

Chapter 1 : Tau 6th ed codex - Forum - DakkaDakka

Tau 6th Edition Codex Leak - Free download as Word Doc (.doc / .docx), PDF File (.pdf), Text File (.txt) or read online for free. What everyone who plays Tau wants the 6th Edition Tau Codex to look like.

You may win battles, but that is not your goal as a Tau player: With 7th edition favoring shooting, Tau, with their focus on shooting and nothing else, are at their peak. You still have all the rules to fit the crunch changes: Nor should you plan on the power of a Death Star unit, or insanely potent characters to lead you to victory. With Tau you need to support even your power units in order for them to earn their points and carefully pick key targets to be eliminated one by one, since the new codex really emphasizes the unity and synergy of your forces. Additionally, the force-multipliers that are available to the Tau are most useful when understood and employed well. In summary, Tau are a Powergamer army. Velocity Trackers on everything! Ignore cover with markerlights! Cheap snipers will drown them in poisoned wounds! Fusion blaster drops and EMP grenades everywhere! Hordes of light vehicles? Deep striking dedicated melee units with Feel No Pain? There is no way one can out-cheese or win against, barring extremely bad luck properly prepared Tau. A unit with this upgrade has Heroic Morale, allowing them to always test to regroup on their unmodified Leadership so niche-case completely unlike Stubborn, as testing to regroup does not modify Leadership and is not affected by Stubborn. Is it that useful? It is a super situational upgrade, even though it is cheap. A unit with this special rule can Overwatch if a friendly unit within 6" is being charged. Note that a unit can still only Overwatch once per phase. This is absolutely vital; it can stave off assault by a turn or more. It can be especially devastating when combined with copious amounts of Markerlights, which according to Pinpoint, do benefit during Overwatch. It allows your infantry and some battle suits to become a "wall of pikemen". If you keep the units tight together, the enemy charge may not break, but it will be much more painful for them if to try it, and they will be likely to lose a few models just closing the distance. The survivors will still kick your blue ass though, so do not count on it unless you have a truly massive blob of supporting fire goodness; best options are flamers, burst cannons and plasma rifles, and drones with their twin-linked carbines. Keep in mind a unit does not need to have this rule to receive supporting fire, only to give it. This is especially hilarious when combined with 30 man Kroot squads stretched out from table edge to table edge, allowing for units 30 inches from the assaulting squad to auto-hit with flamers. If enemy complains, flip to Wall of Death and prance about. Technically Wargear, but important enough to cover here. The delivery system for these little babies has stayed the same: Not even by cover. Their uses have been ever more streamlined, leaving you with the most beneficial uses: Spend 1 marker to fire a Seeker missile at BS5 which ignores line of sight and cover. Many armies like to hide support HQs in cover. Tyranid Warriors behind gaunts? IG Command squad behind an Aegis line? Mark them cover wont prevent this and suddenly a missile IDs that commander, throwing his troops in disarray. Spend 1 marker to fire a Destroyer Missile at strength D. This is how you make Stormsurges nightmarish. Spend 2 markers to give the entire firing unit Ignores Cover against the marked target. Combine it with Coordinated Firepower to get BS5 even before using markerlights. This makes a team of Hammerheads dangerous in their own right and reduces needed markerlight support. Three Ghostkeels in an Optimized Stealth Cadre will be your independent hunters of the night, making your opponents cry delicious tears. Warlord Traits[edit] Tau WTs are heavily geared towards Battlesuit commanders, but the best are available for all - sadly, those are One Use only. This is most noticeable with Ethereals. Precision of the Skilled Hunter: Note that in 7th edition, there now exists a WT in the base rulebook Target Priority from the Command Traits table that provides the exact same benefit but is not single-use, meaning this trait just became far less special. Extremely useful, provided the situation involves lots of Gets Hot weapons. Want your Riptide to fire its Nova-charged Heavy Burst Cannon without killing itself, while you overcharge all nearby Ion weapons at the same time? Well now is the time. Maybe it is worth the risk, roll for Target Priority, good luck! Anything targeted by this combination is dead, dead, dead, and you run no real risk to yourself by doing it. Some cheesemonger who concentrates all their points in some kind of super-unit will explode with rage when hit by this. Make your standard-issue Tau tear collection cup handy before doing it. The Warlord and his

