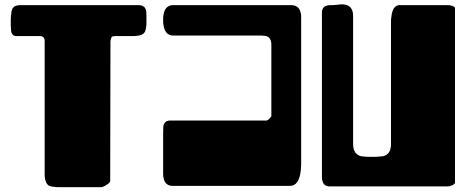


NETEPIC 5.0 ARMY BOOK



BY THE NETEPIC DISCUSSION GROUP

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Background

The Tau are a young, fast-rising civilization, having only become a starfaring race within the last few millennia. Despite this they possess some of the most advanced weaponry seen on the battlefields of the 41st century. The Tau empire is lodged deep in the Eastern Fringes, far from the most strongly held regions of the Imperium. This means that although the Tau empire is tiny in comparison to the might of the Imperium or the numberless hordes of the Orks and Tyranids, it is a big fish in a relatively small pond. Their fledgling empire is rapidly expanding and encountering other races, some of which have joined the Tau Empire, providing auxiliaries to the Tau military as well as providing technological benefits otherwise unavailable to them.

The Tau race itself is highly focused and well-organized, following a rigid caste system which dictates a Tau's particular role in society. There are 5 castes: Fire (Shas), Earth (Fio), Air (Kor), Water (Por) and the mysterious Ethereal (Aun) caste, which rules and binds the other castes together. The Fire Caste is the military arm of the Tau Empire, providing all the troops, tank drivers and Battlesuits with which to crush their enemies. The Earth Caste is the foundation of the Tau empire, made up of architects and engineers, without which factories would not function, and farms would produce nothing. The Air Caste are the pilots, and spaceship crews, living almost entirely in low gravity environments. The Water Caste are the bureaucrats, politicians, negotiators and administrators, keeping relations between each caste and other races functioning smoothly. The Ethereal Caste is made up of the rulers of the Tau empire, and it is speculated that they exert some kind of latent psychic or pheromone-based control over the other castes, as loyalty to the Ethereals is absolute. The Tau belief is that it is only right and noble for an individual to set aside their own desires and work together for the greater good of the empire.

The combined strength of the tightly-knit Tau allows that their empire to fend for itself among the predatory and xenophobic races inhabiting the galaxy. In contrast to other races the Tau are altruistic and idealistic, believing in unification as the way forward. This means that they will happily incorporate other races into their empire without subjugating them, instead enticing them with the benefits of mutual protection, trade and technology.

The Tau way of war is efficient and deadly, combining hi-tech wargear and weapons with the aggression and close combat prowess of their mercenary allies, the Kroot. A Tau commander recognizes the skills and abilities of all those under his command and uses them to fearsome effect.

The Kroot

During their expansion, the Tau happened upon a world known as Pech, inhabited by a race of aliens known as Kroot. Fighting alongside them against Ork raiders, the Tau recognized a strength they could harness, and very soon Kroot spaceships, known as Warspheres, were appearing more regularly in Tau expeditionary forces. While the cannibalistic tendencies of the Kroot repulsed the Tau, they value and respect their strength as warriors. The Tau see ranged combat as preferable to the somewhat brutal affair of close combat, preferring to use advanced weaponry rather than brute force to win battles. Their Kroot allies provide an up close and personal element to the Tau forces, who are otherwise outclassed in close assaults.

The Tau Army

The Standard Tau Army consists of Kroot mercenaries. Kroot forces may be found and hired by many races across the galaxy, and are hired by a wide variety of forces. All units labeled as Kroot are part of the Standard List, and all others are not. If you choose to run a Kroot army you must put at least 50% of your points into the Kroot units from this book. The other 50% may be spent on any one Standard List.

Standard Army	At least 50% of your points into...	Up to 50% into...
Kroot Mercenaries	Kroot units from the Tau Army Book	Any one Standard List

The Tau themselves are a Codex army and you must put at least 75% of your points into Tau units (any units from this book), and you may put up to 25% into any one Standard List.

Codex Army	At least 75% of your points into...	Up to 25% into...
Tau	Tau Army Book	Any one Standard List

Special Rule: Kroot Support

Kroot companies may only take Kroot Support and Special Cards. Tau companies may take Kroot units as support, but should probably bring along a Shaper to keep them in hand.

