

WARHAMMER
40,000

EXILED CADRE



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CODEx

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Introduction

Greetings, commander. This text is a compilation of the doctrines and tactics of those warriors exiled by the Tau Empire, and must not be allowed into the hands of our kinsmen who follow the so-called Greater Good. This book will guide you in the techniques of collecting, painting and gaming with a Tau Exiled Cadre in the Warhammer 40,000 game. Exiled cadres take the teachings of the empire in the ways of war and combine them with their own personal ideals and needs. An exiled cadre commander keeps his most trusted veterans close and has to utilise the limited resources he has as efficiently as he can to ensure the survival of his cadre.

The Exiled Cadres

Before the ethereals revealed themselves to tau society the tau were poised to destroy themselves in the fires of civil war. Even now, millennia onward from that time (Known to the tau as the "Mont'au" or "The Terror") and despite the outward appearance of commonality of cause in the tau empire, all is not perfect. Commander Farsight, one of the most respected members of the tau fire caste has left the empire to establish his own colonies in what are now called the Farsight Enclaves, giving no apparent reason. This is the first time anyone has ever chosen to publicly turn their back on the Greater Good for personal gain and these events brought about a difference of opinion amongst members of the fire caste. Some fire warriors have decryed Farsight as a traitor, others see him as merely misguided and others openly support his actions. The fact remains that Farsight's actions have not started a schism in the tau ranks but instead shed light on one. The Greater Good may be the tau philosophy as a race but as with any doctrine it is followed in varying degrees, some septs sticking more rigidly to its teachings than others. To the ethereal caste, Farsight is only one case of rebellion and under Commander Shadowsun the fire caste will be forced back into line in the name of the empire. This is not the case; however, as events have already been set in motion (partly by the ethereals themselves) that could potentially alter the course of the Tau Empire's destiny. Certain sects of the empire have started to drift away from the path of the Greater Good into different areas of thought completely and these cadres are very different from those of 'loyalist' tau, coming into being in very different ways. A cadre may simply fall out of favour with its sept or its ethereals and start to harbour new ideals, or it could be cast out forcibly for some unforgivable action. Some forces with rebellion at heart might flee the empire or feign their own destruction in battle in order to leave without trace. Other single teams or warriors might desert from their cadres to meet up with other like-minded tau in a new cadre. How it happens is irrelevant. The important fact is that tau warriors are leaving the empire for a new life outside the Greater Good, which opens up all kinds of possibilities for them. These 'Exiled Cadres' are at great risk all of the time because they have no support from the empire against more powerful enemies and because of the threat they themselves pose to the empire. If it became publicly known inside the tau empire that warriors were deserting, the empire would collapse back into civil war and so should a loyalist army come across a exiled cadre they would use all their might to destroy them, thereby protecting the empire and the Greater Good. So, which side will you choose? The path of the Greater Good: bringing light and wisdom to the galaxy, or the path of the Exiled: working alone for your own ends? The choice is yours, so choose wisely, commander.

The Tzi'yan Destroyers

After the Damocles Gulf conflicts the Tau empire moved to reclaim its lost colonies and expand further into nearby imperial space. Even though the imperial crusade had left for the other side of the galaxy opposition to the tau's expansions was not uncommon, as ork assailants and tyranid splinter fleets hindered the empire at every turn. One such splinter fleet attacked one of the tau's Kor'vattra colonist fleets on the fringes of tau space and even though it was eventually dispersed, the warp shadows its node ships created led the tau far off course, sending them deep into imperial space. Unable to contact their superiors, the fleet commanders decided to make land on the nearest habitable planet and attempt to contact T'au. The first planet they came across was the capital of the Arionis system, an imperial held hive world that flatly refused to aid the tau. In response the Uash'o of the fleet's fire caste presence decided to take the planet by force in order to protect his colonists from imperial retaliation, bring a new world into the tau empire and allow the earth caste to construct a communications array powerful enough to reach their homeworld. As per the Greater Good, the governor of Arionis was offered the chance to surrender and join the empire, which he refused. However, when shown the fire caste cadres on board their ships who outnumbered Arionis' PDF 2:1 he submitted to the tau's requests. So began a time of peace on Arionis, which was renamed Tzi'yan by its new rulers, where human and tau alike lived and worked together. The Shan'al managed to get back in touch with T'au high command, where they were commended for their efforts and trade links were set up between the isolated colony and the rest of the empire. Hive cities were levelled and replaced by shining white tau structures, new technology was used to extract massive amounts of metal ores from Tzi'yan's only moon and massive foundries were set up to turn the arid world into a fully functional production centre. As Tzi'yan's trade circles and influence grew, its fame became apparent across the tau empire and in neighbouring human and ork realms, the trademark 'TZ' print featuring on some of the most popular pulse weapons. An ork warlord of the blood axes clan is even reported to have said "Getz da wunz wiv da black squigglez on, deyz da best wunz" while looting a tau arms trading vessel. But this golden age was not to last, as unrest was stirring in the foundries of Tzi'yan.