unit move 3D6" with their Jet Packs. It makes them much less likely to suffer a snake-eyed fail of a thrust move. Commander Shadowsun gets this trait by default if taken as your warlord. Exemplar of the Selfless Cause: Once per game, all units that have gone to ground stand back up and act normally. This means you can weather a turn of enemy shooting, then stand right back up and shoot him in the face; needless to say, this is one of the better Warlord Traits. Predator of the Skies: For one shooting phase, your Warlord and his squad get Skyfire - which you might already have from a Velocity Tracker or Coldstar, but you do have Ideal Mission Commander Leviathan gives you the ability to bolster flyers with a special rule, all of them inferior to the ones in the previous one, but at least it got cheaper. Expect to spam this to keep them running. Might save you from a Slay the Warlord, sucks if you got it on a flyer with Disruption Pods. Add D3 Markerlight tokens to a single target within 12" of your Fighter Ace. Rejoice as you give your troops an opening to kill with. Tactical Objectives[edit] Win 1 VP for destroying an enemy unit that charged during the last turn. If you do it three times, you win D3 VP You win a VP for either eliminating an enemy unit or if they fail morale. If you get three units to do either or both, you win D3 VP. This one requires a bit of setup. The only way you can achieve this and win 1 VP is if you get an enemy unit within 12" of one table edge while getting another within 12" of the opposite table edge. Having mobile firepower helps with this, as do Kroot. Alternately, this one is a freebie if your opponent scatters poorly. You only win D3 VP for taking over an objective controlled by the enemy. To maximize this, you need to prioritize what you can use to take these points immediately. You can make a weapon Twin-linked for some extra points and it will take up a second hard point same as last codex , or you can take multiples of the same weapon at the base cost for each. Nowadays people usually just take two of the same non-twinlinked weapons, trading versatility for efficiency, but loading a suit with two different guns so it could deal with a higher variety of threats is still a valid tactic. Good old reliable and cheap. If you have points and hard-points to spare, stick them on. They are a good deterrent for weaker units trying to tie up Battlesuits; a twin-linked flamer, with its re-rolling to-wound goodness, is amongst the best systems you could have for overwatch, costing less than all other guns and leaving a hand free to fire another weapon. Expecting lots of close encounters with infantry trying to engage in melee? You take a flamer. Like a Tyranid Deathspitter but with one extra shot. So, if you are going to take them, consider putting two of them as non-twin-linked weapons on a Crisis to chug out eight shots per turn, and indulge your Gatling fetish, you sick bastard. The only Barrage weapon in the codex, the AFP slings flamer-equivalent including Ignores Cover pie plates at 18" range. This weapon was pretty iffy in the 6E book when you could only have one: Now that you can take more than one, it actually has some merit. Cannot be twin-linked, but you can take two per suit, just remember Blast weapons cannot overwatch. If you like to put 2 different weapons on a suit to make it good against a wide variety of targets, at least one of those weapons should be a CIB. Great with an EWO. This makes deep striking and cracking open the soft caramel center of vehicles all that much easier. Properly measured, it puts you on average 16" away from the vehicle that you just exploded at the end of your assault phase, making charges from units left to defend them far less likely. Low shot volume hurts, but markerlights can compensate. More like Autocannons, really. Due to the low output of shots, however, Battlesuits equipped with these should avoid firing at larger-sized squads unless they have no better option. The new codex has not stopped their usefulness. If you find yourself fighting a lot of marines, necrons, jetbikes and monstrous creatures which you WOULD in a current meta a full squad of double-plasma suits is just the right tool to bring it down, with a bit of markerlight support to cut though cover saves.

Chapter 2 : Codices (List) - Warhammer 40k - Lexicanum

New Listing Warhammer 40K Tau Codex 7th Edition. Brand New. \$ Time left 6d left. Warhammer 40K TAU 6th Edition TAU CODEX Hardback good cond See more like this.

You may win battles, but that is not your goal as a Tau player: Veteran Tau Commanders recommend an order of sushi to go with those tears. Remember, you cannot spell "Taunt" without "Tau". Welcome to 6th Edition: Ion Weapons are to your right. Things look good however. When transitioning over from your previous codex, you will note several things from the get-go: Tau battlesuits of all shapes and sizes have Blacksun Filters and Multitrackers by default alongside a price break. On the flipside of things, Tau vehicles no longer have access to Multitrackers or Target Locks. This mostly serves to slow down Hammerheads. Also no stabilization system on Broadsides, so move or shoot. Not as bad as it seems since they can still snapfire on the move and markerlights can boost snap-shots. Battlesuits have jetpacks which makes them relentless Support the Troops: Everything except Kroot and Vespids have Supporting Fire. If you have a guy within 6" of a friendly unit being charged Make sure to have your units with Markerlights fire first so that your other overwatching units can boost their BS. Keep in mind that a unit can only Overwatch once per assault phase, so while a single Ork Boyz squad will get shredded by everything in your cadre, if you get assaulted by two or more units, either you try to obliterate one unit, or you kill a couple of guys in each, but either way: Your unit is probably going to get wiped out when they get into base contact. Missile Drones may only join Broadside units. Vectored Retrothrusters are no longer special-issue; this means for a minimal investment per-squad, each Crisis unit can now Hit and Run. As long as the unit has at least one Drone, this is done at Initiative 4. Battlesuits no longer have to worry about being tied up by chaff units, and may even be able to tie weaker stuff up. Avoid anything resembling an assault unit, of course. Expect Crisis Suits with dual plasma rifles, and dual missile pods to become popular. You like Crisis suits, right? Of course you do. And with the new Farsight Enclaves supplement, you can indulge in your jet-pack fetish by taking them as troop choices. Half of your army dropping onto the table at once, and they are scoring units. So to sum it all, Tau are now a power army. Ignore cover with markerlights! Our cheap snipers would drown them in poisoned wounds. Fusion blaster drops and EMP grenades everywhere! Hordes of light vehicles? Deep striking dedicated melee Units with Feel No Pain? There is no way one can out-cheese properly prepared Tau. Not like you can do all of these with one army, but if you want to ruin the day of some local gameclub cheesemonger Tau are definitely your army. If you mind the the weaboo aesthetic of the Tau battlesuits, Forge World makes variants of the Crisis and Broadside suits as well as a named commander that are more in line with the "high-tech aliens" look of the rest of the range. They even have a Riptide! Special Rules[edit] Bonding Knife Ritual: A unit with this upgrade has Heroic Morale, allowing them to always test to regroup on their unmodified Leadership. Is it that useful? Perhaps too early to tell, but it is cheap I would always take it on squads of suits that include drones. Also if you check the back of the tau codex it says and i quote "unites that consist of models all with this special rule always use their unmodified leadership" so if you want to be real scummy about it, that means when your tau lose an assault which they will they use their UNMODIFIED leadership aka. One of the new biggies, this rule lets all units within 6" Overwatch as if they were members of the charged squad. Note that each model can still only Overwatch once per phase. This is absolutely vital; it can stave off assault by a turn or more. It can be especially devastating when combined with copious amounts of Markerlights, which due according to Pinpoint, benefit during Overwatch. It allows your infantry and some battlesuits to become a "wall of pikemen. The survivors will still kick your blue ass though, so do not count on it. This is especially hilarious when combined with 30 man Kroot squads stretched out from table edge to table edge, allowing for units 30 inches from the assaulting squad to auto-hit with flamers. If enemy complains, flip to Wall of Death and prance about. Their uses have been ever more streamlined, leaving you with the most beneficial uses. The missile must be fired by the unit spending the token and must be at the same target that the rest of the unit is firing at. This makes Tau the absolute leader of 6th edition in anti-air tactics. A tactic that was popular when the codex was first launched was to put Skyfire on next to anything that could take it, but tis is quite too

