

WARHAMMER
40,000

DATASLATE



TAU FIREBASE SUPPORT CADRE

Tau Firebase Support Cadre

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DATASLATE

**TAU FIREBASE
SUPPORT CADRE**

INTRODUCTION

DATASLATES AND DATASHEETS

Dataslates contain collections of one or more *datasheets*. Each datasheet lists its *Faction* (the codex it is considered part of), and will present either an *Army List Entry* (the rules and point values for a single model, vehicle or unit) or a *Formation* (a specific group of models, vehicles or units that enable you to use special rules when you include them in your army).

FACTIONS

Each datasheet will list the Faction it is part of. The Faction determines which codex the datasheet is considered part of for all rules purposes. For example, a datasheet for a new Space Marine Army List Entry can be used in any detachment chosen from *Codex: Space Marines*, while a datasheet for a new Ork Formation would be treated as a Detachment from *Codex: Orks*, and so on.

ARMY LIST ENTRIES

An Army List Entry provides all the relevant information to field a single unit in games of Warhammer 40,000, including its points value and battlefield role. The unit can be used as part of any Detachment that corresponds to the Faction listed on the datasheet (see Factions above).

FORMATIONS

A Formation presents a collection of two or more units that fight alongside one another in a particular way. When you choose an army, you can take a Formation as a special form of Detachment. Unless otherwise stated, you can take any number of Formations in your army, and each is considered to be a completely separate Detachment, regardless of how many units make it up.

Each Formation will tell you what units you need to take and what, if any, options or restrictions apply to the units that make up that Formation. The Army List Entries for each unit in the Formation (the units' profiles, points values, unit types, unit composition, special rules, battlefield role etc.) can either be found in the codex corresponding to the Faction on the datasheet, or elsewhere in the dataslate itself.

ALLIED FORMATIONS

Formations do not count as your army's Allied Detachment, even if they are made up of units

from a different codex to your Primary Detachment, and they do not stop you from taking an Allied Detachment in the same army. However, the Levels of Alliance rules from the *Warhammer 40,000* rulebook do apply to them and units chosen from a different codex that are in the same army.

For example, if you included an Ork Formation in the same army as a Primary Detachment from *Codex: Space Marines*, then the units from the two Detachments would treat each other as desperate allies. However, the Ork Formation would not stop you taking an Allied Detachment in the same army.

FORMATION SPECIAL RULES

Every Formation will include one or more special rules associated with the units that make up that Formation. The special rules for a Formation only apply to the units that make it up (even if there are other units of the same type in your army).

FORMATION POINTS VALUES

Formations do not usually include a points value; just add up the points value of the individual units and options to find out the total points value of the Formation. Occasionally a Formation will require that you pay extra points in order to use it. In this case, the cost of the Formation is the total cost of the units plus any extra points the datasheet specifies you have to pay.

APOCALYPSE FORMATIONS

If a Formation is referred to as an Apocalypse Formation, it can only be used in games of *Warhammer 40,000: Apocalypse*.





TAU FIREBASE SUPPORT CADRE

‘There is no foe that cannot be overcome by a belief in the Greater Good and the relentless application of firepower.’

- Holographic motto projected atop the Fio’O Vesa Munitions Facility

The Tau Empire has survived a great many horrors in its quest to impose a new destiny on the galaxy. Some of these have been literal monsters, such as the grotesque weapon-hosts of the Tyranid hive fleets, whereas others have been metaphorical – the true scale and power of the Imperium’s domain foremost amongst them.

The events that unfolded in the Damocles Gulf have shaken the Tau to their core. There they encountered the Space Marines of the Imperium, a foe every bit as mighty as their own Fire caste, if not more so. The gruelling wars that followed the clash of these two empires led to a change of doctrine, for whenever the Space Marines engaged the Hunter Cadres of the Fire caste in close quarters battle, the Tau would fare disastrously. It was as a direct result of the wars in the Damocles Gulf that the Firebase Support Cadre was formally instigated. These cadres were countermeasures of such overpowering force that even the elite warriors of the Imperium could not hope to approach them and survive.