Certain groups of the human populace of Tzi'yan, who thought themselves better than their tau rulers. The sept's wealth had made the humans start to wonder whether or not they still needed the tau and rebel sects started forming, which planned to usurp the tau and retake Arionis for themselves. Slowly but surely these guerillas started raiding and assassinating across the sept, frustrating tau authorities by their ability to evade capture. This civil war came to a height when the ethereal leader of Tzi'yan, Aun'o Ol'kor, was murdered by human rebels in his palace. The Shas'Uash'o of the tau sept, who had been just a young warrior when he had directed the initial invasion of Arionis and now a seasoned veteran, was enraged by the humans' insolence. His name was Shas'o Tzi'yan Mont'Nan Mont'yr Ko'T'Suam, or Commander Deathsword and it is said that his actions that day will never be forgotten on Tzi'yan. In his fury he ordered the execution of every human on the sept, be they man, woman or child, for what he saw as an ungratefulness and greediness that could never be quashed, a betrayal too shameful to be forgiven. True to their lord, the Tzi'yan fire caste burned every human house to the ground, shooting any human they saw on sight. Battlesuit teams assaulted rebel strongholds in the mountains and flying vehicles chased the insurgents wherever they went until Tzi'yan had been purged. Of course, O'Mont'nan was recalled to T'au to

account for his actions, but it was decided that he did what he did in service to the empire rather than for personal reasons. Even so, the Tzi'yan tau's experiences during the year-long war on Tzi'yan have darkened their hearts considerably and the world is no longer the happy place it once was. They are thought of being dark, lonely people still isolated from the rest of the empire and have earned the reputation of being ruthless, determined and unforgiving in everything they do.

Today, Tzi'yan is a very wealthy sept, basing its activities around its almost unending supplies of metal ore and production in its massive refineries, smelters and foundries. The 'TZ' trademark still appears on some of the highest quality weapons in the tau empire. On top of that, the earth caste of Tzi'yan are also at the forefront of technological development within the tau empire, responsible for many of the up-and-coming developments in the tau military. The TX-49 piranha, the Dragonfish HSG, the Predator and Shadowblade battleships, the Darkfire cruiser and many more inventions have been created on Tzi'yan. Even the missing Stingray AAC prototype vehicle is said to have been designed and produced on the sept world, which has supposedly been sighted in Commander Farsight's armies. These new developments in fleet assets and the massive export business on Tzi'yan has led to a huge dockyard being built in orbit around the sept where freighters and battleships alike can dock, refuel, stock up and move on. The dockyards also include a shipyard where the Kor'vattra'era of the Tzi'yan military are created and new developments are trialled. On the surface of the sept, life is just as industrious. When the tau first arrived on Arionis it was an arid wasteland of black ash, towering volcanic mountains dotting the landscape. These volcanoes continuously emit smoke and ash, giving the planet a monochromatic swirling atmosphere and making it very hot. Up in the mountains away from the volcanic regions the great foundry-cities of Tzi'yan are built, the high altitudes providing a more temperate climate than the sweltering heat of the ash-plains and the boiling seas. In the foundry-cities the tau recycle ash and carbonic gas to power the plasma furnaces in their factories, where they mass-produce high-quality arms, vehicles, ammunition and other tools of war to be sold across the empire. These cities are a wonder of engineering, towering high above the mountains their foundations lie in and are a shining beacon of hope in the black, arid deserts around them. Of course, with the amount of ships and arms being produced on the planet, it's no surprise that Tzi'yan maintains a sizeable fire and air caste presence. O'Mont'nan still leads the Tzi'yan fire caste in battle and joint-rules the sept with the leaders of Tzi'yan's air and earth castes. The water caste rarely features on Tzi'yan as their principles are very firmly rooted in 'strike now, ask questions later', and the ethereal caste form a circle of advisors to the main three leaders. The vessels and armour of Tzi'yan's warriors is jet black, with dark grey cloth and light grey sept markings which not only camouflages them on their homeworld but makes them excel at night fighting. Their tactics involve a high level of mechanisation, using transports and gunships to rain down a deadly hail of concentrated fire on their enemies wherever and whenever they wish. This tactic mainly comes from training on the ash plains, where there is no cover for miles around so speed and armour is your only defence. Even though the Tzi'yan tau have proved themselves time and time again, they still have their doubters and it is whispered across the empire that their soldiers' black armour still mirrors a deeper darkness in their hearts.