expensive. Either way, a Tau army can easily rule the skies. The new book also has a few Warlord Traits, as is the norm. Precision of the Skilled Hunter: For one Shooting phase, all Tau within 12" reroll To Hit rolls of 1. Useful, but not incredibly reliable. Especially if you combine with Markerlights. However, this can be situationally extremely useful, provided the situation is lots of Gets Hot weapons. Imagine a XV Riptide firing a heavy burst cannon on full nova-charge, while a hammerhead gunship overcharges its ion cannon, supported by pathfinders overcharging their ion rifles? Anything targeted by this combination is dead, dead, dead, and you run statistically very low to no risk to yourself while this is in effect. Some cheesemonger who concentrates all their points in some kind of super-unit will explode with rage when hit by this. The Warlord and his unit move 3d6" with their Jet Packs. It makes them much less likely to have a snake-eyed fail of a thrust move. Commander Shadowsun gets this trait by default if taken as your warlord. Exemplar of the Selfless Cause: Once per game, all units that have gone to ground stand back up and act normally. This means you can weather a turn of enemy shooting, then stand right back up and shoot him in the face; needless to say, this is one of the better Warlord Traits. Predator of the Skies: It grants Preferred Enemy: How this works is up for debate - do you get it only when an IC out in the open which almost never happens? Do you get it when an IC is attached to a unit, meaning against some armies he has Preferred Enemy Everything? Time will tell whether or not this makes or breaks the angry Commander. Pretty sure it means that it works any time you have an attack that can specifically target an IC, whether out in the open or attached to a squad, and only on that specific attack against the IC. Wargear[edit] There are a few notes on selecting equipment for a Tau army. The way wargear has been selected has been changed in the new codex to stay in line with the way the 6th Edition Codices are being written. Now units select off of one of four lists depending on the type of unit they are. Some units can also take up to two drones, this is a simple choice out of three possible standard-issue drone types. The pathfinders, Broadsides, and Riptide have special issue drones exclusive to them which can be taken instead of or in addition to depending on the unit the standard drones. Ranged Weapons[edit] These are chosen for Crisis suits, including the Commander and his Bodyguards. You can make a weapon twin-linked for some extra points and it will take up a second hard point same as last codex , or you can take multiples of the same weapon at the base cost for each. Cover camping blob armies will be kinda pissed, but anyone with a reasonable Sv or T will laugh it off. The update from blast to large blast helps it though. It is worth noting that this is the only Barrage weapon in the entire codex. Flamers do the same STR and AP, ignores cover , costs 10 points less, and gets guaranteed hits in overwatch they both ignore cover, and this gets more hits regularly and has better range. Same as last time except with 1 extra shot. However you get lots of S5 AP5 shots elsewhere. All in all, not a bad choice but not a great one either, this weapon will be more likely to come into its own with other wargear made to take maximum advantage of it. If you are going to take them, consider taking two of them on one unit as the separately linked weapons, and chug out eight shots from a single Crisis suit per turn, and indulge your Gatling fetish, you sick bastard. An even better option is taking three suits doubled up on burst cannons for the ultimate ninja-pulse team. Say good-bye to that guardian cluster, guardsman squad, ork boy mob, guant team This has been changed to be an extra shot missile pod in normal mode with half the range. The only downside is the chance to burn your little weeaboo fingers. Good old reliable, if you have points and hard-points to spare stick them on. They are a good deterrent for weaker units trying to tie up battlesuits.

Chapter 3 : tau codex 6th | eBay

Codex: Tau Empire (6th Edition) is a codex for the 6th Edition of Warhammer 40, The codex is pages, hardback, and fully colored. The codex is pages, hardback, and fully colored. Contents.