THE MANTLE OF THE HERO

Though the armies of the Tau rely on their skimmer-tanks and the airborne gunships of the Air caste for long range support, the battlesuits of the Fire caste are considered to be the most efficient of all their many killing machines. A battlesuit requires only one pilot, and often has much the same firepower as a tank or aircraft. When a cadre comprised of heavy battlesuits is deployed, it can change the course of a war.

The Broadside battlesuit is a staple of the Fire caste’s armies. Its reach alone is a potent weapon. Its signature weapon systems are the heavy rail rifle and the smart missile system, complementary tools of destruction that are system-linked to provide lethal accuracy. The whip-crack retort of the rail rifle is greatly feared by the enemies of the Tau. It is held in a gunman’s stance, much as a Fire Warrior may hold a pulse carbine. The cylindrical projectile it fires can hammer straight through power armour and even redoubtable Tactical Dreadnought armour with ease, passing through at such incredible velocity that the sudden

burst of pressure followed by violent decompression reduces all living matter inside to a tangle of semi-liquid mush. Even a Space Marine's enhanced physiology is no match for such pinpoint devastation.

The railgun is roundly hated by the Adeptus Astartes Chapters that have encountered it, for not only does it kill their battle-brothers upon impact, but it destroys or renders inoperable the progenoid glands that allow their Apothecaries to create more Space Marines from the fallen. In this way, it not only kills the Adeptus Astartes of the present, but also kills the warriors of the future.

Since the events of the Damocles War, the firepower of the Fire caste's battlesuit cadres has been bolstered by the addition of the XV104 Riptide. Over twice the size of the Broadside, the Riptide is a powerhouse that boasts not only a profusion of high-end weapon systems, but also an experimental nova reactor that it uses to boost the offensive capacity of those systems to truly terrifying levels.

Though the Riptide is a potent weapon indeed, Earth caste weapon experts have verified that its kill ratio is optimised when it operates alongside two or more teams of Broadside battlesuits. When thus formed into Firebase Support Cadres, a common tactic is for the Broadside teams to punch railgun fire through any armoured transports inbound upon their position, causing their passengers to bail out of the smoking wreck into the Riptide's line of fire. It is then that the giant battlesuit opens up with its primary weapon, nova-charging the system if necessary, to ensure the scattering enemy are reduced to little more than ashen shadows.

If the foe comes in a great horde, as with the greenskin tribes or the swarms of the Tyranids, this fire discipline is reversed. The Riptide's primary weapon system will take a great chunk out of the enemy battle line, and the heavy rail rifles then pick off survivors in the manner of snipers – albeit snipers whose rifles can punch through one side of an Ork Stompa and out of the other.

When the enemy's vanguard forces are light yet fast, Broadside's bolster their shoulder-mounted smart systems with high yield pods and specialist gun drones. The resultant missile salvos destroy light transports and enemy skimmers in a series of chained explosions that consume vehicle and passenger alike. Because of this adaptability, the Firebase Support Cadre has proven invaluable regardless of the foe their brethren are facing. It is a commonly held view in the Tau Empire that no matter its numbers, an enemy army forced to approach the Fire caste on foot is an enemy already beaten.



'One of their light walkers carried a weapon of lethal effect. It fired a form of ultra-high velocity projectile. I saw one of our tanks that had been hit by it. There was a small hole punched in either flank – one the projectile's entry

point, the other its exit. The tiny munition had passed through the vehicle with such speed that everything within the hull not welded down had been sucked out through the exit hole. Including the crew. We never identified the bodies, for all that remained of them was a red stain upon the ground, extending some twenty metres from the wreck.'

- Major Kane, Mordant 607th Heavy Armoured Regiment

AN INDOMITABLE BULWARK

Though it is the offensive punch of the Firebase Support Cadre that has made it such a valued asset, its defensive capabilities are also impressive. Whereas most battlesuits are nimble enough to level a volley before engaging their jetpacks and move away to avoid retaliation, Broadsides and Riptides have heavier armour as their primary protection. Conventional missiles and large-calibre bullets rebound from the dense nanocrystalline layers of their outer skin, allowing them to shrug off all but the most punitive of incoming fire. For protection against the heavy-grade lasers and plasma weapons of the Imperium's armies, a Firebase Support Cadre will often employ shield drones whose protective auras can render lascannon fire no more deadly than torchlight.

