TAU THIRD PHASE EXPANSION ARMY LIST

"We are not here to bring death and destruction to you, Gue'la. Even though your armed forces have laid waste to our systems, bombarded our cities and slaughtered my fellow Tau, we are not here for revenge. We are here to offer you to share our culture and profit from our technology and protection.

We are not here to take your homes, your families and your beliefs away from you. You can even continue to worship your Emperor-god if you want, you must only swear fealty to the advancement of the Greater Good, which will benefit all members of the empire alike.

We are not here to turn you all into soldiers and demand of you to fight against your former kin. Some of you will be asked to join our armed forces, in return for the protection that we grant to your planet. But if you are unwilling to fight against Humans from the Imperium, you will not be deployed against them. We are not here to enslave you, but to welcome you into our empire, the empire of the Tau."

Por'vre Dal'yth Jishu'iro, Addressing the human population of Goron Minor

Forces
The Tau Third Phase Expansion Army List uses the datasheets from the Tau Forces section.

Using The Army List
Tau formations come in two types: cadres and support formations. Each cadre you include in the army allows you to field any three support formations. Although you can only take a support formation if you first take a cadre, they are treated as separate independent formations during a battle and do not have to move around together. The formations that may be taken in a Tau Third Phase Expansion army are shown on the chart that follows. The chart also shows what units comprise the formations, what upgrades they are allowed, and their points cost.

In addition, formations may be given up to three upgrades. Each upgrade that is taken adds to the cost of the formation, as shown on the upgrade chart. The upgrade chart also lists the units that make up the upgrade. Each upgrade may be taken once per formation.

Tau Third Phase Expansion armies may be supported by Air Caste formations. A maximum of up to a third of the points available to the army may be spent on these formations.

Special Rules
Certain units and weapons have special abilities described in *Coordinated Fire* (see *Coordinated Fire*) and *Tau Technology* (see *Tau Technology*).

SPECIAL RULE
Tiger Shark Gun Drones

Tiger Shark Squadrons may be given a Gun Drone formation to transport. Transported Gun Drone formations may be split across multiple Tiger Sharks as an exception to the normal aircraft transport rules. The Tiger Sharks cannot land, make an engagement, or embark units, but can disembark transported Gun Drones after an approach move. The Gun Drone formation may shoot when it disembarks as normal (see Transporting Ground Units), and counts as having activated for that turn. After this initial deployment the Gun Drones are a completely independent formation. Gun Drones being transported by Tiger Sharks do not generate blast markers for being destroyed until after they are disembarked.

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Tau Third Phase Expansion armies have a strategy rating of 3. Crisis Battlesuit Cadre and Manta Dropship formations have an initiative rating of 1+. All other formations have an initiative rating of 2+.

TAU CADRES

FORMATION	UNITS	UPGRADES	COST
Crisis Battlesuit Cadre	Four Crisis Battlesuits and one Shas'el character	Shas'o, Crisis Suits, Gun Drones	250 points
Fire Warrior Cadre	Eight Fire Warriors or Six Fire Warriors and three Devilfish	Bonded Team, Broadsides, Ethereal, Fire Warriors, Gun Drones, Hammerheads, Pathfinders, Piranhas, Skyray	225 points

TAU SUPPORT FORMATIONS

(Any three support formations may be fielded per each core formation.)

FORMATION	UNITS	UPGRADES	COST
Armour Support Group	Four Hammerheads **Note:** One or more Hammerheads with Railguns cost +25 points	Hammerheads, Skyray	200 points
Broadside Group	Six Broadside Battlesuits	Gun Drones	300 points
Kroot Kindred	One Kroot Master Shapers unit and nine Kroot Warriors	Kroot, Kroot Hounds, Krootox	175 points
Pathfinder Group	Four Pathfinders and two Devilfish	Gun Drones, Piranhas	200 points
Recon Skimmer Group	Any six of the following units: Piranha, Tetra	Gun Drones, Piranhas	175 points
Skysweep Support Group	Three Skyrays	None	250 points
Stealth Group	Six Stealth Battlesuits	Gun Drones	225 points

TAU UPGRADES

(Up to three upgrades may be taken once per formation.)