Tau Codex Review 6th Edition Introduction Murphy, here, with a brand new set of codex reviews for Warhammer 40k 6th edition. With this series of articles I will be reviewing the Tau Codex for 6th edition, and I hope to get a new article up every day or every other day. I know the new codex is already a few months old, but I hope to review every one of the 6th edition codexes as they are released, as I have done with the Chaos Marines, Dark Angels, and the new Eldar codex. I missed the Chaos Daemons and Tau, so I am getting back to them now. In this first article, I will look at the new Army Rules. This not only marks the beginning of the "crunch" in the new codex which is a beautiful book, btw , but it marks a starting point for my personal knowledge about the Tau. They are truly an alien army. In a gaming world that is mostly dominated by Imperial agents of one kind or another, the Tau have barely been represented on the tabletops in my sector of the galaxy. With the new codex, I am confident that will change. New Tau Codex Review 6th Edition New Army Rules Tau armies fight in close-knit units that have gone through intense psychological and emotional conditioning to fight as a cohesive unit. This is all part of the greater good that the Tau politicians preach across their empire. Two Special Rules exemplify the special relationship that Tau warriors share with each other. Bonding Knife Ritual Some Tau units have this rule included or may purchase it with additional points. This special rule reflects a ceremony that the warriors have committed to before battle, where they bind themselves to each other in an elaborate ritual. What benefit does it give your troopers? Units where all models have the Bonding Knife Ritual rule always benefit from the Heroic Morale rule, even if they do not have an Independent Character in their midst. I will be honest, I had to look up the Heroic Morale rule in the main rulebook to understand what this means, and I will share that research with you here. Heroic Morale is found in the Independent Character special rules. However, if an Independent Character has joined them, they gain Heroic Morale, and can pass with a standard Morale Check. So that is what the Bonding Knife Ritual does. If they have the Bonding Knife Ritual rule, though, they may regroup with a normal Morale check and continue to bring the pain to your opponent. With the amazing firepower that Tau fire warriors possess, your opponent will be aggravated as all get-out at two men peppering his units. Also, a two-man unit can still claim or contest objectives, and in 6th edition 40k, this is how you win games. Supporting Fire This is the big one. This is probably bigger than Battle Focus, though, because it establishes the Tau as a true gun line army. A unit with the Supporting Fire special rule is allowed to fire Overwatch in support of a unit within 6" that is the target of an enemy charge. Remember, a unit can still only fire Overwatch once per turn. This means that 3 Fire Warrior units within 6" of each other can all fire Overwatch if one of them is charge. Considering that they use Rapid Fire weapons that can double-tap within 15", you will be getting 60 shots on Overwatch. A couple more points on this. A unit with Supporting Fire can use this to help any friendly units within 6". This means you can use Tau as allies to help your own gun lines. Or use allied units with Tau and not fear that they will be left out in the cold. So how do enemies of the Tau get around this? There are two methods I can think of. The first is "flank" charges. If there are a group of Tau units supporting each other, the enemy must charge the one farthest from the group so that there are fewer supporting units within 6". Enemies of the Tau are going to try to hit a flank and then roll down the battle line. The second option I see is that they will simply have to charge with multiple units at the same time. Remember, a unit can only fire Overwatch once a turn. If a unit has a choice to either support a friendly unit, or fire upon the enemies that are charging it, I suspect that they will likely save themselves. If your warlord has no shooting attacks, then you get to re-roll this result. Through Unity, Devastation - One Use. Warlord and all friendly units within 12" get to re-roll To Hit rolls of 1. Exemplar of the Selfless Cause - One Use. Declare at start of Movement Phase. All units from the Tau codex that have Gone To Ground in previous turn ignore that order and may now act as normal. Predator of the Skies - One Use. Warlord and unit have Skyfire for that turn. If no Deep Strike, re-roll this trait. I like this list, especially the one that lets you ignore Gone To Ground. Get all your units in cover and Go To Ground

against every enemy attack. You will likely save a lot of wounds this way, and once a unit has gone to ground, your enemy is likely to act more boldly, putting his own units into dangerous positions. When you spring up next turn and open fire, the effect could be devastating. I wish all codexes let you do this! Thankfully the new codex lays out how they are used in one simple section. Here are a couple basic rules about drones: Units made completely out of drones are non-scoring and they cannot contest objectives either. Drones that are bought as a unit upgrade become members of that unit, adding to its total models and maintaining coherency. Drones purchased for an Independent Character become a unit with him. His drones join with him and leave with him if the IC leaves the unit. There are also Vehicle Drones, which have a few more rules: Drones attached to a vehicle act like embarked passengers but do not take up any transport capacity slots. As embarked passengers, they may fire at the same target as the vehicle, but they also gain any benefit that the vehicle might be benefiting from. If the vehicle is destroyed, the attached drones are automatically destroyed as well. Drones may detach from the vehicle just like from an Open Topped transport, and form a new unit by themselves. They may not re-attach to another vehicle, but they can embark on transports like normal. Drones starting the game attached to a vehicle do not count for victory points if destroyed. Here are some stats common to all drones: BS of only 2 can be better using a drone controller Toughness of 4.

Chapter 4 : Warhammer Tau: 7th Edition Tau:

Murphy, here, with a brand new set of codex reviews for Warhammer 40k 6th edition. With this series of articles I will be reviewing the Tau Codex for 6th edition, and I hope to get a new article up every day or every other day. I know the new codex is already a few months old, but I hope to review.

