabilisation system:** a more efficient jet engine maintains absolute stability and delivery allowing weapons to be brought to bear enabling greater accuracy providing the pilot considerable advantage. The suit can **move and shoot with a -1 penalty to hit if the model is armed with a weapon that cannot move and shoot normally**. A stealth suit with the stabilisation system **cannot move d6" in the recovery phase**, this option can only be used if the suit was flying as its method of movement.

**Stimulant injector:** A stimulant injector is a number of servos and self regulating life support devices that monitor the fire warrior piloting a stealth suit. The model with this option is considered to be equipped with a **bio booster**.

**Shield Generator:** A shield generator is a specialised piece of equipment, providing a powerful protective force field around its wearer. It provides a 4+ special save that cannot be modified. Use of the generator drains the power in the suits regular systems, and prevents the model from moving during the recovery phase.

**Vectored thrusters:** Models with vectored thrusters may disengage or flee from combat; they must pass an initiative test first. **If successful the model escapes without being harmed, and moves 2d6+2 inches away in a direction chosen by the friendly model, ignore terrain and intervening models** as it flies over them. If the test fails the model will receive the normal effect but still gets away. This effect can only be played after all attacks have been made and only if the stealth suit is not down.

In addition **the model cannot be pinned**.

## - Arm Hard Points

**Burst cannon:** is a larger yet more condensed pulse weapon designed to output a large volume of fire power, at the cost of a shorter range.

| Weapon       | Range |        | To Hit |      | Strength | Damage | Save | Ammo | Special           |
|--------------|-------|--------|--------|------|----------|--------|------|------|-------------------|
|              | Short | Long   | Short  | Long |          |        |      |      |                   |
| burst cannon | 0 – 9 | 9 – 18 | -      | -    | 5        | 1      | -1   | 4+   | 2SF, move or fire |

**Flamer:** Tau manage to deliver a form of flame technology that expels a turret of poisonous and acidic goo. The toxic chemical they use produces much more stability and reliability. Producing this type of fuel is less expensive and less dangerous as there is no distillation and refining process involved, and therefore no chance of accidental ignition, as a result fuel canisters can be compressed to higher levels and so have greater volumes of raw ammunition.

| Weapon | Range    |          | To Hit |      | Strength | Damage | Save | Ammo | Special                          |
|--------|----------|----------|--------|------|----------|--------|------|------|----------------------------------|
|        | Short    | Long     | Short  | Long |          |        |      |      |                                  |
| Flamer | template | template | -      | -    | 4        | 1      | -    | 3+   | Flamer, catch fire (4), template |

**Fusion gun:** A fusion gun is a more advanced adaption to the melta gun; it has a slightly better range with the similar power output and flammable ammunition, a fusion gun is fired in a sustained burst of constant fire, producing a searing hot beam of orange-reddish light, tau fusion is not as clumsy as melta weaponry but much more refined.

| Weapon     | Range |        | To Hit |      | Strength | Damage | Save | Ammo | Special                     |
|------------|-------|--------|--------|------|----------|--------|------|------|-----------------------------|
|            | Short | Long   | Short  | Long |          |        |      |      |                             |
| fusion gun | 0 – 6 | 6 – 12 | +1     | -    | 8        | D3     | -3   | 4+   | High impact, catch fire (5) |

**Plasma Rifle:** Plasma rifle is similar to the plasma gun, commonly used by the houses, however, tau have removed the unstable elements of the plasma gun and its need to recharge. It expressed it with a more stabilised power output while still maintaining the lethality and danger that plasma can deliver.

| Weapon       | Range |        | To Hit |      | Strength | Damage | Save | Ammo | Special               |
|--------------|-------|--------|--------|------|----------|--------|------|------|-----------------------|
|              | Short | Long   | Short  | Long |          |        |      |      |                       |
| Plasma rifle | 0 – 8 | 8 – 24 | +1     | -    | 5        | 1      | -1   | 5+   | 1SF, never gets hot * |

\* Plasma rifle will **never suffer from the gets hot rule**



- Hard wired options

**Hard wired option:** All hard wired options are taken just like normal variations of their counterparts (except to the multi tracker) however; the only exception is these options are built into the suit or armour itself rather than taking up a normal hard point. **Combat armour may only take one hard wired option.** Whereas, a stealth suit may take a hard wired black sun filter as well as a target lock for example. **Models may only take up to one hard wired option per set of armour or stealth suit.** Once a hard wired option is installed it may never be removed.

**Multi tracker:** A model with a multi tracker may fire a pulse carbine and marker light in the same turn, but only if it remains stationary in its movement phase. If a model with a multi tracker elects to use the multi tracker **declare it before shooting.** For all intents and considerations treat the second shot as if the model had just rolled a 2 shots on a sustained fire dice and **apply all relevant rules for using sustained fire.** You may not choose to apply the effect of the marker light between hits.

