

TAU RANGED PATROL WING

POINTS: 100 + MODELS

The Tau military makes use of a number of fast, agile skimmers. Amongst the fastest is the Piranha, a light vehicle deployed in small squadrons and used to scout ahead of Hunter Cadres and engage enemy reconnaissance units. When a number of Hunter Cadres fight together, they make use of a higher-level scouting force consisting of a number of Piranha squadrons. These so-called 'Ranged Patrol Wings', often called Piranha Swarms by Imperial troops, are responsible not only for scouting out the terrain ahead of a multi-cadre force, but for disrupting any enemy forces they encounter.

The primary function a Tau Patrol Wing is that of hunting down and eliminating isolated enemy forces. The Piranhas are often fitted with seeker missiles, and their chin-mounted burst cannon can be replaced with fusion guns. This makes them exceptionally lethal armour hunters, especially when homing in on markerlight targets marked by other units. For this reason, a Ranged Patrol Wing often includes a Tetra Scout Speeder Team, the Tetra being equipped with markerlights and crewed by Pathfinders expert in their use.

The Ranged Patrol Wing's secondary function is to disrupt the deployment of enemy forces. They achieve this by way of a highly complex communications array mounted upon the wing's command vehicle. This array gathers sensor data from all of the Piranhas in the wing, and decrypts any communications it identifies. The orders contained in the signal are altered, the encryption re-applied, and the signal reconstructed, before being transmitted onwards to the intended recipient. Should the signal prove impossible to replicate, the system is capable of jamming almost any type of communication it can detect.

The re-transmitted signal is intended to disrupt enemy orders, changing dispositions without the enemy command being aware of the subterfuge. Enemy units find themselves deployed kilometres out of line, and either ambushed or unable to take part in the battle. Soon, the entire enemy army is in disarray, allowing the wing and following Tau units to engage the enemy entirely on their own terms. The Tau have become so adept at this process that they can analyse or jam almost any signal, and succeed in disrupting even entirely alien forces.

PIRANHA
COMMAND VEHICLE

Wing Leader



PIRANHA TEAM

Primary Manoeuvre Group



PIRANHA TEAM

Second Line Manoeuvre Group



PIRANHA TEAM

Reaction Support Group



TETRA

Target Acquisition Team



FORMATION:

- 1 Piranha marked as a command vehicle.
- 3+ Piranha Light Skimmer Teams (see Codex: Tau Empire)
- 0-1 Tetra Scout Speeder Team (see Imperial Armour 3)

SPECIAL RULES

Disruption: Ranged Patrol Wings are charged with drawing away the foe's reserves, ensuring enemy reinforcements never even reach the battlefield. The Command Piranha counts as having the Disruptor Beacon strategic asset.

Advanced Scouts: The Ranged Patrol Wing may make a Strategic Redeployment (see Strategic Assets) after deployment, but before the first turn.