Hailing from the jungle world of Pech, the Kroot possess avian ancestry and beaks, but have evolved to appear closer to feather-less reptiles. Guided by Shapers, Kroot are capable of drastically altering their genome by eating dead enemies and absorbing specific genes, to adapt to new combat niches. Used as a highly maneuverable, rapid-strike force. Covered in a chitinous exoskeleton evolved to protect them from the harsh atmosphere of their home planet. The Imperial Guard have dubbed them "Stingwings", though this technically only refers to their soldiers, not the entire race. Minor allies[edit] Demiurg "avid miners and expert traders, who possess technology that is actually somewhat more advanced than that possessed by the Imperium of Man. The Demiurg are an entirely space-borne race which either lost or abandoned its homeworld, spreading out through the stars to mine new resources and trade. They are shorter than humans and have a sturdy build. The Demiurg are defensively hostile, but not aggressively militaristic, preferring to flee from stronger enemies and seek better trading opportunities elsewhere. As a result, they have generally avoided entering Imperial territory unless they are invited in , and are thus rarely encountered by the Imperium of Man. This also means that they possess no starships designed for military purposes, and their preference for flight over fight means they do not use ground units. However, being equipped with advanced Demiurg technology such as powerful cutting lasers used for asteroid mining , even the humble mining ships of the Demiurg such as the Bastion-class and massive Stronghold-class are capable of successfully engaging Tyranid Hive Ships head-to-head. Galgs "green, frog-like aliens used as mercenaries. Hrenian "mercenaries, specializing in light infantry. Completely space-borne, as they are too weak and immobile to be of any use on land. Even in space, they have poor offensive and defensive capabilities, nor do they possess any advanced economic infrastructure, because they hibernate whenever they are not actively exploring. Tarellians "reptilian, dog-like aliens used as mercenaries. They possess a deep hatred of humans due to the severe losses their homeworlds have taken from Imperial campaigns. Poctroon "Species that joined the Empire during the 1st sphere expansion, but was tragically wiped out by a virus. Once enemies of the Tau, who fought a series of wars against the Nagi, they have since made peace with and joined the Empire, where they serve as advisors to the Ethereal caste. While not fully aware of its true nature, the Nagi know of the Warp-which they call "extra-dimensional space". Anthrazods "A race regarded by the Tau as sturdy-if dim-witted, they have proven well suited to asteroid mining. Ranghon "A minor race that has been successfully assimilated into the Tau Empire. Yabi-Yabi "A space-bound race. Brachyura "A tiny dexterous-limbed crustacean race from the planet of the same name, they are unmatched in the delicate assembly of small plasma generators needed to power Earth caste inventions. Formosian "A race that has joined the Empire. Thraxians "Chitin covered, multi-armed species that was assimilated into the Empire during the first sphere expansion. The Thraxian race is also noted to have migrated into Imperium territory before they joined the Empire-which is odd, as official first contact between the Tau and the Imperium occurred during the second sphere expansion. Literally, their every command is obeyed without question, their every decision seen as wise. The war lasted for three years, between M41, before ending in stalemate - each side agreed to a truce due to the sudden appearance of the first Tyranid invasion of the galaxy, Hive Fleet Behemoth, which threatened them both. Each side learned new lessons from the Damocles Crusade: Most commonly, it is simply a situation where when faced with a far more belligerent common foe that cannot be reasoned with, alliances are often in the best interests of both parties. Contact with the Eldar is sporadic, and relations vary from one craftworld to the next. Both the Orks and Tyranids favor devastating close-quarters combat , while eschewing ranged combat the Orks to a somewhat lesser degree than the Tyranids. He also began questioning past decisions that he previously thought were necessary sacrifices but now seemed to be influenced by the Ethereals. Computer games[edit] Warhammer 40, Fire Warrior - a first-person shooter played from the perspective of a Tau Fire

Warrior, there is also a book based on the game.

Chapter 5 : New Tau Codex 6th Edition Review Warhammer 40k - Army Rules | HobbyLark

This is a codex, soft cover exactly what you would expect from a codex. If you have never seen one before it basically everything you need to know about play, fielding, painting, history, and rules for the Tau race.