Miscellaneous

**Bonding knife:** Models with bonding knives are hardened warriors that have a fierce grip on reality. A bonding knife is not a weapon but rather a symbol of courage, a model need not actually have one on its person as it can come in the form of a tattoo or even a personal ideal that lives in the hearts and minds of all tau.

A model with a bonding knife is **able to escape pinning at the start of the turn even if there are no models within 2 inches to assist.** In addition if **the shas'v're is pinned at the start of your turn a bonding knife allows the shas'v're to add 1 to his initiative** when checking to see if he is successful. Bonding knives cannot be swapped between models on roster sheets, nor can they be sold, or captured. Gue'vesa don't have access to bonding knives

**Drones:** Drones are advanced AI, they look much like an upside down saucer, they sport a small jet engine similar to that of a stealth suit but not as complex, some have one hard point while others have weapon mountings already on them. Drones are controlled by an implant that is attached to their controller's mind, through which the controller is easily able to relay commands to the drone. The following special rules apply to drones and their controllers:

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 5 | 2  | 2  | 3 | 4 | 1 | 4 | 1 | 7  |

- Drones **ignore flesh wounds and cannot be pinned.**
- Drones have the **hip shooting** skill
- Drones **do not** have to test to 'keep their nerve' and **cannot be used for bottle tests.** Drones are immune to psychology but their controllers may not be!
- The drone **must remain within 4" of the controller** at all times. If the controller is taken down then the drone must remain within 4" of his controller's body, but may otherwise continue to move and fight normally.
- A drone can **move d6" in the same way as stealth suits in the recovery phase.** Shield drones do not have this option.
- The controller may not be captured (the drone will protect the controller and has a homing beacon letting the gang know where the drones controller can be found). Treat **rolls of 61-63 on the Serious Injury table as a roll of full recovery instead.** If the drones' controller dies the drone is lost as well.
- Drones **cannot gain Experience.**
- If a Drone is taken out then the drone is assumed to have been damaged severely, roll on a d6, **on a 3+ the damage to the drone has managed to be repaired** and is returned to action, otherwise it is destroyed. A drone never rolls on the serious injury chart.
- Drones can **only fly** as their form of movement, drones fly in the same manner as a Yeld.
- Drones are equipped with a **grav chute**
- A drone **has 1 hard point on its dorsal which may have a sensory array** option attached unless otherwise noted below. Any hard wired option the drone has is also shared with its owner; this represents the controller seeing the same thing the drone sees through the drone controller implant.
- Gun drones can have up to two pulse carbines only; the first one is bought at full cost the second is bought at half the standard price. When fired if the gun drone has one pulse carbine resolve shooting as normal, however, **if it has two pulse carbines the drone changes its weapon profile to have one sustained fire dice** instead, as both weapons fire at the same time.
- Marker drones are able to have a single marker light on them. The marker light applies by all the normal rules **except that it doesn't need to be attached to a pulse carbine** nor can it be armed with a pulse carbine.
- Shield drones come with a shield generator attached to them which is hard wired into their dorsal section; they cannot have any other hard point option. If the shield drone is **within 4" of its controller it may share the effects of the shield with its controller.**
- Only a model with a 'drone controller' can control a drone. The drone controller is an implant and has the **bionics** rule, a model with a controller can control up to two drones.
- Only shas'v're, pathfinders and fire warriors may have a drone controller implant. Models in stealth suits cannot have shield drones.
- An engineering or maintenance drone is attached to the Seal of Sept and for all purposes is treated as being an auto-repairer, except that it replaces the heavy while one other gang member is required to assist the drone. However, engineering drones don't take the same attention to detail as humans would as a result the roll to ignore failed ammo test **only succeeds on a 6.**
- All drones have a single shocker knife
- Drones have a **4+ armour save.**
- Drones may **never hide** as they lack the instinct of danger and self preservation, and may **never go on overwatch**
- Drones may not have any war gear other than that listed in their own special rules, and hard point options.

**EMP:** Electromagnetic pulse charges; **work in the same way as a melta bomb** but instead of rolling to wound, roll a dice:

| Result | effect     | Mod. |
|--------|------------|------|
| 1      | nothing    | None |
| 2-3    | 1 wound    | -1   |
| 4-5    | 1d3 wounds | -3   |
| 6      | 1d6 wounds | -5   |

Tau maximum stats:

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 4  | 8  | 4 | 3 | 3 | 4 | 4 | 10 |

Gue'vesa maximum stats:

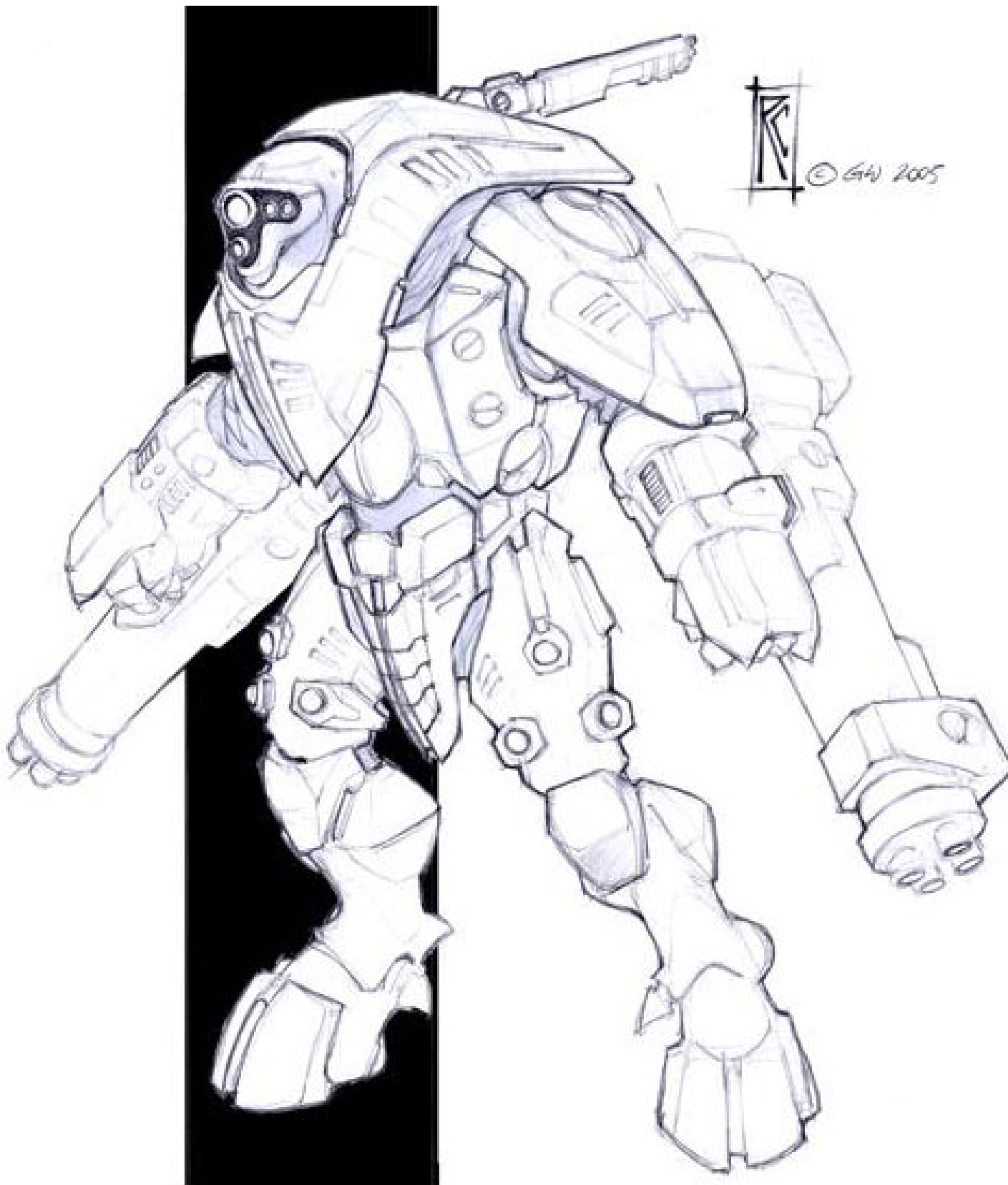
| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 6  | 6  | 4 | 4 | 3 | 6 | 3 | 9  |

**Skills:**

| unit:        | agility | Combat | Ferocity | muscle | shooting | stealth | techno |
|--------------|---------|--------|----------|--------|----------|---------|--------|
| Shas'vere    | -       | X      | X        | -      | X        | X       | X      |
| Pathfinder   | -       | -      | X        | -      | X        | X       | X      |
| Fire Warrior | -       | -      | -        | -      | X        | X       | X      |
| Gue'vesa*    | -       | X      | -        | -      | X        | -       | N/A    |

\*Gue'vesa choose a new standard skill tree when they reach 20 or more experience, make this choice when your first Gue'vesa gets to 21 experience, however, they may not choose techno. Tau tend to utilise Gue'vesa for the roles they lack in.

- Use standard experience chart for the Tau in the same way that house gangs do for advancements.



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