

AERONAUTICA IMPERIALIS



Tau Force List



T'AU AIR CASTE

Traditionally serving as messengers in T'au society, the T'au Air Caste evolved into the sole source of pilots and starship crews in the T'au Empire. Evolutionary adaptations displayed by T'au drawn from the Air Caste ensure they are ideal candidates for their role, possessing superior depth perception and situational awareness in addition to a higher tolerance of acceleration than human pilots. Combined with exceptional training and a selfless devotion to the Greater Good, the Air Caste are a formidable foe hampered only by their lack of combat experience compared to experienced pilots of other races.

T'AU AIR CASTE AIRCRAFT UPGRADES

Decoy Drones +1 point

The aircraft is fitted with autonomous drones, designed to misdirect and obfuscate the guidance systems of incoming missiles. Once per game, roll a D6 for each hit the aircraft suffers from a weapon with an Ammo characteristic of 1, 2 or 3. For each roll of a 6, that hit becomes a miss.

Infra-red Targeting +2 points

The aircraft's targeters and sensors are improved for operating in darkness or poor visibility. If the Night Fighting or Bad Weather rules are in use, this aircraft may fire at Medium range without reducing the number of Firepower dice rolled.

Armoured Cockpit +3 points

The aircraft has additional cockpit armour. For each damaging hit this aircraft suffers from enemy fire, roll a D6. On each roll of a 6, one damaging hit is ignored and the Structure point(s) that would have been lost as a result of the Damage dice are not lost.

Defensive Drones +1 point

The aircraft is fitted with drones tasked to fire defensively upon tailing enemy aircraft. Any T'au aircraft fitted with this upgrade gains the following Primary weapon:

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Defensive Drones	Rear	1-0-0	6+	UL	Tail Gunner, Aerial Attack

Kor'El +5 points

The aircraft is piloted by a famed hero of the Air Caste. This upgrade may only be taken by one aircraft within a force. Once per game, this aircraft may choose to re-roll a dice roll. However, all of the dice rolled must be re-rolled and the player must accept the result of the second roll, even if it is worse.

Ionic Afterburners (Barracuda only) +2 points

The aircraft's engines have been upgraded, allowing it to travel at supersonic speeds. Increase this aircraft's Max Speed characteristic to 7 and Throttle characteristic to 3.

BARRACUDA

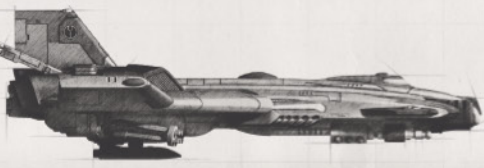
The main air superiority fighter employed by T'au Empire forces, the Barracuda was the primary aircraft encountered during the Taros Air War. Though it lacks the speed of an Imperial Thunderbolt, a Barracuda makes up for this with sophisticated electronic systems, superior manoeuvrability and the natural talent of its Air Caste pilots. Notably, the T'au place greater emphasis on the survival of their aircrew, with each Barracuda equipped with escape pods to ensure a pilot's survival should the aircraft be critically damaged in combat.

A Barracuda is armed as standard with a nose-mounted, pilot-aimed, primary weapon. The weapon itself varies between squadrons. In support, each wing houses a drone-controlled burst cannon that offers an extensive field of fire. To support ground assaults, Barracudas can carry an additional armament of seeker missiles that are guided by a Markerlight operator on the ground, allowing the pilot to focus upon piloting the aircraft.

BARRACUDA AX-5-2

CLASS: FIGHTER SPECIAL RULES: ROCKET BOOSTERS

22
POINTS



STRUCTURE 2

TRANSPORT -

FUEL -

THROTTLE 2

ACE MANOEUVRES 1-7

HANDLING 2+

MIN SPEED 1

MAX SPEED 5

MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Swiftstrike Railgun	Front	0-2-1	2+	UL	Extra Damage (6+)
Missile Pods	Front	1-3-1	4+	UL	Aerial Attack
<i>Upgrade to Barracuda AX-5-3 for +4 points and replace weapons with:</i>					
Swiftstrike Burst Cannon	Front	3-6-3	5+	UL	-
Missile Pods	Front	1-3-1	4+	UL	Aerial Attack
<i>Upgrade to Barracuda AX-5-4 for +1 point and replace weapons with:</i>					
Ion Cannon	Front	1-3-1	4+	UL	Extra Damage (6+)
Missile Pods	Front	1-3-1	4+	UL	Aerial Attack