Rules, Skyler, Tactics Hello all. I am going to be discussing a few of the changes to Warhammer 40k with the arrival of 7th edition, and what they mean for Tau players. The short answer, is that things have changed, but we are still in the fight, with some new tricks too. We can still ally with everyone, but nothing like in 6th. No matter, they will all join the Empire eventually. Jink has been altered. This is both good and bad for us Tau. The new rule, I believe, was intended to nerf Waveserpent spam by, at the very least, taking away their offensive capabilities when benefiting from crazy cover saves. While this puts a little bit of a handicap on Eldar transport firepower, it cripples the already mediocre Tau battle tanks. Skyrays need those markerlights to make their missile salvos effective, but if they have to jink to stay on the board before the enemy flier comes on, then they might as well be terrain. Markerlight sources are expensive and hard to keep on the table. Hammerheads already needed markerlight support to be effective, but now they need more? From now on, our Skyrays and Hammerheads will have to act like a regular Astra Militarum tanks, but with less dakka and less armour. If you take them at all, that is. Speaking of vehicles, they are harder to destroy. In addition, Skyrays are now drastically less effective. At this point, suits with Velocity Trackers are the only way to get rid of enemy air support outside of our own Fliers. We have no psykers, so this is essentially a free phase for other armies to use force multipliers or shoot us with psychic bullets. Still, in the words of CoffeeGrunt: Not a huge change, but before you were likely to lose 3 or 4 inches. Many of the units in our codex ignored difficult terrain on the charge anyways, so this is a small buff for other armies and, conversely, bad for us. And last but certainly one of the worst: Independent Characters cannot join a unit containing a Monstrous Creature. It was fun while it lasted, but I guess we can give them this one. The Good Now, on to the Good, as we should never dwell on the negative. The future is bright and Tau are the only ones to get us there. Photon Grenades have changed. Now they have a thrown blast profile, so even our BS3 firewarriors have good odds of hitting their target. This blast won't hurt anything, but it does force a Blind check. Unfortunately, Blind checks now only occur once per phase, but that one failed initiative check is going to hurt tremendously. Much more useful than Stealth under 8" imho. Our battle tanks may have suffered at the hands of 7th edition, but our transport is looking much better. Realistically, 6th edition was the beginning of the end for the Warfish, but 7th is the nail in the coffin. Our transport is speedier and tougher than a Chimera, and it also gets a DPod buffed Jink save! These will be tough to take down, and they are Devilfishes can now claim objectives and hold it against anything but an enemy Troop choice. Granted, a dedicated Land Raider will be even tougher, but we can take 3 Devilfishes for the price of one Landraider, and our vehicles are faster. Watch out for those zippy Eldar. XV-9 Hazards with Fusion Cascades are a bit better now. Still not cost effective, but since they already relied on a higher rate of fire than Fusion Blasters, the new edition is kinder to them. Flamers can now hurt passengers in Open-topped vehicles. What Does it All Mean? Mass firepower is still the name of our game. Tau will have to have good Alpha Strikes to set the pace early and keep those psykers under control. So you may not be reserving as many units as you used to. Hammerheads will become even rarer Longstrike will almost cease to exist and maybe Skyrays too. Tau seem to have been hit with the Nerf bat overall, but not that hard. We are still strong, and now we can freely use tactics to our advantage without feeling sorry for our opponent because we are "OP". Long range anti-tank firepower is no longer an option for Tau. We are going to need to play smarter and be prepared to get our hands dirty. I also expect to see more Enclave players. Crisis suits are now even more important than ever, and FSE is the only way to get them onto the board in sufficient numbers. And how you are going to keep those transports on the other side of the board where they belong.

Chapter 6 : Codex Tau Empire PDF | DropPDF

8th Edition, Tau Space Communists have now shared a complete look at the Tau Codex, including the all-important points cost. The changes made to this army are HUGE, and while it shakes up the established order dramatically, it's clear that Tau players have a good reason to go pre-order the new book, and will want to get their hands on it ASAP.

My Sept is the Moonstar Sept. We inhabit a world covered mostly by water. We primarily have water farms where we produce food, both plant and fish among several other products. Many of our grand cities float above the surface of the ocean, with highly advanced shielding to protect them from the occasional fierce storm that blows in from the warm waters. Our planet, much like your Terra, has a moon rotating around our planet. Our moon though is unique in fact that it also has a smaller body of mass orbiting around it as well. On our moon, we have a military base, an outpost if you may. They have some of the most advanced sensor systems in this sector. Alas, that leads to the next portion of information we feel is vital to the Greater Good, and to you, our Imperial neighbors. We are primarily run by earth caste, as we excel at advanced research and development programs. We not only are one of the top producers and testing facilities for advanced weapon systems, even our Fire caste works within research and development. We, our Sept, are always striving to find better tactics to fight any acts of aggressions against the Tau Empire. Be it through military strategy, or technological breakthroughs. He is willing to plot a clever trap to see a foe ensnared, unable to escape or fight back. He always works towards limiting losses of any Tau, or non-combatant, he can. He has a keen eye for the battle field and a clever mind. Sometimes, he can be too patient, and can be prone to inaction. He is a fierce hunter from his days of training. He is likely to go off on his own and hunt an enemy down so as to never threaten the Tau or his command ever again. He is prone to great battle charges, coming in close to the enemy. Between the two, the bold hunter and the patient tactician, our army runs smoothly. Through their years of service together, they have learned to depend upon one another for support. Though the Hunter might not want to admit it, he is more than willing to pull back when the pray gets too tough, and lure them into a trap cleverly set up by his counterpart. With this, I welcome you as friends to our sector. For the Greater Good, I bid you to stay and enjoy the lush waters of our planet and some of the bounty from our seas. Rest, and enjoy our new alliance. We look forward towards training beside you, and your great reputation on the fields of battle. With 6th edition, the Tau went from having just a few tricks up their sleeves and otherwise dead if touched by an assault though I have had a squad of Fire Warriors fend of some Mandrakes before, made them run and riddled them full of holes with plasma fire. With 6th edition, I feel the Tau gain new playing potential. One big change that helped the Tau was the change to Rapid Fire Weapons. With the new rules, you can now move and shoot rapid fire weapons at full range, and still double shoot at half range. Fire warriors are now more flexible than before, and the Tau can now do what they where suppose to do, give ground so we can shoot more! Also the change of double shots at half range, instead of just 12 inches, means that the fire warriors have double shots at 15 inches. The extra range is what you need for Tau, and you can really double the shots if you had to with the rifles. Carbines are still assault 1, 18 inch range. Like your going to even consider assaulting. If any Tau player considers it as anything other than a last ditch reaction, then they are playing the wrong army. Overwatch is very helpful for the Tau. I can see some good from that. I can also see some nice combos with Eldar with this, now that the allies rule is back in. Just have a Farseer with them, roll right for one of the new Disciplines, and you could be shooting overwatch at your normal BS. Tau may have low BS, but that still is something any assaulting playing is going to be weary of. The availability of cheep twin linked weapons for the Tau are going to help them out I can see. Especially when it often times only costs the Tau a few extra points to twin link something. Charges are now more threatening, but less at the same time. Possible charges range from inches. Hard to say now. Allies can help fill in a lot of gaps. As Tau as your primary army, you can now take Eldar or Space Marines as Battle Brother allies and have them cover your troops from possible assaults. Then again, Tau can ally with just about anyone with relative ease. So there are many options now. And if you want to use them as your ally force, then they once again can ally with just about anyone. And no one would really complain about having a few railguns in their army, especially if