The purists of the Tau military maintain that the static tactics of the Firebase are sub-optimal, a primitive throwback to a less enlightened time where the Tau valued ground taken as well as lives saved. Yet in practice, these cadres are requisitioned on an almost daily basis. Even the famously deft Commander Shadowsun has used them on numerous occasions to achieve her conquests, using the fear the Firebase Support Cadres strike into the foe to manipulate the actions of enemy commanders. In truth, all of the Tau's leaders appreciate the fact there is no foe that the Firebase Support Cadre cannot destroy. Be it Ork horde, Adeptus Astartes strike force or towering Tyranid bio-titan, it can be brought low by the combination of the most advanced weapon systems the Tau Empire can field.

'The Tau are young, yet their fire burns hot enough to reduce the stone hearts of ancient empires to ash. To underestimate them is to invite the cold grasp of death.'

- Irolac Dawnslayer of Craftworld Ulthwé



DATASLATE

**TAU FIREBASE
SUPPORT CADRE**

HISTORY



The Firebase Support Cadre is a very recent addition to the armies of the Fire caste, for the Riptide battlesuit's use was only truly sanctioned at the end of the 41st Millennium. Despite this fact, it has proven its worth on a dozen battlefields against a variety of foes.

757999.M41 - The Taking of Mu'gulath Bay

Accompanied by no less a dignitary than Aun'Va himself, Commander Shadowsun leads the final attack upon the hive world of Agrellan. Brand new Riptide battlesuits are unveiled, bolstered in several theatres by teams of XV88 Broadsides. Firebase Support Cadres take the fore in engagements across the planet, blasting speeding White Scars bikers to bloody tangles of flesh and metal, burning skulking Raven Guard from the shadows and annihilating those Catachans and hivers foolish enough to bar their path.

811999.M41 - The Trials of Ghoroi V

A Third Sphere Expansion coalition is engaged by Eldar raiders over the quagmire world of Ghoroi V. The vast majority of the Tau fleet is crippled or destroyed. The only survivors to reach the planet's acidic swamps are the three Firebase Support Cadres intended to reinforce a far more numerous army. Though they are at first assailed by the same Eldar slavers that decimated their comrades in orbit, the Tau drive them off with a combination of shared targeting data and relentless missile bombardment.

Though the Eldar raiders sustain such heavy casualties that they abandon the fight, the trials of the Tau stranded there have only just begun. When the surviving battlesuit cadres are finally evacuated from Ghoroi, their members have bonded together with an impromptu ta'lissera ritual. Their rescuers are surprised to see the foetid mangrove swamplands around them choked with the scaled and segmented bodies of several hundred mega-predators whose appetite proved stronger than their wits.

859999.M41 - Waaagh! Gurgit

Gurgit's Mekworld disgorges a Waaagh! comprised almost entirely of clanking Ork walkers. Big Mek Gurgit has fought Tau before, and believes his armoured stomping machines will be

proof against the Fire caste's guns. At the Battle of Gunner Ridge, the deployment of six Firebase Support Cadres proves him sorely wrong.

862999.M41 - Knights Brought Low

The military forces of the Farsight Enclaves arrive at the same conclusions as the Tau Empire from which they have seceded. They begin fielding the Riptides that have made their way into their possession alongside their veteran Broadside battlesuit teams. The first opportunity for their deployment in a live-fire situation comes when a Strike Cruiser full of battle-hungry Knights of Blood makes transition from the Warp near the capital world of Lub'grahl. The red and silver-armoured Space Marines launch a terrible purge of the Earth caste scientists that dwell in the planet's living nodes, killing almost a thousand Tau before Commander Farsight's fleet appears in low orbit. The vengeance of the battlesuits deployed onto Lub'grahl is measured and logical, but pitilessly effective. Every time the Knights of Blood launch their attacks against the large, obvious targets of the Firebase Support Cadres, they are intercepted before they reach their targets by blistering salvos from Farsight's hidden Countercrisis Teams. In conjunction with the Broadside and Riptides of the Support Cadres, Commander Farsight leaves the dusty surface of Lub'grahl littered with the smoking remains of power armoured bodies.

919999.M41 - Burning the Splinter

A lone bio-ship of Hive Fleet Gorgon, having sheltered within an asteroid field in the Perdus Rift, disgorges its vile swarms upon the biomass-rich world of Pech. The Tyranids run riot as the jungle itself turns against the Kroot who make the planet their home. Though the avian mercenaries of that planet are equal to the task of engaging and destroying the lesser creatures of the swarms, tribe after tribe are killed by the giant bio-titans in their midst. The Tau Empire, long-time allies of the Kroot, deploy the largest guns at their disposal in order to repel the Tyranids from the planet. Cadre upon cadre of battlesuits are deployed on mesas and plateaus overlooking the forest, each slaying those beasts whose exoskeletons shudder through the canopies below with sustained volleys of heavy rail rifle fire. Though the Firebase Support Cadres are hunted in their turn by chameleonic weapon-beasts and flocks of winged terrors, each mesa's sides are soon thronged with Kroot climbing hand over hand to protect their battlesuited saviours. Together, the two factions make an excellent combination, and the Tyranid weapon-beasts are hunted down and slain without exception.

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**TAU FIREBASE
SUPPORT CADRE**

RULES

TAU FIREBASE SUPPORT CADRE

ARMY AND BATTLEFIELD ROLE

A Tau Firebase Support Cadre is a Formation which consists of the following units chosen from *Codex: Tau Empire*:



OPTIONS AND FORMATION RESTRICTIONS:

All XV88 Broadside Teams must have three models excluding Drones.

SPECIAL RULES:

Tank Hunters

Bane of Angels: All units in this formation have the Preferred Enemy (Space Marines) special rule. However, all enemy Space Marine units have the Hatred (Tau Firebase Support Cadre) special rule. The category ‘Space Marines’ comprises all units taken from the following codexes: Space Marines, Blood Angels, Dark Angels, Grey Knights and Space Wolves.

XV88 BROADSIDE TEAM

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Broadside Shas’ui	2	3	5	4	2	2	2	8	2+
Broadside Shas’vre	2	3	5	4	2	2	3	9	2+

Points: 65 points

Unit Type:

Broadside Shas’ui: Infantry

Broadside Shas'v're: Infantry (Character)

Wargear:

Broadside battlesuit: Broadside Battlesuits include a multi-tracker and a blacksun filter. They confer a 2+ Armour Save.

Multi-tracker: A model with a multi-tracker can fire an additional weapon in each Shooting phase.

Blacksun Filter: A model with a blacksun filter has the Night Vision special rule. Non-vehicle models with a blacksun filter are immune to the effects of the Blind special rule.

Twin-linked heavy rail rifle:

	Range	S	AP	Type
Heavy rail rifle	60"	8	1	Heavy 1

Twin-linked smart missile system:

	Range	S	AP	Type
Smart missile system	30"	5	5	Heavy 4, Homing, Ignores Cover

Homing: Smart missile systems can be fired at targets out of the unit's line of sight.

Special Rules:

Extremely Bulky

Supporting Fire: When an enemy unit declares a charge, all friendly models with this special rule in units within 6" of the charging unit's target can choose to fire Overwatch as if they were also targets of the charge. Remember that a unit can still only fire Overwatch once each phase.

Options:

May include up to two additional Broadside Shas'ui - *65 pts/model*

May upgrade one Broadside Shas'ui to a Broadside Shas'v're - *10 pts*

Any Broadside Shas'ui or Shas'v're may exchange his twin-linked heavy rail rifle for a twin-linked high-yield missile pod - *free*

	Range	S	AP	Type
High-yield missile pod	36"	7	4	Heavy 4

Any Broadside Shas'ui or Shas'vere may exchange his twin-linked smart missile system for twin-linked plasma rifles - *5 pts*

	Range	S	AP	Type
Plasma rifle	24"	6	2	Rapid Fire

Any Broadside Shas'ui or Shas'vere may take a seeker missile - *8 pts/model*

	Range	S	AP	Type
Seeker missile	72"	8	3	Heavy 1, One use only

Any Broadside Shas'ui or Shas'vere may take up to one item from the following list:

Advanced targeting system - *3pts*: Any To Hit roll of a 6 made in the Shooting phase by a model with an advanced targeting system is a Precision Shot. If a character has an advanced targeting system, any To Hit roll of 5 or 6 they make in the Shooting phase is a Precision shot. If a vehicle has an advanced targeting system, any To Hit roll of a 6 made in the Shooting phase is a Precision Shot.

Counterfire defense system - *5pts*: A model with a counterfire defence system fires Overwatch at Ballistic Skill 2, rather than Ballistic Skill 1.

Early warning override - *5pts*: All weapons on a model with an early warning override have the Interceptor special rule.

Interceptor: At the end of the enemy Movement phase, a weapon with the Interceptor special rule can be fired at any one unit that has arrived from reserve within its range and line of sight. If this rule is used, the weapon cannot be fired in the next turn, but the firing model can shoot a different weapon if it has one. If a weapon has both the Interceptor and Skyfire special rules, it uses its full Ballistic Skill against all targets (unless it is firing Snap Shots).

Positional relay - *5pts*: Whilst the bearer is within 6" of a board edge, any friendly unit from *Codex: Tau Empire* that arrives from reserve using the Outflank special rule, can choose to move on from that board edge (even if it is your, or your opponent's board edge). Outflanking units that do not choose to arrive from that board edge arrive using the Outflank special rule, as detailed in the *Warhammer 40,000* rulebook.

Target lock - *5pts*: A model with a target lock can shoot at a different target to the rest of his

unit.

Drone controller - 8pts: All Gun Drones, Marker Drones and Sniper Drones in the same unit as a model with a drone controller use the bearer’s Ballistic Skill instead of their own. If a unit contains several Drone Controllers, use the highest Ballistic Skill amongst the bearers.

Stimulant injector - 15pts: A model with a stimulant injector has the Feel No Pain special rule.

Velocity tracker - 20pts: A model with a velocity tracker can choose whether or not to have the Skyfire special rule each time he makes a shooting attack (choose once for all weapons).

Shield Generator - 25pts: A shield generator confers a 4+ invulnerable save.

The entire unit may take the Bonding Knife Ritual special rule - 1 pt/model

Bonding Knife Ritual: A unit consisting entirely of models with this special rule (not counting drones) benefits from Heroic Morale, even if they are not accompanied by an Independent Character.

Any Broadside Shas’ui or Shas’vre may take up to two drones from the Drones list:

Gun Drone - 12 pts

Marker Drone - 12 pts

Missile Drone - 12 pts

Shield Drone - 12 pts

WS	BS	S	T	W	I	A	Ld	Sv
2	2	3	4	1	4	1	7	4+

Unit Type (all): Jet Pack Infantry (Drone)

Drone: A unit comprised entirely of drones is a non-scoring, nondenial unit. Drones do not have the Bulky special rule.

Unit Upgrade Drones

Drones taken as upgrades for a unit act as additional squad members in all regards. They are unable to leave their unit and must maintain unit coherency with their unit at all times. Drones taken as upgrades cannot purchase options, however, and so do not pay for them if their unit does so.

Wargear:

Gun Drone: Twin-linked pulse carbine.

	Range	S	AP	Type
Pulse Carbine	18"	5	5	Assault 2, Pinning

Marker Drone: Markerlight

Markerlight: Markerlights are ranged weapons with the following profile:

	Range	S	AP	Type
	36"	-	-	Heavy 1, Target Acquired

Target Acquired: Markerlights cannot directly cause damage or Wounds. Instead, each time a unit suffers a hit with this special rule, place a markerlight counter next to it (no saves can be taken against these hits). Markerlight counters remain next to their unit until the end of the current phase or until they are used (whichever comes first).

Immediately before a unit from *Codex: Tau Empire* shoots at a target that has one or more markerlight counters, it can declare it is using one or more of the markerlight abilities listed below. Each ability costs a number of markerlight counters – remove this number of markerlight counters from the target immediately when the ability is declared. A unit can combine any number of markerlight abilities – providing that there are enough counters.

Note that as markerlight counters are removed from the target before the shooting attack is made, it is impossible for a unit to benefit from its own markerlights.

Pinpoint: - Markerlight cost: 1+

All models firing at the target as part of this shooting attack gain a bonus to their Ballistic Skill for the duration of the shooting attack. The size of this bonus is equal to the number of markerlight counters expended on this ability. Pinpoint can increase the Ballistic Skill of Snap Shots and Overwatch.

Scour: - Markerlight cost: 2

All weapons fired at the target as part of this Shooting attack gain the Ignores Cover special rule.

Seeker: - Markerlight cost: 1+

For each markerlight counter expended on this ability, the unit immediately fires a single seeker missile (if it has one) in addition to any other weapons it is permitted to fire. A seeker missile fired in this way:

- Does not need line of sight.
- Must be fired at the same target as the vehicle's other weapons.

- Is resolved at Ballistic Skill 5.
- Has the Ignores Cover special rule.
- Does not reduce the number of weapons a vehicle can fire at its full Ballistic Skill.
- Does count towards the limit of 2 missiles that a flyer can fire each turn.

Missile Drone: Missile pod

	Range	S	AP	Type
Missile Pod	36"	7	4	Assault 2

Shield Drone: Shield generator

Shield Generator: This Generator projects a cohesive energy field capable of protecting the bearer from heavy ordnance and anti-tank weapons fire.

A shield generator confers a 4+ invulnerable save.

Special Rules (All):

Supporting Fire: When an enemy unit declares a charge, all friendly models with this special rule in units within 6" of the charging unit's target can choose to fire Overwatch as if they were also targets of the charge. Remember that a unit can still only fire Overwatch once each phase.





XV104 RIPTIDE

Profile	WS	BS	S	T	W	I	A	Ld	Sv
Riptide Shas'vre	2	3	6	6	5	2	3	9	2+

Points: 180 points

Unit Type: Jet Pack Monstrous Creature

Unit Composition: 1 Riptide Shas'vre

Wargear:

Riptide battlesuit: Riptide battlesuits include a multi-tracker and a blacksun filter. They confer a 2+ Armour Save.

Multi-tracker: A model with a multi-tracker can fire an additional weapon in each Shooting phase.

Blacksun Filter: A model with a blacksun filter has the Night Vision special rule. Non-vehicle models with a blacksun filter are immune to the effects of the Blind special rule.

Night Vision: A unit that contains at least one model with this special rule ignores the effects of Night Fighting.

Heavy burst cannon:

	Range	S	AP	Type
Standard	36"	6	4	Heavy 8
Nova-charge	36"	6	4	Heavy 12, Gets Hot, Rending, Nova-charge

Nova-charge: This profile can only be used if a Riptide Shas’vre uses his nova reactor to charge his primary weapon.

Twin-linked smart missile system:

	Range	S	AP	Type
Smart missile system	30"	5	5	Heavy 4, Homing, Ignores Cover

Homing: Smart missile systems can be fired at targets out of the unit’s line of sight.

Riptide shield generator: A Riptide shield generator confers a 5+ invulnerable save.

Special Rules:

Nova Reactor: You must declare if the pilot is going to attempt to use the reactor at the start of each of his Movement phases. If he chooses to do so, roll a D6. On the roll of a 1 or a 2, something has gone wrong – the Riptide Shas’vre suffers a single Wound with no saves of any kind allowed and the attempt fails. On any other roll, the attempt is successful, and you can choose one of the abilities listed below for the Riptide Shas’vre to have (until the start of its next Movement phase).

Action: Effect

Nova Shield: This grants the Riptide Shas’vre a 3+ invulnerable save.

Boost: The Riptide Shas’vre rolls 4D6 for its Thrust Move in the Assault phase.

Ripple Fire: The Riptide Shas’vre can fire its twin-linked fusion blaster, its twin-

linked plasma rifle, or its twin-linked smart missile system twice this turn. Even though these weapons are fired twice, each still only counts as firing one weapon.

Nova-charge: The Riptide Shas'vere's ion accelerator or heavy burst cannon can fire using its nova-charge profile.

Supporting Fire: When an enemy unit declares a charge, all friendly models with this special rule in units within 6" of the charging unit's target can choose to fire Overwatch as if they were also targets of the charge. Remember that a unit can still only fire Overwatch once each phase.