The Shak'Vro

The Tau of the Shak'Vro were once stolid followers of the Tau'Va just like most Tau are but long ago that changed. The Shak'Vro have always been close and consider each other brothers. Many years ago when the Tau were spreading out across the nearby planets in the second expansion they came upon a planet named Nuir'Kahn which was under the control of a heretic and was infested by daemons. Orbital scans revealed vast deposits of valuable ores, which the Ethereals deemed necessary for the Tau to proceed. It was decided that the planet would be cleansed of both heretics and daemons, as there was no way of persuading them to join the greater good, and mined. Unfortunately the planet was protected by many planetary defense lasers, which would mean that any Tau ship coming too close would be obliterated before it could fire a thing. Therefore it was decided that a strike force was to be sent to the planet to destroy the weapons. This strike force was comprised of almost a third of all of the Shak'Vro Tau. The mission was supposed to be a simple one and the Shak'Vro landed on target and held the daemons at bay whilst charges were laid inside the weapon facilities. Next the Shak'Vro were meant to make a structured retreat to a safe location whilst the charges were detonated and then be airlifted to safety by the air caste. However the Shak'Vro were taking heavy losses and the structured retreat fell apart. Luckily the charges detonated and the guns were destroyed. Eventually the Shak'Vro made it to the rendezvous but found no air caste transports. The Ethereals had cancelled them. The Shak'Vro that were in orbit were horrified to watch as their fellow Tau were slaughtered by the daemon horde. Finally there were but a few Shak'Vro left who some of whom remained to get slaughtered in order that their fellows could escape into the mountains, thus demonstrating their stubbornness and self-sacrifice for their brethren who were running into the mountains in the hope that they could hide out and find out what had happened to the transports. However before they could escape the Ethereals ordered the planet cleansed and the Shak'Vro who had hoped that at least some of their brethren would escape with their lives were horrified to see the Ethereals order their comrades obliterated. They were told their fellows had died for the greater good but their belief in this; the center of the Tau Empire had been shattered. Whispers passed between the Shak'Vro and plots were made to rid them of the Ethereals. But before anything could be done the Ethereals heard of the conspirators and came upon them arresting them and removing their weapons. They then transported them down to the surface of Nuir'Kahn in preparation to execute them. But the Ethereals underestimated the anger of the Shak'Vro who crafted hand-to-hand weapons out of anything they could find. They captured the transports and forced the air caste pilots to join them. They then flew back to the orbiting ship and once on board killed every ethereal they could find. Any Tau they met they offered the simple choice to join them or be sent back to the empire weaponless and shamed. Many chose to join them and those that were not were herded into escape pods and jettisoned into space with the simple message that if the Shak'Vro ever met another ethereal they would do everything in their power to kill it. Then the Shak'Vro and their loyal air, earth and water caste members flew off to forge a life for themselves elsewhere. They learnt more of the practices of close combat and became skilled warriors in memory of the time they showed their true separation from the greater good and forged close combat weapons to capture the transports. They also changed their name to Shak'Vro in memory of their lost brethren. No record remains of what their name once was.

Exiled Traits

Due to being at least partially separated from the Greater Good, all units used in an Exiled Cadre force cannot take Markerlights or Special Issue Wargear. All units that would normally have access to the Tau Empire Armoury must only access the Exiled Cadre Armoury.

Exiled cadres have been forced to adapt to their new lifestyles in many ways, and this re-moulds them from the loyal students of the fire caste into hardened veterans. Although their new lives do grant them new skills and abilities, they lose other aspects of their teachings the further they stray from the Greater Good. This allows you to construct your exiled cadre to be a unique organization with plenty of character and detail behind each soldier. However, these traits are designed to add flavor to an army and offer different styles of play rather than to create one all-powerful dominating force.

As an exiled cadre is by definition a divergence, a cadre must select at least one advantage and one disadvantage. A major trait counts as two traits for the table below, while a minor trait only counts as one.

Minor Divergence (The cadre is still mostly a loyalist unit, but has started to drift from the normal Tau principles): 1 advantage and 1 disadvantage.

Significant Divergence (The cadre is using different methods to achieve its aims, but still maintains links to the ethos of the Greater Good): 2 advantages and 2 disadvantages.

Major Divergence (The cadre's ties with the Tau'va are shattered beyond repair, and it has become a force in its own right): 3 advantages and 3 disadvantages.

Advantages -

Major:

Kais'ka: These renegades have been evading the empire for many years, and have become very skilled as a result. Tau Fire Warrior Teams (not including veterans, they are already skilled) may upgrade their BS by +1 at a cost of +2 points per model. If one Fire Team takes this upgrade, then all the Fire Teams in the army must do so.

Rapid Retreat: These warriors have had to flee from the empire, and have spent the rest of their lives moving from place to place. Devilfish troop carrier are reduced to 50 points, and all units with the option of taking a Devilfish in their unit entry must do so, or be mounted in a Stingray Assault Vehicle. A unit that has the option of taking a Devilfish may not exceed 12 models (including drones). May not be combined with "Stand your Ground".

Misplaced Trust: An alien is often more easily swayed than a Tau. This army may include Vespid Stingwings and Kroot Carnivores from Codex: Tau Empire. They may also select allies from the following armies: Imperial Guard, Eldar, Dark Eldar, Chaos, Orks, Kroot Mercenaries. If they do take allies, they may not select more than 0-1 HQ, 0-1 Elites, 0-2 Troops, 0-1 Fast Attack and 0-1 Heavy Support, none of which may be the army's compulsory choices on the force organisation chart.

Minor:

Trust in the Mont'yr: Veteran units are used more extensively; due to the trust their commander has in them. Crisis Battlesuits become 1+ units and the squad size is changed to 1-5 battlesuits.

Never seen, never heard: This cadre uses stealth tactics more often to achieve its aims. Stealth Teams may be taken as troops or as elites. If they are used as troops, they may not take battlesuit support systems.

Fallen Aun: Some rebels are led by ethereals who have fallen from favor with their peers. The army may take Ethereals from Codex: Tau Empire, following all the rules listed there.

Hatred of Co'ko'tau: These rebels have been forcefully cast out by their sept and hunted for years. Any model in the army may gain the Preferred Enemy: Tau Empire for +1 points per model. If one model in the army takes this option, then every model must do so.

Brothers in Blood: The warriors of this cadre have been through the worst of hardships together and are forged into brothers as a result. Every non-vehicle unit in the army counts as having a bonding knife for no extra points cost.

Teachings of Nan'ka: This force has learned to utilize the size and power of its battlesuits more effectively as a close-combat unit. All XV8 Battlesuits in the army have +1 WS, and may be given the Furious Charge veteran skill at +5 points per model. If the battlesuit has two weapons systems or more, it gains +1 attack for having multiple close combat weapons.

Disadvantages -

Major:

The Last Standing: This force has lost its best and brightest through years of bloody warfare, and now has very limited numbers due to fewer recruits. The army may only take 0-1 units of Crisis Battlesuits, and may not take Crisis Bodyguards or Commanders.

The Greater Good Prevails: This cadre has not strayed all that far from the principles of the Greater Good, even though they have left the Empire. The army may not have access to Hard-Wired Weapons Links, Heavy Weapons or Heavy Weapons Teams.

Stand Your Ground: A life away from the Empire has given these Tau a rugged determination to stand against all odds for what they believe in. While this must be commended, it isn't always the soundest tactical option. The army may not take Devilfish transports. The army may take Stingray Assault Vehicles but they may not be used as transports. May not be combined with "Rapid Retreat"

Co'Fio'Vesa: This cadre's links to the earth caste are all but severed. The army may not take Gun Drones Squadrons, or equip its units with drones as wargear. All vehicles with

drones as part of their equipment may still take the drones, but they may not be detached during battle as they have been wired into the vehicle's targeting control. The lack of expertise from the Fio has also created a dangerous skills-gap in the force's engineering. The Hard-wired Weapon Link, Over-charged Thrusters and Over-charged Engines have their chance of malfunctioning increased by +1 on the relevant dice roll.

Minor:

Fear of Capture: The Tau Empire as a whole is far more powerful than a single cadre, and so many renegades fear nothing more than the wrath of their former brothers. If the Exiled Cadre fights a Tau Empire army, take a pinning check for every unit in the exiled force at the start of the game.

Armour of the Empire: These renegades have had to leave their past lives quite abruptly and so could only take the equipment they had with them at the time. This army may only have 0-1 units of Hammerhead Gunships, Sky Ray Missile Defense Gunships and Piranha Light Skimmers.

Technology of the Empire: These rebels' situation grants them very limited resources, and so their equipment is starting become outdated. This army may only have 0-1 units of Stealth Teams and XV88 Battlesuits.

First among our own: This Ka'ra'ka'ui is very insular, even more so than other exiled and are very careful about where they place their trust. Tau are faithful to other tau, but you cannot rely on an alien to act the in the same fashion. The cadre may not take any Alien Wargear.

Army List

Strategy Rating: The Exiled Cadres have a strategy rating of 1.

Sentries: When required to deploy sentries, the Exiled Cadre player must use 4 Fire Warriors.

Experience: When playing an Exiled Cadre in a campaign in which experience is being counted, then experience is accumulated in the same way as normal. Drone squadrons never gain experience. The experience deduction for being reduced below 50% only takes effect if the unit loses more than 50% of non-drone models.

Armoury

The armoury is split into three sections - those items of equipment that may be taken by Tau equipped with a battlesuit, those that may be chosen by models on foot, and vehicle systems.

Battlesuit Armoury

Battlesuit Weapons Systems

Burst Cannon

Dual Pulse Carbines.....5pts/10pts

Dual Pulse Rifles.....5pts/10pts

Flamer

Fusion Blaster

Missile Pod

Plasma Rifle

Alien Weaponry [Variable Points Cost]

Battlesuit Support Systems

Advanced Stabilisation System

Blacksun Filter

Drone Controller

Dual-axle Control Systems....15pts

Multi-tracker

Over-charged Thrusters.....15pts

Shield Generator

Target Lock

Targeting Array

Battlesuit Wargear

Bonding Knife

Energy Shroud.....15pts

Enhanced Armour Plating...35pts

Gun Drone

Hard-wired Blacksun Filter

Hard-wired Drone Controller

Hard-wired Multi-tracker

Hard-wired Target Lock

Shield Drone

Team Link Array.....20pts

Alien Weaponry

Exiled cadres have to fight for their very survival constantly and this lifestyle is a large drain on resources. As such, after a battle the survivors will tend to scavenge their dead friends and foes alike for weaponry and equipment. Races attacking Ka'ra'ka'ui forces often find their own weaponry being used against them, and it is becoming increasingly common to see exiled battlesuit pilots wiring alien weapons into their hard-point slots. The exiled cadre army may select any alien weaponry from one of the categories below, but may not select more than one category.