UPGRADE	UNITS		COST
Bonded Team	Give all units in the formation *Self-Reliant*		+25 points
Broadsides	Add three Broadside Battlesuits		+150 points
Crisis Suits	Add two Crisis Battlesuits		+75 points
0–1 Ethereal	Add one Etheral character per army to a unit of Fire Warriors		+50 points each
Fire Warriors	Add any one of the following options:	Four Fire Warriors	+100 points
		Four Fire Warriors and two Devilfish	+125 points
Gun Drones	Add two Gun Drones		+25 points
Hammerheads	Add any one of the following options:	Add two Hammerheads with Ion Cannons	+75 points
		Add up to two Hammerheads with Railguns or Twin Fusion Cannons	+50 points each
Kroot	Add five Kroot Warriors		+75 points
Kroot Hounds	Add three Kroot Hounds		+50 points
Krootox	Add three Krootox		+50 points
Pathfinders	Add two Pathfinders and one Devilfish		+100 points
Piranhas	Add three Piranhas		+75 points
0–1 Shas'o	Replace one Shas'el character with a Shas'o character		+75 points
Skyray	Add one Skyray		+100 points

AIR CASTE FORMATIONS

(Up to a third of the points available may be spent on these formations.)

FORMATION	UNITS		COST
Barracuda Squadron	Two Barracudas		150 points
Manta Dropship	One Manta		650 points
Orca Dropship	One Orca		150 points
0–1 Spacecraft	Any one of the following units:	Protector Class Cruiser	200 points
		Custodian Class Battleship	225 points
Tiger Shark Squadron	Two Tiger Sharks		175 points
	(add a Gun Drone formation of six Gun Drones)		(+100 points)
Tiger Shark AX-1-0 Squadron	Two Shark AX-1-0s		350 points

TAU FORCES

NAME	TYPE	SPEED	ARMOUR	CC	FF	WEAPONS	RANGE	FIREPOWER	NOTES
Ethereal	CH	n/a	n/a	n/a	n/a	Honour Blade	(bc)	Assault Weapons, EA(+1)	*Invulnerable Save, Leader. All units in a formation joined by an Ethereal gain Fearless. If the Ethereal is killed then all these units lose Fearless and the formation receives an additional D3 Blast markers.*
Shas'el	CH	n/a	n/a	n/a	n/a	-			*Coordinated Fire, Leader.*
Shas'o	CH	n/a	n/a	n/a	n/a	Experimental Weapons	30cm	AP4+	*Coordinated Fire, Leader. Each Shas'o character in the army allows a player to re-roll one failed initiative test (of any type) once per turn.*
Crisis Battlesuits	INF	20cm	3+	5+	5+	Missile Pods	45cm	AP5+/AT6+	*Invulnerable Save, Tau Jet Packs.*
						Twin Plasma Rifles	30cm	AP4+/AT6+	
						Twin Fusion Blasters	15cm	MW4+	
Fire Warriors	INF	15cm	5+	6+	5+	Pulse Rifles	30cm	AP4+	
						Pulse Carbines	15cm	AP5+, D	
Gun Drones	INF	20cm	5+	6+	5+	Twin Pulse Carbines	15cm	AP4+, D	*Tau Jet Packs.*
Kroot Hounds	INF	20cm	-	3+	-	Fangs	(bc)	Assault Weapons	*Infiltrator, Scout.*
Kroot Master Shapers	INF	15cm	6+	4+	5+	Kroot Rifles	(15cm)	Small Arms	*Infiltrator, Leader, Scout.*
						Mercenary Weapons	(bc)	Assault Weapons, EA(+1)	
Kroot Warriors	INF	15cm	-	4+	5+	Kroot Rifles	(15cm)	Small Arms	*Infiltrator, Scout.*
Krootox	INF	15cm	4+	4+	5+	Kroot Guns	45cm	AP5+/AT6+	
						Claws	(bc)	Assault Weapons, EA(+1)	
Pathfinders	INF	15cm	5+	6+	5+	Rail Rifles	30cm	AP5+, S	*Coordinated Fire, Markerlights, Scout.*
						Pulse Carbines	15cm	AP5+, D	
Stealth Battlesuits	INF	20cm	5+	6+	5+	Silenced Burst Cannons	15cm	AP4+, D	*First Strike, Markerlights, Reinforced Armour, Scout, Tau Jet Packs, Teleport.*
Broadside Battlesuit	LV	15cm	4+	6+	5+	Twin Railguns	60cm	AT3+	*Reinforced Armour, Walker.*
						Smart Missile System	30cm	AP5+, IC	
Piranha	LV	35cm	5+	6+	6+	Burst Cannon and Drones	15cm	AP5+	*Skimmer.*
						Seeker Missiles	90cm	AT6+, GM	
Tetra	LV	35cm	5+	6+	6+	Tetra Pulse Rifles	30cm	AP6+	*Coordinated Fire, Markerlights, Scout, Skimmer.*
Devilfish	AV	30cm	5+	6+	6+	Burst Cannon and Drones	15cm	AP5+	*Skimmer, Transport. May transport two units of Fire Warriors or Pathfinders.*
						Seeker Missiles	90cm	AT6+, GM	
Hammerhead	AV	30cm	4+	6+	5+	Smart Missile System	30cm	AP5+, IC	*Skimmer. Armed with either a Railgun, Ion Cannon or Twin Fusion Cannon.*
						Seeker Missiles	90cm	AT6+, GM	
						0–1× Railgun	75cm	AP5+	
							or 75cm	AT4+, L	
						0–1× Ion Cannon	60cm	AP4+/AT5+	
						0–1× Twin Fusion Cannon	30cm	MW4+	
Skyray	AV	30cm	5+	6+	5+	Smart Missile System	30cm	AP5+, IC	*Markerlights, Skimmer.*
						2× Hunter Missiles	60cm	AA5+	
						2× Seeker Missiles	90cm	AT6+, GM	
Barracuda	AC	Fighter	6+	n/a	n/a	Ion Cannon	30cm	AP4+/AT5+/AA5+, FxF	
						Twin Burst Cannon	15cm	AA6+	
						Twin Missile Pods	45cm	AP5+/AT6+, FxF	