Special Rule: Ta'lissera Ritual

Certain Tau infantry units may perform a bonding ritual. This increases their Break Point to 75% (instead of the normal 50%) and the increases the VP they give when broken by 50%. The points cost and VP for a bonded unit is listed in parentheses next to the normal stats.

Note: The Tau and Kroot are new army lists and should be considered optional. You must have the permission of your opponent before running them.

Special Rules

Battlesuits

Battlesuits are the pinnacle of Tau technology, and are equipped with superior sensors and targeting capabilities. They have the Quickdraw ability and, if they are on First Fire Orders, may fire at Stealthed units even if they are further than 25 cm away. Finally, the Tau have designed their transports to carry Battlesuits as well as infantry, and a Battlesuit may ride in any Tau transport but takes up the space of 2 infantry stands.

Defensive Fire

As the Tau dislike Close Combat, they have become very efficient at avoiding it. They will often stand in the face of a charging enemy to pour weapons fire into them, attempting to break the enemy assault. To represent this, any Tau (but not Kroot) units that are on First Fire may re-roll misses against units that are charging them.

Special Ability: Marklights

These are laser-guidance systems that “light up” a target and make it easier to hit. Units armed with Marklights may have each stand fire either their normal weapons or Marklights. Marklights have a 50 cm range and hit on a 4+. If the target is hit, place a counter beside that detachment to indicate that it has been illuminated. For the remainder of the turn, any other Tau (but not Kroot or allied) unit firing at that detachment gains a +1 To-Hit bonus. Multiple Spotted counters are not cumulative.

Special Ability: Seeker Missiles

Seeker Missiles are laser-guided smart missiles, and will only launch in response to a Marklight lock. If a target has been illuminated by a Marklight, the Tau player can fire a Seeker Missile from anywhere on the battlefield. Seeker Missiles hit on a 2+ and have a –2 TSM.

Kroot

The Kroot are ferocious carnivores employed as mercenaries and are capable of holding their own against most opponents. They are also brutal, barbaric and gaudily primitive, and fight very differently than the Tau.

Eaters Of The Dead: Kroot have the ability of selective mutation – they eat their enemies and assimilate the part of the enemies DNA that will make them evolve in a desired way. This is instinctive behavior and is only prevented by the presence of a Kroot Shaper. If a Kroot unit wins a Close Combat engagement, the winning Kroot detachment may not be given an order counter next turn as they feast on the fallen bodies. If there is a Kroot Shaper stand within 10 cm, the unit may be given orders as normal.

Fieldcraft: All Kroot gain +2 CAF when fighting in woods or forest terrain.

Default Orders: When Kroot formations do not have a Shaper within 10 cm, they will act instinctively and seek cover. They will move at normal speed in the Compulsory Movement phase, towards the nearest forest or jungle terrain they can see. In the Advance Fire phase they will shoot at any enemy within range. Once in the trees, Kroot may move and fire normally, but they will not willingly leave the forest.

Kroot Hordes: Kroot units of the same type combine together to form larger Hordes. When a Support Card is added, instead of having a separate break point the total Kroot Horde break point and victory points are increased. These formations make all break tests and morale checks as a group, not separately.

In most armies, Support Cards form their own detachments that are separate from the Company Card. With Kroot the Hordes just get bigger. This changes both the Break Point and the Victory Points of the Horde, which must be calculated before the game. When Support Cards are added to a Horde they will add the new units to an existing Horde. If there is no existing Horde of the new unit type, the new units form a new Horde and more units of the same type will be added to the now-existing Horde. These new Hordes are treated as single units; e.g. they are activated, make all break and morale tests as a group, and must observe the normal coherency rules. This is the same as for Ork army construction, and you should reference that book for more details and examples.

Sample Army: Tau

Army Card	Cost	Notes
1) Mechanized Cadre	700	
Support: Swordfish Squadron	350	
2) Manta Cadre	1000	
3) Kroot Hunter Horde	750	
Support: Kroot Tracker Squad	200	
Total	3000	

Unit Descriptions

Special Units

Ethereal: Ethereals are shrouded, enigmatic figures that combine the roles of priesthood and royalty in Tau society. They command utter devotion, loyalty and sacrifice from other Tau. They are occasionally seen on the field of battle, though whether they are observing or leading remains to be seen.

Leading Presence: All Tau detachments (but not Kroot or allies) within 10 cm of an Ethereal are immune to all types of Morale checks and never receive Fall Back Orders. Kroot detachments that have line of sight to an Ethereal may add +1 to their Morale checks. However, if the Ethereal is killed, all Tau and Kroot detachments within line of sight must make an immediate Morale check or go on Fall Back Orders.

Shas'o: These are the supreme commanders of a Tau battleforce. Shas'o wear Crisis Battlesuits in combat. The Shas'o may use their **Tactical Genius** power once per turn in the Orders Phase.

Tactical Genius: One Tau detachment within 10 cm may shift their given orders one step in either direction along the following line: Charge ↔ Advance ↔ First Fire. Charge does not wrap around to First Fire.

Shas'el: Battlesuit pilots who prove themselves in battle may be promoted to the position of commander. Shas'el use Crisis Battlesuits in combat.

Shas'vre: Tau commanders are accompanied by bodyguards, equipped with Crisis Battlesuits.

Kroot Master Shaper: A Master Shaper rules over a Kroot mercenary band. He negotiates contracts with employers, leads his warriors in battle and wields the best weapons available. All Shapers bear the Mark of the Favored Child, which grants them a 5+ fixed save, and have evolved small but functional wings that allow them to glide short distances.

Master Shapers direct the evolutionary development of the Kroot band, directing them to feed on specific prey in order to gain their characteristics. Before the battle, choose an adaptation from the list below, and apply it to every Kroot in the army. Krootox, Kroot Hounds and Knarllocs do not benefit from these adaptations.

Adaptation	Effect
Bold	By concentrating on prey known for its courageousness, all units improve their Morale score by 1.
Chameleon	Having feasted upon the flesh of chameleonic reptiles, the band has gained a limited ability to blend into the surroundings. All units have a 6+ fixed Armor Save, but this is ineffective against template weapons.
Fast Reflexes	Many creatures rely on their fast reactions to avoid predators and this band has inherited some of this speed. All units win Close Combats that result in a draw.
Sixth Sense	The Kroot display an unnerving ability to predict imminent danger. If hit by a template weapon, units gain a 5+ fixed Dodge save.

Kroot Shaman: Shamans provide a focus for the practice of ancestor worship. Rare individuals may gain the blessings of their long-departed predecessors and manifest psychic powers. As with Shapers, Shamans bear the Mark of the Favored Child, which grants them a 5+ fixed save. Kroot Shamans may use one of the following powers per turn:

1) Embolden: The Shaman unleashes a wave of power that fills nearby units with courage beyond normal expectations. All Kroot detachments with a stand within 15 cm (including the Shaman) are Fearless and gain +1 CAF. The power lasts until the End Phase.

2) Camouflage: The Shaman psychically hides nearby units from the enemy. All Kroot models within 10 cm (including the Shaman) gain a 5+ fixed save.

3) Mind Blast: The Shaman projects a mind-shredding blast of psychic energy. Target any model within 25 cm and line of sight, and on 4+ it is destroyed with no armor save. Against targets with a hit location template and no active shields, roll for damage in the Head/Bridge location. This is an ethereal psychic power and has no effect against shields.

Infantry

Gun Drone: Drones are robotic weapon systems, equipped with antigravity engines and crude artificial intelligence brains. Gun drones carry twin-linked pulse carbines and act as mobile fire support for Fire Warrior squads. Gun Drones cannot capture or contest objectives, are Skimmers, AI, Inorganic and may Deep Strike.

Any detachment that takes casualties from Gun Drone fire must make a Morale check. If the detachment fails the check, remove their order token. The unit is pinned and may not fire this turn, but will fight in Close

Kroot Hound: Kroot Hounds are nasty, bad-tempered beasts as likely to turn on their handlers as the enemy.

Kroot Hunter: Hunters are more accomplished at tracking and stalking prey than their Carnivore kindred, and often provide covering fire for their fellow Kroot. This is further enhanced by their use of a Kroot hunting rifle, a more accurate version of the standard Carnivore model.

Kroot Shaper: Shapers are the leaders of the Kroot, are among the best and bravest fighters. It is the Shapers who determine where and how the other Kroot fight, but more importantly, they determine what genetic traits Kroot will incorporate into their genome. All Shapers bear the Mark of the Favored Child, which grants them a 5+ fixed save.

Kroot Stalker: A further refinement of the Hunter strain, Stalkers utilize chameleon-like genes to provide them with a natural, ever-changing camouflage. Unseen, silent and deadly, Stalkers make perfect assassins, scouts and ambushers.

Kroot Vulture: A mutation of the Carnivore, the Vulture is adapted to fly. Although not suited for extended flight, their wings allow them to glide on local updrafts and then swoop down upon the heads of their enemies.

Cavalry

Kroot Tracker: Trackers are most frequently used as mounted scouts, but also play a light cavalry role on the battlefield, where they can harass the enemy with their ranged weaponry or charge an exposed flank should the opportunity present itself.

Piranha:

Krootox: These are large, lumbering herbivores that carry large weapons and serve as mobile fire support platforms. They are also brutal Close Combat opponents and have no fear of engaging the enemy.

Vehicles

Devilfish: The Devilfish APC is the workhorse of the Tau ground forces and is armed with a deadly Burst Cannon. It is capable of rapidly transporting 2 infantry stands to their destination and then acting as a mobile fire support base once they have disembarked.

Hammerhead Gunship: Based on the Devilfish chassis, the Hammerhead is the main battle tank of the Tau army. With its advanced targeting system and awesome firepower the Hammerhead is a dangerous fighting machine. Tau modular construction allows for many variants of the Hammerhead, all of which are Skimmers.

The Mark I is armed with Burst Cannons and a turret-mounted Ion Cannon for light anti-armour/anti-personnel use.

The Mark II is armed with a powerful Rail Gun for heavy anti-armour use and a Smart Missile System. The Railgun that can be fired in two ways. The first is a concentrated volley against one target that hits on a 5+ at -1 TSM. The second will lay down the 6 cm barrage template hitting everything underneath on a 5+ at 0 TSM. Although this is a barrage weapon, it is not artillery, does not scatter or damage buildings and may not fire indirectly. Smart Missiles may be fired at any target within 50 cm, as long as any other Tau (not Kroot or allies) unit can see it. This is much like calling in an indirect barrage, except the spotter does not give up the ability to fire.

The Mark III carries a fusion blaster and fulfills the short-range anti-armor role.

The Mark IV carries missile pods and allows mobile area-effect support. Although this is a barrage weapon, it is not artillery, does not scatter or damage buildings and may not fire indirectly.

Skyray: The Skyray is another variation on the Devilfish chassis, this time modified for an anti-aircraft role. Utilizing a dedicated Markerlight/Seeker Missile sy

Superheavies

Swordfish: The Swordfish class of superheavy tank is the Tau answer to the Imperial Shadowsword and Baneblade. Originally never intending to use a superheavy vehicle (beyond the Manta), the Tau quickly realized the effectiveness of the Imperial versions and rapidly developed their own. The Swordfish is fielded in one of two models. The Mark I is equipped with an Ion Cannon for anti-infantry and light anti-armour roles, and the Mark II mounts an anti-tank/anti-Titan Rail Cannon.

Praetorians

Manta Missile Cruiser: The Manta is the largest Tau war machine yet encountered, in part because they are actually spaceships. In space they are a match for whole squadrons of Imperial fighters and are on the borderline between being an attack craft and a full starship.

Mantas may be deployed on the battlefield when armies are set up, may Deep Strike, or may appear and move as a Flier. Once on the board the Manta may move as either a Flier or a Skimmer, but may not perform Pop-Up attacks. A Manta can carry up to 24 infantry stands, battlesuits or vehicles, with battlesuits & vehicles counting as 2 infantry stands. The Manta may unload jump-capable troops and skimmers while moving.

The Heavy Railgun can be fired in two ways. The first is a concentrated volley against one target that hits on a 4+ with a -3 TSM. The second will lay down the 6 cm barrage template that hits everything underneath on a 4+ with 0 TSM. Although this is a barrage weapon, it is not artillery, does not scatter or damage buildings, and may not fire indirectly.

The Manta's Energy Shields are more advanced than those of the Imperium, Orks or even Eldar. When an Energy Shield is hit by enemy fire, the Manta receives an unmodified 3+ save against the attack. If it passes the shot is shrugged off, otherwise one shield collapses and the hit location template is used normally. The Manta's repair roll is used normally on damaged systems, but Energy Shields may not be raised during the game.

Mantis Missile Cruiser Template

Move	CAF	Shields	Repair	Notes
30 cm	+8	4 Energy Shields: 3+ Fixed Save	4+	Flier Transport 24

Weapon	Range	Attack Dice	To-Hit	TSM	Notes
Heavy Railgun (pick one)	100 cm	2	4+	-3	Must fire at one target
	100 cm	6 BP	4+	0	Not artillery
Ion Cannon	75 cm	4	5+	-2	
Burst Cannons	35 cm	8	5+	0	
Aft Burst Cannons	35 cm	8	5+	0	
Ion Missiles (2)	150 cm	4 BP	5+	-1	One-shot each

FRONT

Wing 2+	Railgun 3+	Bridge 2+	Ion 3+	Wing 2+
	Missile 4+	Burst 4+	Missile 4+	

REAR

Wing 2+	Engine 3+	Reactor 3+	Engine 3+	Wing 2+
	Hull 3+	Burst 4+	Hull 3+	

SIDE

Reactor 3+	Hull 3+	Wing 2+	Hull 3+	Bridge 2+
	Hull 3+	Missile 4+		

Bridge 1-2 Bridge damaged. Bolters may not fire and missile shots scatter 1D6 cm. This damage may be repaired. 3-4 Heavy damage. No weapons may fire. This damage may be repaired. If flying, erratic landing (below). 5-6 Bridge destroyed. If flying, crash landing (below). Otherwise abandon ship and award Victory Points.	Reactor 1-3 Reactor damaged. Add +1 to all future damage rolls. If flying, erratic landing (below). 4-5 Major damage. Add +1 to all future damage rolls. If flying, crash landing (below). 6 Plasma explosion! Ship destroyed. If on the ground, everything within 2D6 cm gets hit on a 4+ with 0 TSM.
Wing 1-2 Wing damaged. If flying, erratic landing (below). 6 Heavy damage. If flying, crash landing (below).	Hull 1-5 Add +1 to future damage rolls on the hull. 6 Bridge or engine hit: bridge if the front half of the vehicle, engine if the rear. Any points over 6 are bonuses to the second roll, and that many transported stands must make their save or die.
Weapons (any) 1-2 Weapon damaged and cannot be used until repaired. 3-5 Weapon destroyed – lose 2 dice from the weapon. If at zero dice, roll for damage on the hull. 6 Weapon destroyed and roll for damage on the hull.	Missiles 1-2 Missile damaged and will scatter 1D6 cm. Add +1 to future damage rolls against this missile. 3-4 Missile destroyed. 5-6 Missile destroyed and roll for damage on the hull.
Erratic Landing Ship lands on a random spot 2D6 scattered from the original landing point. Any movable models (except T/P class) under the ship run away before landing on 4+ on a D6 otherwise are destroyed. If any titans, praetorians or buildings are hit, both sides get D6 hits on random locations with -2 TSM.	Crash Landing – same as erratic plus: Ship scatters 3D6 on landing. Roll on every location plus the transportee's even if no obstacles are hit; on 4+ on a D6 the location/model gets a hit with 0 TSM.

Vector Hardpoint Cards

Rail Cannon Range: 100 cm Attack Dice: 1 To-Hit: 4+ TSM: -5 Penetrating +3	Rail Cannon Range: 100 cm Attack Dice: 1 To-Hit: 4+ TSM: -5 Penetrating +3	Pulse Autorifle Range: 50 cm Attack Dice: 3 To-Hit: 4+ TSM: 0	Pulse Autorifle Range: 50 cm Attack Dice: 3 To-Hit: 4+ TSM: 0
Burst Cannon Suite Range: 35 cm Attack Dice: 4 To-Hit: 4+ TSM: -1	Burst Cannon Suite Range: 35 cm Attack Dice: 4 To-Hit: 4+ TSM: -1	Plasma Burster Range: - Attack Dice: - To-Hit: 4+ TSM: -1 Large teardrop template	Plasma Burster Range: - Attack Dice: - To-Hit: 4+ TSM: -1 Large teardrop template
AA Missile Pack Range: 75 cm Attack Dice: 2 To-Hit: 3+ TSM: -2 AA, Marklights	AA Missile Pack Range: 75 cm Attack Dice: 2 To-Hit: 3+ TSM: -2 AA, Marklights	Seeker Missile Pod Range: Unlimited Attack Dice: 1 To-Hit: 2+ TSM: -2 May only be fired at a target that has been hit by Marklights earlier this turn.	Seeker Missile Pod Range: Unlimited Attack Dice: 1 To-Hit: 2+ TSM: -2 May only be fired at a target that has been hit by Marklights earlier this turn.
Kinetic Penetrator Range: 50 cm Attack Dice: 1 To-Hit: 4+ TSM: -2 -6 TSM vs buildings	Kinetic Penetrator Range: 50 cm Attack Dice: 1 To-Hit: 4+ TSM: -2 -6 TSM vs buildings	Contra-Grav Engines The Vectors are Fliers.	Contra-Grav Engines The Vectors are Fliers.

Tau Army Cards

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Fire Warrior Cadre	Shas'el Battlesuit & 2 Shas've Battlesuits 3 Fire Warrior Detachments	11 (16)	3	7 (11)	700
Hunter Cadre	Shas'el Battlesuit & 2 Shas've Battlesuits Broadside Battlesuit Team 2 Fire Warrior Detachments	10 (14)	3	8 (12)	800
Mechanized Cadre	Shas'el Battlesuit, Shas've Battlesuit & 2 Devilfish 3 Mechanized Fire Warrior Detachments	11 (16)	3	7 (11)	700
Manta Cadre	Shas'el Battlesuit & 3 Shas've Battlesuits 2 Fire Warrior Detachments Manta Missile Cruiser	8 (13)	3	10 (15)	1000
Hammerhead Cadre	Command Hammerhead 3 Hammerhead Detachments (any one variant)	4	3	6	600
Swordfish Cadre	Command Swordfish (either type) 2 Swordfish Detachments (any one variant)	3	3	9	900
Kroot Hunter Horde	4 Kroot Shaper stands 12 Kroot Hunter stands 4 Kroot Carnivore stands	10	4	8	750
Kroot Tracker Horde	4 Kroot Shaper stands 8 Kroot Hound stands 8 Kroot Carnivore stands	10	4	7	700

Special Cards	Contents	Break Point	Morale	Victory Points	Cost
Ethereal	Ethereal stand & Command Devilfish	Stand	-	1	100
Shas'o Commander	Shas'o Battlesuit & 3 Shas've Battlesuits	Shas'o	2	5	450
Kroot Master Shaper	Master Shaper stand	Stand	3	1	100
Kroot Shaman	Kroot Shaman stand	Stand	3	1	100
Praetorians					
Manta Missile Cruiser	Manta	Model	-	6	550

Support Cards	Contents	Break Point	Morale	Victory Points	Cost
Infantry					
Fire Warrior Detachment	6 Fire Warrior stands	3 (5)	3	2 (3)	200
Mechanized Fire Warrior Detachment	4 Fire Warrior stands & 2 Devilfish	3 (5)	3	2 (3)	200
Pathfinder Detachment	4 Pathfinder stands & 2 Devilfish	3 (5)	3	2 (3)	200
Pathfinder Sniper Detachment	2 Pathfinder Sniper stands & Devilfish	2 (3)	3	2 (3)	150
Stealthsuit Detachment	4 Stealthsuit stands	2 (3)	2	2 (3)	200
Guevesa Detachment	6 Guevesa stands	3	4	1	125
Gun Drone Detachment	4 Gun Drone Stands	4	-	2	150
Shield Drone Detachment	N/A	-	-	-	100
Drone Sentry Detachment I	4 Drone Sentry Turrets Mark I	4	-	2	200
Drone Sentry Detachment II	4 Drone Sentry Turrets Mark II	4	-	2	200
Kroot Carnivore Horde	4 Kroot Carnivore stands	+2	4	+1	100
Kroot Headhunter Horde	4 Headhunter Kindred stands	+2	4	+2	150
Kroot Hound Horde	4 Kroot Hound stands	+2	4	+2	150
Kroot Hunter Horde	4 Kroot Hunter stands	+2	4	+2	150
Kroot Shaper Horde	4 Kroot Shaper stands	+2	4	+3	250
Kroot Stalker Horde	4 Kroot Stalker stands	+2	4	+2	150
Kroot Vulture Horde	4 Kroot Vulture stands	+2	4	+2	150
Cavalry					
Piranha Squad	5 Piranhas	3	3	3	250
Tetra Squad	3 Tetras	2	3	2	200
Kroot Tracker Squad	4 Tracker Kindred stands	+2	4	+2	200
Walkers					
Broadside Battlesuit Team	4 XV-88 Broadside Battlesuits	2 (3)	2	3 (5)	300
Crisis Battlesuit Team Mark I	4 XV-8 Crisis Battlesuits Mark I	2 (3)	2	2 (3)	200
Crisis Battlesuit Team Mark II	4 XV-8 Crisis Battlesuits Mark II	2 (3)	2	3 (5)	250
Stealth Battlesuit Team	4 XV-15 Stealth Battlesuits	2 (3)	2	2 (3)	200
Kroot Great Knarloc Horde	4 Great Knarlocs	+2	4	+1	100
Krootox Horde	4 Krootox stands	+2	4	+2	200
Vehicles					
Devilfish Squadron	2 Devilfish	1	3	1	100
Hammerhead Squadron	2 Hammerheads (any one variant)	1	3	2	200
Skyray AA Battery	2 Skyrays	1	3	2	150
Flyers					
Barracuda Fighter Squadron	3 Barracudas	2	3	3	250
Tiger Shark Drone Carrier	Tiger Shark & 4 Gun Drone stands	Model	3	2	150
Orca Dropship	Orca	Model	3	2	200
Knights					
Vector Triad	3 Vectors (plus two Hardpoint Cards)	2	2	5	450
Superheavies					
Swordfish Squadron	2 Swordfish (any one variant)	1	3	4	350

Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Ethereal	10 cm	5+f	+3	CC Weapons	-	-	-	-	+1 to morale, Commander
Shas'el (Crisis Battlesuit)	20 cm	4+f	+5	Twin-Linked Plasma Rifles Missile Pod	50 cm 50 cm	2 1	3+ 4+	-2 -1	Command, Elite, HQ, Jump Pack
Shas'o (Crisis Battlesuit)	20 cm	4+f	+6	Twin-Linked Plasma Rifles Fusion Blaster	50 cm 35 cm	2 4	3+ 4+	-2 -2	Command, Elite, HQ, Jump Pack
Shas'vre (Crisis Battlesuit)	20 cm	5+/6+f	+4	Plasma Rifle Missile Pod	50 cm 50 cm	1 3 BP @	3+ Var.	-2 -1	Elite, Fire on the Fly, Jump Pack
Kroot Master Shaper	15 cm	5+f	+6	Storm Bolter/Eviscerator	35 cm	2	4+	-1	Command, HQ, Special
Kroot Shaman	10 cm	5+f	+2	Bolt Pistol	25 cm	1	5+	0	HQ, Psyker
Infantry									
Fire Warrior	10 cm	-	-1	Pulse Rifle	50 cm	1	4+	0	
Gun Drone	15 cm	6+	-1	Pulse Carbine	35 cm	2	4+	0	Deep Strike, Jump Pack
Drone Sentry Turret Mark I	-	5+	-4	Burst Cannon	35 cm	3	4+	0	Special
Drone Sentry Turret Mark II	-	5+	-4	Plasma Rifle	50 cm	1	4+	-2	Special
Pathfinder	10 cm	-	-1	Pulse Carbine	35 cm	1	4+	0	Infiltrate, Marklights
Pathfinder Snipers	10 cm	-	-1	Rail Rifle	75 cm	1	4+	-2	Infiltrate, Sniper, Stealth
Stealth Suit	15 cm	6+f	0	Pulse Rifle	50 cm	1	4+	0	Infiltrate, Jump Pack, Stealth
Guevesa	10 cm	-	0	Pulse Rifle	50 cm	1	5+	0	
Kroot Carnivore	10 cm	-	+2	Kroot Rifle	50 cm	1	5+	0	Infiltrate
Kroot Headhunter	10 cm	-	+2	Kroot Rifle	50 cm	1	5+	0	Infiltrate, Special
Kroot Hound	15 cm	-	+4	Jaws	-	-	-	-	Infiltrate
Kroot Hunter	10 cm	-	+1	Kroot Hunting Rifle	75 cm	1	4+	0	Infiltrate, Sniper
Kroot Shaper	10 cm	5+f	+4	Kroot Rifle	50 cm	2	5+	0	HQ, Infiltrate
Kroot Stalker	10 cm	-	+2	Kroot Rifle	50 cm	1	5+	0	Infiltrate, Stealth
Kroot Vulture	15 cm	-	+3	Kroot Carbine	25 cm	1	5+	0	Infiltrate, Jump Pack
Cavalry									
Piranha	25 cm	6+	+1	Burst Cannon	35 cm	3	4+	0	Skimmer
Tetras	30 cm	-	+2	Plasma Carbine	35 cm	1	4+	-1	Skimmer, Marklights
Kroot Tracker	20 cm	-	+3	Kroot Hunting Rifle	75 cm	1	4+	0	Infiltration, Sniper
Walkers									
XV-88 Broadside Battlesuit	15 cm	4+/6+f	+1	Twin-Linked Rail Gun * Smart Missiles	75 cm 50 cm	2 1	3+ 4+	-4 0	Elite * Penetrating +2
XV-8 Crisis Battlesuit I	20 cm	5+/6+f	+2	Plasma Rifle Missile Pod	50 cm 50 cm	1 3 BP @	3+ Var.	-2 -1	Elite, Fire on the Fly, Jump Pack
XV-8 Crisis Battlesuit II	20 cm	5+/6+f	+2	Burst Cannon Flamer *	35 cm -	4 Template	4+ 4+	0 0	Elite, Fire on the Fly, Jump Pack * Ignores Cover
XV-15 Stealth Battlesuit	20 cm	5+/6+f	+3	Pulse Rifle Burst Cannon	50 cm 35 cm	2 4	4+ 4+	0 0	Elite, Infiltrate, Jump Pack, Stealth
Kroot Great Knarloc	15 cm	5+	+5	Sharp Beak	-	-	-	-	Special
Krootox	15 cm	6+	+3	Kroot Gun	75 cm	2	5+	-1	Infiltrate, Special
Vehicles									
Devilfish	20 cm	4+	0	Burst Cannon	35 cm	2	4+	0	Skimmer, Transport 2
Hammerhead Mark I	20 cm	3+	+2	Ion Cannon * Burst Cannon	75 cm 35 cm	2 2	4+ 4+	-2 0	Skimmer * Turret
Hammerhead Mark II	20 cm	3+	+2	Rail Gun * Smart Missiles	75 cm 50 cm	1 1	3+ 4+	-3 0	Skimmer * Turret, Penetrating +2
Hammerhead Mark III	20 cm	3+	+2	Fusion Blaster	35 cm	4	3+	-2	Skimmer, Turret
Hammerhead Mark IV	20 cm	3+	+2	Missile Pods	50 cm	3 BP @	Varies	-1	Skimmer
Skyray AA	20 cm	3+	+2	AA Seeker Missiles	100 cm	1	2+	-2	AA, Skimmer, Marklights
Fliers									
Barracuda Fighter	Special	3+	+2	Ion Cannon Burst Cannons	75 cm 35 cm	2 4	4+ 4+	-2 0	Flier, Seeker Missiles
Orca Dropship	Special	6+	+1	Heavy Burst Cannon Missile Pods	50 cm 50 cm	4 1	4+ 4+	0 -1	Flier, Seeker Missiles, Transport 8, Superheavy
Tiger Shark Drone Carrier	Special	3+	+2	Ion Cannon Burst Cannons	75 cm 35 cm	4 4	4+ 4+	-2 0	Flier, Seeker Missiles, Transport 4 Drones
Knights									
Vector	15 cm	3+f, 2+	+2	Burst Cannon	35 cm	3	4+	0	Elite, Quickdraw, Special
Superheavies									
Swordfish Mark I	15 cm	1+	+4	Heavy Ion Cannon * Burst Cannon	100 cm 35 cm	2 3	4+ 4+	-2 0	Skimmer * Turret
Swordfish Mark II	15 cm	1+	+4	Rail Cannon * Burst Cannon	100 cm 35 cm	1 3	3+ 4+	-4 0	Skimmer * Turret, Penetrating +2