Imperial:

Autocannon

Assault Cannon

Heavy Bolter

Plasma Cannon

Missile Launcher

Multi-melta

Multi-laser

Eldar:

Bright Lance

Dark Lance

Scatter Laser

Shruiken Cannon

Splinter Cannon

Ork:

Big Shoota

Kustom Blaster

Dual-axle control systems

Modifications to the battlesuits used by exiled cadres can increase their performance just as much as a support system can. These battlesuits' pilots are constantly working to advance the suits that their lives depend on by adding new systems, adapting old ones or even rebuilding the structure. Dual-axle control systems are enhanced joints and control links in the battlesuit, using adapted multi-tracker links to increase mobility and reaction time. A model equipped with dual-axle control systems is granted +1 WS and

+1 Initiative.

Dual pulse carbines

Exiled Cadres often have fewer reservations about cannibalizing wargear than loyalist Tau, and so their battlesuits often carry modified versions of foot soldier weaponry. This weapon is similar to the dual pulse rifle in that it is two pulse carbines fused into one.

Range 18" / S5 / AP5 / Assault 2

Dual pulse rifles

Exiled Cadres often have fewer reservations about cannibalizing wargear than loyalist Tau, and so their battlesuits often carry modified versions of foot soldier weaponry. This weapon is simply two fire warrior pulse rifles fused into one weapon.

Range 30" / S5 / AP5 / Rapid Fire 2*

*The weapon fires as a normal rapid fire weapon but with double the number of shots, e.g. a dual pulse rifle would be able to fire 2 shots at up to 30" range or 4 at up to 12" range.

Energy shroud

Highly volatile energy nodes are placed around the battlesuit's armour, which emit a crackling aura of electrical energy. When the battlesuit engages in combat, this energy strikes at nearby enemies, protecting the battlesuit from retaliation and injuring the surrounding combatants. The energy shroud reduces the WS of all models in combat with the battlesuit by 1. At the end of each assault phase, all models in base contact with a model using an energy shroud take an automatic hit at Strength 3, AP -, with armour saves allowed. Monarch teams and independent characters only without drones only.

Enhanced armour plates

Crudely bolted on armour plates cover the battlesuit, increasing its survivability but increasing its weight at the same time. A model with this upgrade gains a 2+ armour save and +1 Toughness, but may not make additional jetpack moves in the assault phase.

Ion cannon

Exiled cadres don't limit themselves to mounting vehicles weapons on vehicles and adapt their forces to suit their needs and their equipment. Broadside battlesuits in Ka'ra'ka'ui often replace their standard railguns with ion cannons to vary their firepower for facing different enemies.

Stats: As stated in 'Codex: Tau Empire'

Over-charged thrusters

As battlesuit pilots and technicians tinker with the exiled's battlesuit systems they uncover new ways to use certain parts. This leads to increased performance but occasionally makes the altered systems unstable. Over-charged thrusters give the battlesuit greatly increased speed and mobility, but at a cost. A model equipped with this system may add +D6" to its basic and jetpack movements. If the model rolls a 1 for its

added movement, it takes an automatic wound with armour saves allowed as the engines malfunction, reacting violently to the increased pressure.

Team link array

The team link array is a heavily adapted communications link that projects visual readouts to a team leader's control screens. This is used to better co-ordinate commands between team members and increase unit efficiency. All models in a unit lead by a model with a team link array may re-roll failed Target Priority and Morale tests.

Infantry Armoury

Infantry Weapons

Any model with access to the infantry weapons list may only select one weapon. The hunter knife does not count toward this limit.

Advanced Pulse Carbine..... 5pts

Advanced Pulse Rifle..... 5pts

Advanced Rail Rifle..... 20pts

Hunter Knife..... 5pts

Infantry Burst Cannon..... 10pts

Pulse Rifle

Pulse Carbine

Rail Rifle

Infantry Wargear

Bonding Knife

EMP Grenades

Enhanced Armour Plating..... 25pts

Hard-wired Blacksun Filter

Hard-wired Drone Controller

Hard-wired Multi-tracker

Hard-wired Target Lock

Hard-wired Weapon Link..... 5pts

Gun Drone

Photon Grenades1pt

Shield Drone

Shield Generator Breastplate..... 25pts

Advanced Pulse Carbine

The standard weapon of fire warrior veterans. These warriors have spent years in active service with their lives depending on their wargear. As such, they tend to customise the weapons they carry to increase its potential.

Range 18" / S5 / AP4 / Assault 2, Pinning

Advanced Pulse Rifle

An alternative weapon carried by elite fire warriors. These warriors have spent years in active service with their lives depending on their wargear. As such, they tend to customise the weapons they carry to increase its potential.

Range 36" / S5 / AP4 / Rapid Fire

Advanced Rail Rifle

A modified rail rifle used by only most experienced snipers. After long periods testing the weapon, these soldiers have become accustomed to its workings and can adapt them to increase performance. Rail rifles are most commonly advanced either to make them more effective against infantry or to turn them into an effective anti-vehicle weapon. The latter of these two enhancements uses plasma heating technology to make the hypervelocity particle melt through vehicle armour as it hits. An advanced rail rifle may fire using one of the following two profiles, but it may not change profiles during the game. Your opponent must be informed of the chosen configuration before the battle.

'Death Shade' configuration: Range 36" / S7 / AP2 / Heavy 1, Pinning

'Burning Lance' configuration: Range 36" / S6 / AP3 / Heavy 1, Pinning, Melta

Enhanced Armour Plating

Crudely bolted on armour plates cover the battlesuit, increasing its survivability but increasing its weight at the same time. A model with this upgrade gains a 2+ armour save and +1 Toughness, but may not make additional jetpack moves in the assault phase.

Hard-Wired Weapon Link

Fire Caste doctrine forbids the use of the integration of heavy weapons into fire warrior teams, but with the separation of the exiled cadres this doctrine is ignored. A modification of the communications link earpieces is being used to connect a fire warrior's targeting systems to infantry-orientated version of battlesuit weaponry, greatly increasing the amount of firepower a unit can produce. This piece of wargear allows a Tau model to choose one battlesuit weapon system, but treating it as a heavy weapon,

so a weapon with 'Assault 2' in its profile would become 'Heavy 2'. A Rapid Fire weapon using a weapon link fires as normal, but the model carrying it may not move and shoot. The weapon link is an inventive piece of wargear, but it has its risks. The control connection is wired directly from the weapon into the fire warrior's helmet and so if the weapon or weapon link malfunctions the results can be fatal to the fire warrior. Any weapon using a weapon link gains the Gets Hot! rule. If the weapon already has the Gets Hot! rule, then increase the chance of damage by one (For example, a fire warrior with a plasma cannon would suffer a wound on a roll of 1 or 2 to hit.)

Hunter Knife

Hunter teams use viciously serrated knives as a secondary weapon should the enemy get too close for the rail rifles or as a way of finishing off helpless adversaries once the rifles have done their work. This weapon counts as two close combat weapons in combat.

Infantry Burst Cannon

A modified version of the battlesuit burst cannon; this weapon incorporates extra clamps and stabilizers cannibalized from battlesuits to make it infantry portable.

Stats: see 'Codex: Tau Empire'

Shield Generator Breastplate

This backpack is an item that projects a forcefield, strapped to the wearer's chest. It grants the wearer a 4+ invulnerable save.



Vehicle Armoury

Vehicle Upgrades

Armour Plates..... 15pts

Blacksun Filter

Decoy Launchers

Disruption Pod

Flechette Discharger

Multi-tracker

Over-charged Engines.. 15pts

Sensor Spines

Targeting Array

Target Lock

Armour Plates

Crudely bolted on armour plating that could mean the difference between life and death for these renegades. Add 1 to one armour value on the chosen vehicle. This effect is not stackable and only one armour plate upgrade may be taken per vehicle.

Over-charged Engines

Extra thrusters, vectoring jets and retros have been fused into the vehicle's engines and with some extra modification the speed and maneuverability of the vehicle is greatly increased. The vehicle may increase its maximum move by half its original maximum. For example, a fast vehicle like a Piranha can increase its top speed to 36" (24"+12"), while a devilfish would only be able to increase to 18" (12"+6"). In a turn where the vehicle with over-charged engines wishes to move faster than its original maximum speed, roll a D6. On a roll of 1 the engines malfunction, the vehicle takes a glancing hit and may not move that turn.

Shard Cannon

A variant of the flechette discharger unique to exiled cadres, the shard cannon fires massive bursts of shrapnel, flechettes and serrated blades, which rips through anything that gets in the way, tearing the exiled's enemies to bloody ribbons.

Range 12" / S 4 / AP 6 / Heavy 2D6



HQ

O'Shovah - Commader Farsight

See 'Codex: Tau Empire'

Major Divergence

Advantages: Teachings of Nan'ka, Brothers in Blood, Trust in the Mont'yr

Disadvantages: Technology of the Empire, Armour of the Empire, No Contact with Progression

XV8 'Crisis' Commander (Tau: Shas'el or Shas'o)

See 'Codex: Tau Empire'

XV8 'Crisis' Battlesuit Bodyguard Team (Tau: Shas'vre)

See 'Codex: Tau Empire'

0-1 Fire Warrior Commanders (Tau: Shas'el or Shas'o)

In an exiled cadre, the progression through the ranks of a fire warrior can vary depending on casualties, availability of equipment, times of hardship and personal preference. Some fire warriors never make it into battlesuit service mainly through the lack of new battlesuits. As such, a fire warrior may progress to shas'el or shas'o without

ever entering a battlesuit, so instead of being a dominating force on the battlefield like an XV8, he is an inspiring leader of men, driving his cadre to victory. Fire warrior commanders use reinforced armour, taking armour plates from dead friends and foes alike to increase their survivability.

Shas'o / 50pts / WS 4 / BS 5 / S 3 / T 3 / W 3 / I 3 / A 3 / Ld 10 / Sv 3+

Shas'el / 35pts / WS 3 / BS 4 / S 3 / T 3 / W 2 / I 3 / A 2 / Ld 9 / Sv 3+

Team: A team consists of 1-3 Fire Warrior Commanders, although they do not have to be deployed together and may be attached to different squads.

Unit Type: Infantry

Equipment: The Commander may be equipped with any items from the Infantry Armoury.

SPECIAL RULES

Independent Character: Unless accompanied by a bodyguard, a fire warrior commander is an independent character (see the Warhammer 40,000 rulebook). If accompanied by drones, he may still join other units as an independent character.

Stand Firm: Any friendly unit on the battlefield may use the fire warrior commander's leadership value instead of their own for morale, pinning and leadership tests as long as he remains on the field.

Hardened Fighters: One fire warrior team, fire warrior veteran team, hunter team or heavy weapon team may be assigned to a fire warrior commander as his bodyguard. All models in this unit receive a +1 bonus to their BS. The unit may not take a character upgrade if led by a commander. The commander then loses his independent character status and may not leave that unit.

Prosper, as Tau shall: Any Exiled Cadre featuring a fire warrior commander has a strategy rating of 2, instead of 1.



Elites

XV8 'Crisis' Battlesuit Team (Tau: Shas'ui)

In a Ka'ra'ka'ui the most experienced and powerful soldiers are the battlesuit pilots. Skilled gunners that excel in utilising both the battlesuit's mobility and its capacity for firepower, they are the veterans of the exiled who have seen the worst of times and faced them resolutely. Becoming a battlesuit pilot is a great honour, and sets the soldier on the path to a bodyguard and maybe a commander someday. The exiled often have few battlesuits at their disposal, so the battlesuit shas'ui are often the closest friends and brothers of their commanders, trusted with one of the most powerful tools in a commander's arsenal.

See 'Codex: Tau Empire'

Stealth Team (Tau: Shas'ui)

See 'Codex: Tau Empire'

Fire Warrior Veteran Team (Tau: Shas'ui)

A fire warrior in the tau empire aspires to become a battlesuit pilot. In exiled cadres this isn't always the case. There may not be space in the ranks for a shas'ui to have a new battlesuit, he may be considered unworthy or he may simply wish to stay as a foot soldier. Once he reaches the rank of shas'ui and if he does not ascend to a battlesuit he may either stay with his team as its leader, or move into a veteran team, should his commander think his suitable. These veteran teams are groups of hardened fighters who have spend decades away from the empire, using their skills to survive in a galaxy where even their own kin would readily kill them on sight.

Shas'ui / 18pts / WS 2 / BS 4 / S 3 / T 3 / W 1 / I 2 / A 2 / Ld 8 / Sv 4+

Shas'vre / +10pts / WS 2 / BS 4 / S 3 / T 3 / W 1 / I 3 / A 3 / Ld 8 / Sv 4+

Team: A team consists of 6-12 Shas'ui.

Unit Type: Infantry

Equipment: Advanced Pulse Carbine, Photon Grenades

Options: Any model may replace his advanced pulse carbine with an advanced pulse rifle at no extra points cost. The team may carry EMP grenades at an additional cost of +2 points per model. One in three models may replace their weapon with an infantry burst cannon for 10 points. Up to two models may purchase a hard-wired weapon link from the infantry armoury for 5 points and may then take a battlesuit weapon system as a heavy weapon.

Character: One Fire Warrior Veteran Shas'ui may be upgraded to a Shas'vre at +10 points and may select items from the infantry wargear list.

Transport: If the squad numbers 12 models or less (including drones), the team may be mounted in a Devilfish troop carrier (See Codex: Tau Empire)



Troops

Fire Warrior Team (Tau: Shas'la)

The solid core of any Ka'ra'ka'ui is its fire teams. They are the resilient soldiers that stand in defence of their cadre, killing their enemies in a storm of brutally efficient firepower. They can be mounted in a Devilfish troop carrier to make them an effective mobile strike team, or given weapon links in order to further increase their firepower.

See 'Codex: Tau Empire'

Options: Any number of the Fire Warriors in the team may exchange their pulse rifle for a pulse carbine at no extra points cost, or for an advanced pulse rifle or pulse carbine for +5 points per model. Up to two models may purchase a hard-wired weapon link from the infantry armoury for 5 points and may then take a battlesuit weapon system as a heavy weapon. The team may carry photon grenades at an additional cost of +1 point per model or EMP grenades at an additional cost of +3 points per model.

Transport: Devilfish Troop Carrier

See 'Codex: Tau Empire'

Type: Tank, Skimmer Crew: Exiled Fire Caste Unit Type: Vehicle



Fast Attack

Gun Drone Squadron (Tau: Kor'vesa)

See 'Codex: Tau Empire'

Unstable reactors: These gun drones have spent a long time away from any servicing stations and so the exiled cadres have to put up with makeshift repairs where needed. This keeps the drones operational, but at a cost: their reactors are stretched to the limit, and any undue stress on the drone's workings can cause a meltdown. If a gun drone is removed as a casualty, roll a D6. On a roll of 1, the drone explodes. Place a large blast template over the model, with anything fully covered by the template taking a strength 5 hit with armour saves allowed and anything partially covered taking a hit on a D6 roll of 4+.

Piranha Light Skimmer Team

See 'Codex: Tau Empire'

Options: The hull-mounted burst cannon may be replaced with a fusion blaster for 5

points. It may take any of the following vehicle upgrades: armour plates, blacksun filter, decoy launchers, disruption pod, flechette discharger, over-charged engines, sensor spines, target lock, targeting array.