Options:

May exchange twin-linked smart missile system for one of the following:

- Twin-linked plasma rifle - *free*

	Range	S	AP	Type
Plasma rifle	24"	6	2	Rapid Fire

- Twin-linked fusion blaster - *free*

	Range	S	AP	Type
Fusion blaster	18"	8	1	Assault 1, Melta

May exchange heavy burst cannon for ion accelerator - *5 pts*

Ion Accelerator:

	Range	S	AP	Type
Standard	72"	7	2	Heavy 3
Overcharge	72"	8	2	Heavy 1, Gets Hot, Large Blast
Nova-charge	72"	9	2	Ordnance 1, Gets Hot, Large Blast, Nova-charge

Nova-charge: This profile can only be used if a Riptide Shas'vere uses his nova reactor to charge his primary weapon.

May take up to two items from the following list:

Advanced targeting system - 3pts: Any To Hit roll of a 6 made in the Shooting phase by a model with an advanced targeting system is a Precision Shot. If a character has an advanced

targeting system, any To Hit roll of 5 or 6 they make in the Shooting phase is a Precision shot. If a vehicle has an advanced targeting system, any To Hit roll of a 6 made in the Shooting phase is a Precision Shot.

Counterfire defense system - 5pts: A model with a counterfire defence system fires Overwatch at Ballistic Skill 2, rather than Ballistic Skill 1.

Early warning override - 5pts: All weapons on a model with an early warning override have the Interceptor special rule.

Interceptor: At the end of the enemy Movement phase, a weapon with the Interceptor special rule can be fired at any one unit that has arrived from Reserve within its range and line of sight. If this rule is used, the weapon cannot be fired in the next turn, but the firing model can shoot a different weapon if it has one. If a weapon has both the Interceptor and Skyfire special rules, it uses its full Ballistic Skill against all targets (unless it is firing Snap Shots).

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Target lock - 5pts: A model with a target lock can shoot at a different target to the rest of his unit.

Drone controller - 8pts: All Gun Drones, Marker Drones and Sniper Drones in the same unit as a model with a drone controller use the bearer's Ballistic Skill instead of their own. If a unit contains several Drone Controllers, use the highest Ballistic Skill amongst the bearers.

Stimulant injector - 35pts: A model with a stimulant injector has the Feel No Pain special rule.

Velocity tracker - 20pts: A model with a velocity tracker can choose whether or not to have the Skyfire special rule each time he makes a shooting attack (choose once for all weapons).

May take up to two Shielded Missile Drones - 25 pts/model

WS	BS	S	T	W	I	A	Ld	Sv
2	2	4	6	1	4	1	7	4+

Unit Type: Jet Pack Infantry (Drone)

Wargear:

Missile pod

	Range	S	AP	Type
Missile pod	36"	7	4	Assault 2

Shield generator: A shield generator confers a 4+ invulnerable save.

Special Rules:

Supporting Fire: When an enemy unit declares a charge, all friendly models with this special rule in units within 6" of the charging unit's target can choose to fire Overwatch as if they were also targets of the charge. Remember that a unit can still only fire Overwatch once each phase.



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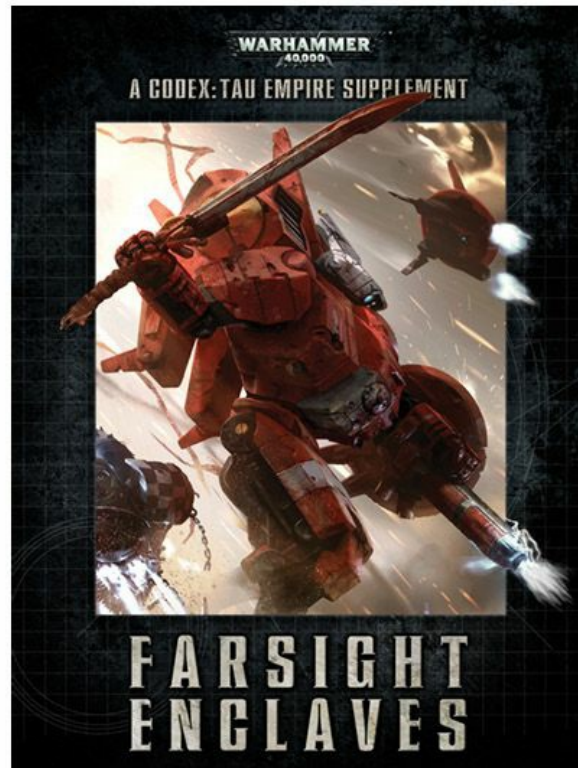
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