Manta	WE	20cm	5+	-	4+	Twin Heavy Rail Cannons 3× Heavy Ion Phalanx 4× Twin Manta Burst Cannons Twin Missile Pods 2× Seeker Missiles	90cm 75cm 30cm 45cm 90cm	MW2+, FxF, TK(D3) AP3+/AT4+, FxF AP5+/AA6+ AP5+/AT6+, FxF AT6+, GM	*Damage Capacity 8, Deflector Shield, Fearless, Markerlights, Planetfall, Reinforced Armour, Support Craft, Transport. May transport 20 infantry units or Broadside Battlesuits; plus four armoured vehicle or light vehicle units (except Broadside Battlesuits); Tetra count as one-third of a unit each, rounding up. Crisis Battlesuits count as two units each. Critical Hit Effect: The unit looses Tau deflector shield. Subsequent critical hits cause an extra point of damage.*
Orca	AC/ WE	Bomber	4+	6+	6+	Twin Burst Cannon Twin Missile Pods Aircraft Seeker Missiles	15cm 45cm 45cm	AA6+ AP5+/AT6+ AT6+, GM	*Damage Capacity 2, Planetfall, Transport. May transport twelve infantry units (except Krootox) or Broadside Battlesuits; Crisis Battlesuits count as two units each. Critical Hit Effect: The unit and all units on board are destroyed.*
Tiger Shark	AC	Bomber	4+	n/a	n/a	Twin Ion Cannon Twin Burst Cannon Twin Missile Pods	30cm 15cm 45cm	AP3+/AT4+/AA4+, FxF AA6+ AP5+/AT6+, FxF	*Transport. May transport three units of Gun Drones.*
Tiger Shark AX-1-0	AC	Bomber	4+	n/a	n/a	Twin Rail Cannons Twin Burst Cannon Twin Missile Pods Aircraft Seeker Missiles	45cm 15cm 45cm 45cm	MW3+, FxF, TK(D3) AA6+ AP5+/AT6+, FxF AT6+, GM	
Custodian Class Battleship	SC	n/a	n/a	n/a	n/a	Gravitic Tracer Salvo Pin-Point Attack	n/a n/a	3× MW4+, GM, IC MW2+, TK(D3)	*Transport. May transport 18 of the following units and the units being transported on them: Orca, Manta; Mantas count as thee units each. The Gravitic Tracer Salvo may be fired at a marked formation of any type.*
Protector Class Cruiser	SC	n/a	n/a	n/a	n/a	2× Pin-Point Attack	n/a	MW2+, TK(D3)	*Transport. May transport six of the following units and the units being transported on them: Orca, Manta; Mantas count as thee units each.*

SPECIAL RULE
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.

SPECIAL RULE
Tau Technology

Deflector Shield: Tau deflector shields work like an invulnerable save in all respects, except that this invulnerable save is always at 5+.

Guided Missiles: Guided missiles may only be fired at a target formation that is "marked", but guided missiles may be fired without line of fire if the target is marked.

Markerlights: All enemy formations with at least one unit within 30cm range and line of fire (Line of Fire) 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. This bonus for shooting at a marked enemy may not be used when making Anti-Aircraft attacks. A Tau formation that is broken or marched this turn may not mark an enemy formation.

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.