Hunter Team (Tau: Shas'la)

Exiled cadres have to live in a completely different way to their loyalist kin, and this shapes them. Where Tau pathfinders are calm, intelligent reconnaissance experts, hunters are brutal, heartless killers. They range ahead of the main force, acting as scouts, border guards and special operatives. They often act in support of infiltrated stealth teams using their rail rifles to pin the enemy in place and systematically destroy them. Their new way of life has opened up new styles of fighting and these tau would find no problem in getting close to the enemy, slitting throats and stabbing stomachs with their serrated knives, a skill that they have honed almost to perfection. They are the cold-hearted snipers of an exiled cadre, a life of segregation and hatred turning once bright young soldiers into bitter murderers.

Shas'la / 22pts / WS 3 / BS 3 / S 3 / T 3 / W 1 / I 3 / A 1 / Ld 7 / Sv 4+

Shas'ui / +10pts / WS 3 / BS 3 / S 3 / T 3 / W 1 / I 3 / A 2 / Ld 8 / Sv 4+

Team: A team consists of 6-12 Shas'la

Unit Type: Infantry

Equipment: Rail Rifle, Target Lock and Hunter Knife

Options: The team may carry photon grenades for +1 point per model or EMP grenades for +3 points per model. The entire team may replace their rail rifles with advanced rail rifles for +10 points per model.

Character: One model may be upgraded to a Shas'ui for +10 points and may select items from the infantry wargear list.

SPECIAL RULES

Scouts: Hunters are scouts; see the universal special rules section in the Warhammer 40,000 rulebook.



Heavy Support

XV88 'Broadside' Battlesuit Team (Tau: Shas'ui)

These suits are used for destroying the most heavily armoured targets faced by the exiled and sometimes used as fixed turret-like emplacements, guarding their strongholds.

See 'Codex: Tau Empire'

Options: The Broadside team members must choose one battlesuit support system and must choose either a twin-linked ion cannon at +20 points per model or a twin-linked railgun at +40 points per model. The smart missile system may be replaced with a twin-linked plasma rifle at +10 points.

Heavy Weapons Team (Tau: Shas'la)

With the adaptation of the communications link into the weapon link a whole variety of new weapon options has been unlocked, in complete defiance of fire caste doctrine. Fire Warriors displaying an aptitude for firing heavy weapons are grouped into heavy weapons teams. These warriors carry a myriad of different weapons, ranging from tau plasma rifles to imperial autocannon: if it's a weapon, they will modify it to connect to a weapon link and use it. Exiled cadres can't afford to be picky about their wargear, so an army may well find itself faced with squads of fire warriors wielding their own weaponry against them.

Shas'la / 10pts / WS 2 / BS 3 / S 3 / T 3 / W 1 / I 2 / A 1 / Ld 7 / Sv 4+

Shas'ui / +10pts / WS 2 / BS 3 / S 3 / T 3 / W 1 / I 2 / A 2 / Ld 8 / Sv 4+

Team: A team consists of 6-12 Shas'la

Unit Type: Infantry

Equipment: Pulse Rifle

Options: The team may carry photon grenades for +1 point per model, or EMP grenades for +3 points per model. Up to five shas'la (but not the shas'ui) may purchase a hard-wired weapon link from the infantry armoury for +5 points per model and may then select a battlesuit weapon system as a heavy weapon. Any number of fire warriors in the team may replace their weapon with an advanced pulse rifle or carbine at +5 points per model.

Character: One model may be upgraded to a Shas'ui for +10 points and may select items from the infantry wargear list.

Transport: If the squad numbers 12 models or less (including drones), the team may be mounted in a Devilfish troop carrier (See Codex: Tau Empire)

Hammerhead Gunship

See 'Codex: Tau Empire'

Type: Tank, Skimmer Crew: Exiled Fire Caste Unit Type: Vehicle

Stingray Assault Vehicle

The exiled cadres do not have the facilities to create new vehicles so instead they modify existing ones. The Stingray is a modification of the Devilfish troop transport that sacrifices some of its transport capacity for new variant weapon systems. Because of the way the exiled have to live, they get into close-quarters fights more than loyalist tau in their bitter struggles to survive. To help them in these situations they have modified the empire's flechette discharger into a vehicle weapon and it is this that is mounted on the Stingray.

Stingray / 125pts / Front 13 / Side 12 / Rear 10 / BS 3

Type: Tank, Skimmer Crew: Exiled Fire Caste Unit Type: Vehicle

Weapons: A Stingray is armed with a turret-mounted shard cannon and three burst cannons. It is always equipped with a flechette discharger at no extra points cost.

Options: The Stingray may be equipped with any of the vehicle upgrades permitted by the Exiled Cadre armoury.

Transport: The Stingray can carry up to six models. It may not carry any troops in XV battlesuits.

Access Points: There are access hatches at the rear and on each side of the hull. Models embarking or disembarking must be within 2" of one of them.

Fire Points: There are no fire points; the Stingray is a pressurised environment. This means that passengers may not fire whilst aboard the vehicle.