they are twin linked. Jink makes it almost worth taking a devilfish, almost. Multi-trackers for vehicles are no longer necessary, but once again No Multi trackers for vehicles any more , I recommend still taking them. If you are going to pay the points for a vehicle, you might as well add in the points to make it mobile and defensive. Also, the two burst cannons now have a place on the vehicle, so scrap the Smart Missile systems and get out the cheaper burst cannons. Might as well save yourself the points. And Gundrones are not counted as crew now, but are a weapon system. So if you vehicle goes pop with them in it, they are gone. So get the cheaper Burst Cannons. And if you have to snapfire one of them, not a big deal. The new Jet-pack rules are helpful. They clarify what they can do now, though they no longer move 6" in the assault phase like they use to. They now move like a charge, without charging. They still ignore terrain, but that random 2d6 movement is either going to save you, or doom you. You might not get back into cover. So move those units carefully. On the other hand, you might be able to move past your old cover that is being compromised by troop movement and duck into a new hiding spot. Still not enough guns on the field! Crisis suits are nice, very nice. The twin missile pods can come in handy against most vehicles, or those plasma rifles can still be nice to have, but you pay probably close to points when you are done for about three shots. Not a lot of fire power for points Advanced Stabilization System Still helpful, though not as necessary as in times past. With snap fire rules, broadsides can shoot those twin linked railguns at a counted BS of 1. All that these do is make it so you can move and fire the weapons at your full BS, which would be 3. Not too bad still. Compared to other models with Slow and Purposeful special rules, the Advanced Stabilization System has a few nice tricks behind it. Seen as in the Advanced Stabilization System description, you can turn this special rule off for the BroadSides that take this wargear. That means, if they need to run and not shoot for some reason, you can now run with them. You can overwatch with those Railguns. On any other unit, this I think is a waste of time, as everything else already has the relentless rules. Airbursting Fragmentation Projector This is a fun little weapon, and it always goes onto my Commander, Nitescar. He always seems to be the dread of my opponent, and they always try to pop a shot off his way to get him to back down when they can. It might have only an 18 inch range, but with the ability to premeasure, you can keep that right at 18 inches as much as possible. This is special equipment. There is a reason I suggest it on a Commander model. With the High BS on the commander, added to a one per army listing anyway Blacksun Filter Got night fighting issues? Need to see them no matter how dark it is? These little pieces of wargear are your answer. They now just ignore night fighting rules completely. So, your 72 inch range guns can still fire at full range. Hows that for the Necrons? And the best part, they only cost a couple of points. Not too expensive, and that means you can toss them on easily enough "just in case". Taking these really depends upon your play style, and if you think Imoteck might be making an appearance. If you actually roll for mission scenarios from the book, it might be worth it. Bonding Knife This is still a useful thing to have, but not as needed as once before.

Chapter 7 : Codex: Tau Empire (6th Edition) - Warhammer 40k - Lexicanum

*Codex Tau Empire [Warhammer] on calendriredelascience.com *FREE* shipping on qualifying offers. An update/expansion to the currently-existing Codex: Tau Empire, this book contains rules and backgrounds for several new experimental weapons platforms - should you already own Codex: Tau Empire.*