Pilot
Crew

ADDITIONAL WEAPONRY

Barracuda AX-5-2, AX-5-3 and AX-5-4 Fighters may be equipped with one additional weapon chosen from the following list at 3 points:

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Cyclic Ion Blaster Drones	All Round, Down	2-1-0	4+	UL	-
	Long-barreled Burst Cannon Drones	All Round, Down	0-3-2	5+	UL	-

Barracuda AX-5-2, AX-5-3 and AX-5-4 Fighters may be equipped with one additional weapon chosen from the following list at 2 points each:

	Seeker Missile Bay	Front	0-2-2	3+	1	Aerial Attack, Extra Damage (6+)
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TIGER SHARK

Larger and more heavily armed than the Barracuda, the Tiger Shark operates primarily within a ground support role, the T'au's most direct equivalent of the Imperial Marauder Bomber. Faster and more manoeuvrable than the Marauder, the Tiger Shark lacks the extensive bomb racks of its counterpart. Instead, they fulfil their role with their complement of drone racks which are capable of deploying a shower of remote weapon platforms over a battlefield while strafing opposing ground forces with ion cannon and missile pods.

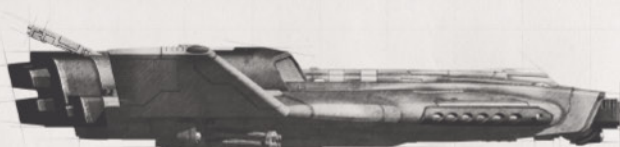
Similar to the Barracuda, the Tiger Shark's wings house drone-controlled burst cannon that offer a measure of defence against aerial threats, although they rarely fly without Barracuda support. Tiger Sharks often operate as a first response force, flying in answer to enemy movements where they deploy drones to halt the enemy advance and delay them until further T'au ground forces can move into place.

TIGER SHARK AX-1-0-2

CLASS: BOMBER SPECIAL RULES: ROCKET BOOSTERS

24

POINTS



STRUCTURE 5

TRANSPORT 2

FUEL -

THROTTLE 2

ACE MANOEUVRES 1-4

HANDLING 4+

MIN SPEED 1

MAX SPEED 5

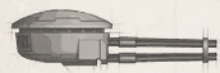
MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Paired Swiftstrike Railgun	Front	0-3-2	2+	UL	Extra Damage (6+)
Missile Pods	Front	1-3-1	4+	UL	Aerial Attack
<i>Upgrade to Tiger Shark AX-1-0-3 for +8 points and replace weapons with:</i>					
Paired Swiftstrike Burst Cannon	Front	4-9-4	5+	UL	-
Missile Pods	Front	1-3-1	4+	UL	Aerial Attack
<i>Upgrade to Tiger Shark AX-1-0-4 for +2 points and replace weapons with:</i>					
Paired Ion Cannon	Front	2-4-2	4+	UL	Extra Damage (6+)
Missile Pods	Front	1-3-1	4+	UL	Aerial Attack

Pilot
Crew

ADDITIONAL WEAPONRY

Tiger Shark AX-1-0-2, AX-1-0-3 and AX-1-0-4 Bombers may be equipped with one additional weapon chosen from the following list at 3 points:

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Cyclic Ion Blaster Drones	All Round, Down	2-1-0	4+	UL	-
	Long-barreled Burst Cannon Drones	All Round, Down	0-3-2	5+	UL	-

Tiger Shark AX-1-0-2, AX-1-0-3 and AX-1-0-4 Bombers may be equipped with one additional weapon chosen from the following list at 2 points each:



Seeker Missile Bay

Front

0-2-2

3+

1

Aerial Attack,
Extra Damage (6+)

TIGER SHARK AX-1-0

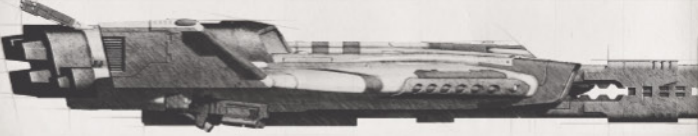
A Titan-killer, the AX-1-0 carries a pair of heavy rail guns capable of punching through the armour of a Battle Titan. As manoeuvrable and well-armoured as its more lightly armed cousin, the AX-1-0 is often accompanied into battle by smaller T'au aircraft such as the Barracuda. These lighter air superiority fighters protect the AX-1-0 while it closes with ground targets, before rupturing their enemies' hulls with devastating strafing runs.

Skilled Air Caste pilots have also become adept at using the AX-1-0 to bring down Imperium bombers, where its super high-velocity rounds make a mockery of anything short of the armour of a Thunderhawk Gunship. Unsurprisingly, the AX-1-0 is a priority target for Imperial pilots, and many Imperium Aces covet the chance to bring one down in aerial combat, often forsaking other targets for the chance to slay such a fearsome beast of the skies.

TIGER SHARK AX-1-0

CLASS: BOMBER SPECIAL RULES: ROCKET BOOSTERS

28
POINTS



Aircraft Upgrades

STRUCTURE 5	THROTTLE 2	MIN SPEED 1
TRANSPORT -	ACE MANOEUVRES 1-4	MAX SPEED 6
FUEL -	HANDLING 4+	MAX ALTITUDE 5

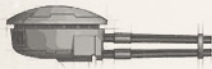
Additional Weapons

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Paired Heavy Rail Cannon	Front	0-2-3	2+	UL	Extra Damage (5+)
Missile Pods	Front	1-3-1	4+	UL	Aerial Attack
An AX-1-0 may replace its Paired Heavy Rail Cannon as follows for +2 points:					
Paired Heavy Plasma Accelerators	Front	4-2-2	3+	UL	Extra Damage (6+)

Pilot
Crew

ADDITIONAL WEAPONRY

Tiger Shark AX-1-0-2, AX-1-0-3 and AX-1-0-4 Bombers may be equipped with one additional weapon chosen from the following list at 3 points:

	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Cyclic Ion Blaster Drones	All Round, Down	2-1-0	4+	UL	—
	Long-barreled Burst Cannon Drones	All Round, Down	0-3-2	5+	UL	—

REMORA DRONE

DX-6 'Remora' Stealth Drones are another wonder of the T'au Earth Caste's drone technologies, developed to preserve the lives of T'au Air Caste pilots and operate in environments unsuitable for larger aircraft. A bigger version of the smaller infantry support drones, the Remora incorporates air-to-air and ground-to-air weapons such as burst cannon and seeker missiles, making it equally lethal to both ground targets and enemy aircraft.

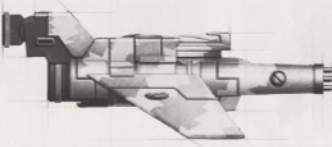
The true strength of the Remora is in its role as a scout. Using a stealth field generator similar to those used in T'au Battlesuits, it can fly through enemy territory undetected. Meanwhile, its suite of sensors and markerlights allow it to 'spot' for larger aircraft such as the Tiger Shark, letting them fire their weapons with pinpoint accuracy from kilometres away.

REMORA DRONE

CLASS: SCOUT SPECIAL RULES: STEALTH (-1), JINK

14

POINTS



STRUCTURE 1

TRANSPORT -

FUEL -

THROTTLE 2

ACE MANOEUVRES 1-7

HANDLING 3+

MIN SPEED 0

MAX SPEED 6

MAX ALTITUDE 5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Burst Cannon	Front	4-2-0	5+	UL	-
Seeker Missiles	Front	1-2-1	3+	2	Extra Damage (6+)

Pilot
Crew

ORCA

The Tau Navy's Orca Dropship is a dedicated armoured orbital transport shuttle for ferrying Tau troops, equipment and supplies from Tau starships in orbit to a planet's surface. Unlike the Space Marine Thunderhawk gunship, or the Tau's own far larger Manta, the Orca is not a frontline combat vehicle and is only equipped for self-defence. This is because its primary function is transporting Tau troops, which usually takes place well away from any fighting. Orcas are well-armoured for their role and utilise the same unknown nano-crystalline alloy that is also used in many other Tau vehicles and aircraft. Using the Tau's anti-gravity technology and powered by quad ramjets, the Orca is also fast and highly manoeuvrable despite its size and bulky appearance, allowing for the more rapid deployment of Tau troops.

ORCA

CLASS: BOMBER

SPECIAL RULES: ROCKET BOOSTERS

25
Points



Aircraft Upgrades

STRUCTURE 4	THROTTLE 2	MIN SPEED 0
TRANSPORT 4	ACE MANOEUVRES 1-4	MAX SPEED 5
FUEL -	HANDLING 4+	MAX ALTITUDE 5

Additional Weapons

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Long-barreled Burst Cannons	Front	0-3-2	5+		-
Missile Pod	Front	1-3-1	4+		Aerial Attack

Pilot _____
Crew _____

ADDITIONAL WEAPONRY

Orca Bombers may be equipped with one additional weapon chosen from the following list at 2 points each:

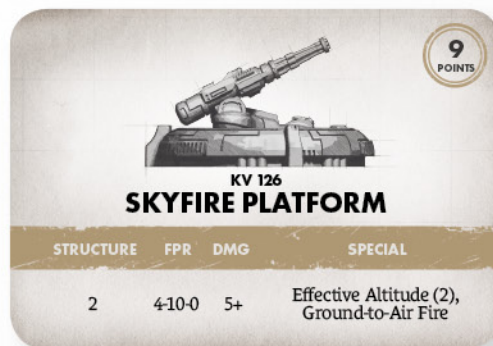
	WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
	Seeker Missile Bay	Front	0-2-2	3+	1	Aerial Attack, Extra Damage (6+)

Note: This craft is a home brew by WalBanger

GROUND DEFENCES

KV 126 SKYFIRE PLATFORM

The Fire Caste makes extensive use of anti-aircraft weaponry, often as part of Tidewall defensive positions. Among these, the most common is the Skyfire platform, with its array of burst cannon. Able to unleash a storm of destructive energy, the Skyfire can saturate an area above a T'au gun line, ripping apart any pilot foolish enough to fly into it. Skyfire platforms are also adept at precision bursts, using markerlight drones to 'paint' potential targets for the cannon to track. In this way, an enemy pilot will often find themselves 'marked' by a group of drones as they race over T'au territory, not realising the danger they are in until burst cannon fire erupts from below with unerring accuracy, leaving any trailing T'au craft to fly on to their next target.



KV 129 STORMFURY PLATFORM

The Stormfury incorporates a twin rail gun array and its primary role is to fire at high altitude targets, the cannon adapted from versions found on T'au tanks such as the Hammerhead. These immensely powerful guns do not rely upon saturation or flak shells like more primitive heavy AA, such as the Imperial Basilisk. Instead, sophisticated AI systems within the Stormfury calculate velocities and vectors before sending a shot screaming skyward. The result is a rail gun round that will cross the distance between ground and aircraft in mere seconds, before smashing through the hull of a distant aircraft with devastating effect.



T'AU ACES



TARGET REF. 1291730

KAE O'AR

Master Navigator: Once per game, after completing its movement, you may move this aircraft one hex in any direction, effectively allowing you to adjust its final position (but not its facing).

'RED HORIZON'

AIRCRAFT: BARRACUDA AX-5-2 CLASS: FIGHTER SPECIAL RULES: ROCKET BOOSTERS

24 POINTS



STRUCTURE	2	THROTTLE	3	MIN SPEED	1
TRANSPORT	-	ACE MANOEUVRES	1-7	MAX SPEED	5
FUEL	-	HANDLING	2+	MAX ALTITUDE	5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Swiftstrike Railgun	Front	0-2-1	2+	UL	Extra Damage (6+)
Missile Pods	Front	1-3-1	4+	UL	Aerial Attack

Pilot

The Red Horizon may take additional weaponry as described on **Barracuda AX-5-2**, but may not take any other crew or aircraft upgrades.

Your force may include one Red Horizon piloted by Kor'La Kae O'ar (in other words, your force cannot include one without the other). Kor'La Kae O'ar's points cost is included in the points cost of Red Horizon.



TARGET REF. 0983.21

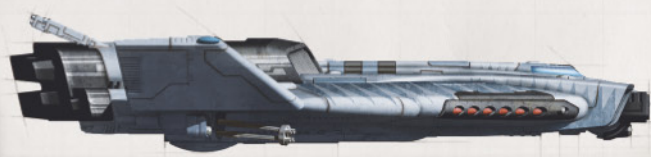
DOR'N O'KA

Evasive: Once per turn, when this aircraft suffers a damaging hit, roll a D6. On a 5+, the damage is ignored and the Structure point(s) are not lost.

'DAWN SWORD'

AIRCRAFT: TIGER SHARK AX-1-0-4 CLASS: BOMBER SPECIAL RULES: ROCKET BOOSTERS

28 POINTS



STRUCTURE	5	THROTTLE	2	MIN SPEED	1
TRANSPORT	2	ACE MANOEUVRES	1-4	MAX SPEED	5
FUEL	-	HANDLING	3+	MAX ALTITUDE	5

WEAPON	FIRE ARC	FPR	DMG	AMMO	SPECIAL
Paired Ion Cannon	Front	2-4-2	4+	UL	Extra Damage (6+)
Missile Pods	Front	1-3-1	4+	UL	Aerial Attack

Pilot

The Dawn Sword may take additional weaponry as described on **Tiger Shark AX-1-0-4**, but may not take any other crew or aircraft upgrades.

Your force may include one Dawn Sword piloted by Kor'La Dor'n O'ka (in other words, your force cannot include one without the other). Kor'La Dor'n O'ka's points cost is included in the points cost of Dawn Sword.

SPECIAL RULES

The following special rules are common to several different types of aircraft:

ROCKET BOOSTERS

In the 41st Millennium, some aircraft are capable of operating beyond a planet's atmosphere in the void of space – such aircraft are noted in the Squadron Lists section as having the Rocket Boosters special rule. An aircraft with Rocket Boosters can choose to disengage from the Area of Engagement from any point, rather than just the table edge (see page 31). To do so, the aircraft must be travelling at Altitude 5. Once it has completed its Ace Manoeuvre during the Move and Manoeuvre step of the Movement phase, declare that the aircraft is using its Rocket Boosters to climb once more and disengage.

TRANSPORT AIRCRAFT

Some aircraft have a Transport characteristic shown as a number rather than 'U'. This represents the cargo of troops, vehicles, etc., the aircraft can deliver into a landing zone. To deliver this cargo, a transport aircraft must land (see page 19). Landing zones will be designated by the scenario, which will also state how many Victory points are won for delivering this cargo into a landing zone.

For example, an aircraft with a Transport characteristic of 2 may earn 2 Victory points for landing safely in a landing zone.

A player whose mission involves landing troops into a landing zone should keep a tally of Victory points scored in this way. Note that an aircraft can only deliver its Transport characteristic once, i.e., once it has delivered its cargo into a landing zone, an aircraft cannot deliver another cargo during the same game.

STEALTH (-X)

Be it due to their small size, high speed, or advanced cloaking systems, some aircraft can appear almost invisible to Ground Defences. Such aircraft can prove difficult, even almost impossible, to track, let alone to target, rendering even the most sophisticated defence systems ineffective against them.

Any weapon with the Ground-to-Air Fire special rule targeting an aircraft with this special rule must reduce its Effective Altitude (X) by the number shown in brackets next to the name of this special rule on the aircraft's profile.

VALUABLE CARGO

Some transport craft are not designed for combat. Their role is instead to deliver valuable personnel with a degree of comfort not considered necessary for the average combatant. Such aircraft are only lightly armed, if they are even armed at all. Consequently, they must rely on the close support and protection of assault craft to land safely. Once their cargo has been delivered, they will rapidly exit the combat zone.

Once this aircraft has deployed its cargo, it may Voluntarily Disengage in any turn as if it were the Disengagement turn.

JUMP TROOPS

Some transport aircraft can deliver their cargoes of troops without landing. The troops inside can leap from the aircraft and drop to the ground using jump packs, grav-chutes or jet packs. In the Squadron Lists, some aircraft with Transport capacity will have the option to upgrade their cargoes of troops to Jump Troops.

Instead of landing in a landing zone, a transport aircraft with Jump Troops can drop them from altitude as it passes over. To drop its Jump Troops, the aircraft must pass directly over the landing zone during the Move and Manoeuvre step of the Movement phase. Once the aircraft has completed its movement, before adjusting Altitude roll a D6 for each point of Transport capacity being dropped. If the result of the roll is higher than the aircraft's current Altitude and Speed added together, the Jump Troops land safely within the landing zone and Victory points are scored. If however the result of the roll is equal to or lower than the aircraft's current Speed and Altitude added together, the troops are scattered, injured or killed and no Victory points are scored.

For example, an aircraft travelling at Altitude 2 and Speed 2 will need to roll a 5 or a 6 to land its cargo of Jump Troops safely, whereas a hovering aircraft at Altitude 1 will only fail to land them safely on the roll of a 1.

JINK

Whether it is due to the superior artifice of the Adeptus Mechanicus, or heretical xenos technology, there are some aircraft that are undeniably more manoeuvrable than others. Able to alter their flight paths seemingly at will, and in defiance of the laws of physics, such aircraft can prove almost impossible to pin down with weapons fire, whilst showing an almost preternatural ability to be in just the right place at just the right time.

When this aircraft is chosen to fire during the Firing phase, before step 1: Targeting, it may immediately move one hex in any direction. Note, however, that the aircraft may not change its facing, Altitude or Speed after making this move. Nor may this movement take the aircraft into an occupied hex.