Jump to navigation Jump to search Example early 3rd edition Codex Imperial Guard Each codex had its own lettering style for the title. Example late 3rd edition Codex Imperial Guard All of these longer codexes had a standard black border and common title style. Example 4th edition Codex Space Marines All codexes had a standard grey metal-effect border and common title style. Example 6th edition Codex Space Marines All codexes had a standard grey name and the word codex. Early 7th Edition Codexes continued this styling. Example Late 7th edition Codex Dark Angels These codexes had a standard white name with their faction type. A codex often pluralised as codexes by Games Workshop, though the grammatically correct pluralisation is codices , [1] in the Warhammer 40, tabletop wargame, is a rules supplement containing information concerning a particular army , environment, or worldwide campaign. Codexes for particular armies were introduced for the second edition of the game. The third edition rendered these obsolete, and a new series began, including introducing codexes for battlezones and campaigns. Until superseded by newer versions, the 3rd edition and later codexes remained valid for the newer editions of Warhammer 40, The rules for all models from 7th Edition onwards have been produced as datasheets. These are normally a concise page containing all the necessary rules for a model or unit. A complete and comprehensive list detailing all the datasheets available for each faction is available on the Datasheet Warhammer 40, Wikipedia page. The introduction of 8th edition saw a large rules overhaul, and all prior codexes were rendered obsolete. On release, 8th edition introduced Indexes to introduce rules for all their armies, before again eventually releasing individual codexes. As with before 8th edition, codexes remain valid until superseded by newer versions currently the oldest valid codex is Codex: Space Marines - 8th Edition. All codexes 6th Edition and prior contained: Background - Information about the force and its place in the Warhammer 40, universe. This includes artwork, short stories, and copies of fictional documents from the future. Bestiary - A description of the units, characters and vehicles that can be chosen for use in a battle. This includes their characteristic values, information on their weapons, and any limitations on their use, as well as background information on the unit. Hobby section - Information on collecting, building and painting an army from the codex. Army list - The items in the bestiary are arranged by type and given a points value, with more powerful units costing more points, so that battles are fought between balanced armies. Options are also given here along with their cost. For 7th Edition Games Workshop overhauled the basic codex layout, 8th edition continued the same layout as such: This includes artwork, short stories, and copies of fictional documents from the future - The same style as before. Army List - This contains datasheets for every unit and a wargear list. In 7th edition datasheets contained the complete rules and points values needed to field a unit and a picture of the model from the Citadel Miniatures range, along with a description of the unit, as per the old bestiary. In 8th edition a datasheet contains the complete rules for fielding a unit including power level and keywords. The points for matched play have been moved from the datasheet to the Appendix. It also contains a quick reference sheet at the very back. In 8th edition this became: Rules for models produced by Forgeworld are available as part of the Imperial Armour series of books, also published by Forgeworld.

Chapter 8 : T'au Empire - Wikipedia

Q: Markerlights in Codex: Tau Empire - it seems to be the case that you can only fire at the target you used the markerlights on, but if you have a unit with Split Fire, people.

With the exception of their FTL tech, Tau technology is more advanced than the Imperiums, so if the Imperium can make a man-portable S9 AP2 rifle, then the Tau should be able to make a more portable one as a note, the thing is basically a Lascannon. Upon reflection I would maybe make this as S7 or 8 instead, because even S6 is low for a weapon which can do light anti-tank duties Its a frickin railgun , but it still needs to be a bigger gun than they already have. That makes more sense for you. Was confused, now I get it! Remember the Tau are about teamwork! The Tau military could use this equipment philosophy to encourage that teamwork idea in its soldiers. Who by any other standard are some of the best equipped average dudes in the galaxy. Could the Tau build a man-portable Str 9 Ap 2 weapon? Bet they have too, just for kicks. Would they give it to a foot soldier? No, its too much power for an unproven foot soldier. Once he proves worthy of that power, they stick him in a big armored suit and then give it to him. That soldier then deeply understands how much the infantry he or she used to be a part of need his new power, and the cycle of instilling teamwork is complete. Nor do they have a Lightspeed drive. The Imperial ships had hanging clamps in their hangars that would latch the fighter to the ceiling and allow the pilot to get out on to a gangway or cat walk. The Empire said essentially: Yes the Rail Rifle needs something. If it gets a boost in power it should be minimal however. To me its just fine as a super high powered anti-personnel rifle. I say just give it to them for free along with the target lock, max four to a pathfinder squad. Let the rest of the army deal with enemy armor. At that point I would start aiming them at even medium tanks and the inter-dependency of the army breaks down. Could the forum please put a limit on the size of a quote btw?

Chapter 9 : BREAKING: Tau Codex a Reprint - Not Actually Needed?!

The 6th Edition Tau codex is the most recent version, and the Forge World stuff is still languishing in old rules has been updated to 6th via IA3 2nd ed and the new IA: Apoc. Be sure to check the latest errata when considering your options.

Pathfinders have dropped to just FIVE points each. Vote Up0Vote Down May 30, However, with the massive nerf to how markerlights worked, you need to bring twice as many to have a hope of accomplishing anything good. Vote Up0Vote Down May 30, 6: Vote Up-3Vote Down June 13, 4: Markerlights bonuses are so shit. What a shit move GW. Vote Up-4Vote Down June 19, 2: They are worse if you want to spread things out against multiple targets, of course. Vote Up0Vote Down June 19, 5: The fact that pathfinders are 8 points a pop and you can get Fireblades, Darkstrider, Firesight Marksmen all with high level hitting Markerlights means they are lot easier to get and a lot easier to saturate and a lot easier to hide. Vote Up0Vote Down June 19, We were waiting for this day. Rail Guns remain the King of Guns. Crisis suits are T5, 3 wounds. Burst Cannons are 4 shots. Holy shit Seeker Missiles. In other news, mortal wounds are rare my ass. But yeah, memory is fuzzy either way. The 7E book was just a copy-paste with formations added, basically. Vote Up0Vote Down May 30, 2: Even destroyer missiles on stormsurges are only D3. Vote Up0Vote Down June 19, 2: Hunter killer missiles are just one-shot krak missiles that are -2 AP rather than -3 probably a typo, actually. If they did, they would have neither a Str not AP at all. The ability to do 1 mortal wound is situational, but super useful. And they are pretty cheap. Vote Up0Vote Down June 19, 3: