

Farsight Enclaves

“To follow any path other than the Tau’va is to doom us all!”

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What are the Tau? The Tau Empire is an alliance of alien races united under Ethereal leadership. The Ethereal use a form of emotional control to keep the races from fighting each other and to make them unite. The Tau have very advanced technology despite being the youngest major power in the galaxy. Rows of heavily armed war suits and high tech cloaking devices make them incredibly formidable to face!

Army Difficulty 1-5: 1. The Tau Empire is a pretty straight forward army. They have excellent ranged weapons and do not do particularly well in Melee. They do have Melee capable units to protect your firing line or get aggressive when needed on Objective Markers, but it is not their strong suit.

Strengths: The Tau have high powered pulse weapons that can even threaten lightly armoured vehicles! Each shot is nearly the power of a Heavy Bolter from the Imperium, and they tend to have more range as well verses their counterparts. Combined with their Drone’s Savior Protocols, they can stay in the fight longer at the expense of their auxiliary drones.

Weaknesses: The Tau do not perform well in Melee for their point cost with the exception of a few units. Overall the Tau is better at range than most armies and should plan accordingly to keep Melee heavy armies at bay. Mobile move and shoot tactics will suit this army best to avoid it.

Army Abilities: The Tau Empire have a series of special rules that set them apart from the rest of the Codexes in the 40k settings. You will find them listed here to save on repetitive sections. Reference this section when consulting their rules.

Calm of Tides – 6” Aura, this model and target unit gain Fearless.

Drone Docks # - A model with Drone Docks # starts with their Drones Embarked without taking up any Transport Capacity. While Docked, the Drone’s weapons and abilities are considered to be part of the unit. If a weapon is Destroyed and is randomly selected to be the Drone, it is removed from the game. Drones may Disembark or Embark up to the Drone Docks # allowed on this model, regardless of upgrades and may join or leave the unit as normal in the Movement Phase.

Even if a Docked Drone does not have a weapon, it is still considered a Weapon for the purpose of Vehicle Penetration Charts. A Disabled Drone cannot use its Abilities or Wargear, and a Destroyed result Destroys the Drone as well like normal.

Ethereal – 6” True Aura, friendly units gain Bodyguard and must make Bodyguard tests to protect this model whenever possible.

Kroot – This is a keyword for some abilities.

Limited Ammo – This weapon may not be used for Snap Shots of any kind, including Overwatch.

Marker Light – Marker Light weapons roll To Hit like normal but stop the attack sequence after that. If they Hit, place a Marker Light Token next to the target. When a friendly Tau Codex unit declares an attack against a unit with one or more Marker Light Tokens, they may discard a token to gain one of the below bonuses before rolling any dice. They may use more than one Marker Light Token at a time, but may not duplicate the effect more than once per unit’s declared attacks on the same target unit.

- **Targeting Matrix:** All attacks from the unit that spent this Marker Light Token gain +1 To Hit with ranged attacks or -1 To Scatter with Blast Weapons against the target unit.
- **Multi-Spectrum Scan:** All attacks from the unit that spent this Marker Light Token inflicts a -1 to Cover Saves from their ranged attacks against the target unit.
- **Missile Strike:** In addition to the unit’s attacks against the target unit, they may fire a Seeker Missile from a friendly model that is in range and has the appropriate Fire Arc. This Seeker Missile also benefits from other tokens spent by the active unit.

Primitive AI – This model cannot Contest or Claim Objective Markers. This model can be included in unit formations typically not legal during army creation. In the event this model is in a unit that is an exception to the rules for Infantry to be part of, each time this unit is Hit with a Template resolve all Hits against Primitive AI models as if they were a separate unit and do so first. This is not simultaneous Damage, meaning if a Drone is destroyed its abilities and Wargear cannot be used to protect the other models in the unit.

Primitive AI models may join or leave units as if they were independent Characters, but do not have a population limit like Independent Characters.

In addition, in the Movement Phase a model with Primitive AI can join or Dock with any unit that is allowed to take Drones so long as it does not exceed the maximum limit allowed on their Datasheet.

Revered Figure – If this model is slain, all Tau models within 24” roll a d6. On a 1, the model is removed from the game (Vehicles remain as Destroyed but do not risk exploding. High Altitude Models Crash and Burn). If any models in a unit roll a 6 the entire unit gains Stubborn.

Savior Protocols – After all Saves and Feel No Pains are taken by models in the same unit as this model, this model rolls a d6 for each attack that succeeded. On a 4+ this model suffers a Mortal Wound and cancels the incoming attack instead.

In the event of their being multiple Savior Protocols, you can choose which model with Savior Protocol takes the Mortal Wound(s). Any excess 4+ rolls then there are Savior Protocols with Wounds remaining continue to the unit as normal. This model can never choose to take Wounds during any phase on behalf of the unit like normal.

Zephyr's Grace – 6" Aura, this model and target unit gain Fleet

Seeker Missile – This weapon may only be fired by any friendly unit expending a Marker Light Token when Declaring Shooting and the target being in this weapon's Firing Arc. Only the unit firing the Seeker Missile is considered to be firing it as a Heavy # weapon.

Sense of Stone – 6" Aura, this model and target Infantry unit gain 5+ Feel No Pain.

Storm of Fire – 6" Aura, this model and target unit reroll 1s To Hit.

Common Wargear

In order to reduce redundancy throughout the Codex, common Wargear upgrades for units and models will be included here for your quick reference.

- **Black Sun Filters** - This model gains Night Vision
- **Blind Grenades** - Charges against this unit are Disorganized Charges. This unit is considered armed with Grenades.
- **Counterfire Defense System** - This model performs Overwatch on 5+.
- **Decoy Launcher** – This model gains a 5+ Invulnerability Save against Ranged attacks.
- **Early Warning System** - All weapons on this model gain AA.
- **Greater Good Vox Broadcast** – 6" Aura, target unit must roll a Ld Test with a -1 penalty to benefit from friendly Aura's until your next Command Phase. For each additional Greater Good Vox Broadcast in range, they suffer another -1. A unit may only be forced to test once until your next Command Phase.
- **Positional Relay** - 6" Aura, target unit does not scatter when Deepstriking. This Aura is cast when the first model is placed prior to scattering.
- **Shield Generator** – This model and its unit gain a 5+ Invulnerability Save.
- **Standard** – This model grants two Auras.
 - 6" Aura, This model's unit and target unit gain A+1.
 - 6" Aura, This model and target unit may reroll failed Ld Tests.
- **Vectored Thrusters** - This model gains Fleet and Hit and Run.

Septs

Tau forces specialize in different aspects of warfare. The following are Septs you can play with to change the play style of your forces. If you wish to play the Codex with no modifications, select the Tau Sept.

Farsight Enclaves:

- Colonists: Infantry models in your army count as 2 models for the purpose of Contesting Objectives.
- Separatists: No models with the Ethereal rule may be included in your army. All models in your army suffer Ld-1. Datasheets with **Bold #** already have this calculated.

HQ Slots 1-2 Slots

Commander Arra'kon Arra'kon Drone	M WS BS S FA SA RA W I A Ld Sv 8 3+ 2+ 5 10 10 10 7 2 4 9 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 177 Composition: 1 Arra'kon 0-2 Drones
Wargear Arra'kon: Airbursting Fragmentation Launcher Plasma Rifle Cyclic Ion Blaster Advanced Shield Generator Drone: Marker Light	Options May take up to 2 Drones for +10 points each Arra'kon may take up to one of each E Any Drone may swap Marker Light for D or F	Rules Arra'kon: Independent Character Vehicle Combat Walker Unique Farsight Enclaves Deepstrike Jump Master of War – 6" Aura, this model and target unit may reroll 1s To Hit. Master Tactician – After Deploying units but before Infiltrators are placed, you may remove d3 units from the table and redeploy them. Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear: Advanced Shield Generator – 4+ Invulnerability Save.	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +6 points	

Selection	Name	Range	S	AP	Rules
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S	Airbursting Fragmentation Launcher	18	5	4+	Assault 1, Indirect Fire, 3" Blast, Ignores Cover, Hull
S	Plasma Rifle	24	6	2+	Rapid Fire 1, Sponson, Primary
S	Cyclic Ion Blaster	18	7	4+	Assault 3, Monsterbane, Sponson, Primary
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Commander Bravestorm Bravestorm Drone	M WS BS S FA SA RA W I A Ld Sv 8 3+ 2+ 5 10 10 10 7 2 4 9 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 308 Composition: 1 Bravestorm 0-2 Drones
Wargear Bravestorm: 2 Fusion Blades Advanced Shield Generator Drone: Marker Light	Options May take up to 2 Drones for +10 points each Bravestorm may take up to one of each E Any Drone may swap Marker Light for D or F	Rules Bravestorm: Independent Character Vehicle Combat Walker Unique Farsight Enclaves Deepstrike Jump Hyper Aggression – 6" Aura, this model and target unit may reroll failed Charges. Master of War – 6" Aura, this model and target unit may reroll 1s To Hit. Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear: Advanced Shield Generator – 4+ Invulnerability Save.	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points	

	F Shield Generator +6 points	
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Selection	Name	Range	S	AP	Rules
M	Fusion Blade	18 Or Melee	8 Or +3	1+ Or 1+	Assault 2, Melta, (Monsterbane), Sponson, Primary Or Slow, Armourbane, Monsterbane, Primary
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Commander Farsight Farsight Drone	M WS BS S FA SA RA W I A Ld Sv 8 2+ 2+ 5 10 10 10 7 2 4 9 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 195 Composition: 1 Farsight 0-2 Drones
Wargear Farsight: Plasma Rifle The Dawn Blade Advanced Shield Generator Drone: Marker Light	Options May take up to 2 Drones for +10 points each Farsight may take up to one of each E Any Drone may swap Marker Light for D or F	Rules Farsight: Independent Character Vehicle Combat Walker Unique Farsight Enclaves Deepstrike Jump Master of War – 6” Aura, this model and target unit may reroll 1s To Hit. Unconventional Tactics – 6” Aura, this model and target unit gain +1 To Hit in Melee. Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear: Advanced Shield Generator – 4+ Invulnerability Save.	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points	

	E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +6 points	
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Selection	Name	Range	S	AP	Rules
S	Plasma Rifle	24	6	2+	Rapid Fire 1, Sponson, Primary
M	The Dawn Blade	Melee	User	2+	Armourbane, Primary
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Commander Shas'ō Sha'Vastos Shas'ō Drone	M WS BS S FA SA RA W I A Ld Sv 8 3+ 2+ 5 10 10 10 7 2 4 9 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 182 Composition: 1 Shas'ō 0-2 Drones
Wargear Shas'ō: Flamer Plasma Rifle Advanced Shield Generator Puretide Neurochip Drone: Marker Light	Options May take up to 2 Drones for +10 points each Arra'kon may take up to one of each E Any Drone may swap Marker Light for D or F	Rules Shas'ō: Independent Character Vehicle Combat Walker Unique Farsight Enclaves Deepstrike Jump Master Tactician – After Deploying units but before Infiltrators are placed, you may remove d3 units from the table and redeploy them. Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear: Advanced Shield Generator – 4+ Invulnerability Save. Puretide Neurochip – This model may reroll all To Hit rolls and Hit and Run rolls.	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points	

	F Shield Generator +6 points	
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Selection	Name	Range	S	AP	Rules
S	Flamer	Flame	4	5+	Assault 1, Sponson, Primary
S	Plasma Rifle	24	6	2+	Rapid Fire 1, Sponson, Primary
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

Advisors 0-3/Troop Slot Purchased

Oblotai 9-0 Oblotai Drone	M WS BS S FA SA RA W I A Ld Sv 8 5+ 3+ 6 12 12 10 8 2 3 9 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 152 Composition: 1 Oblotai 0-2 Drones
Wargear Oblotai: 2 Linked High Yield Missile Pods 2 Linked Smart Missile Pods Seeker Missile Puretide Engram Drone: Marker Light	Options May take up to 2 Drones for +10 points each Oblotai may take up to one of each E Any Drone may swap Marker Light for D or F	Rules Oblotai: Character Vehicle Combat Walker Unique Farsight Enclaves Deepstrike Jump Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump
Special Wargear: Puretide Engram – This model is immune to the secondary effects of Weapon Disabled and Crew Stun, but still suffers the additional damage.	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +13 points	

Selection	Name	Range	S	AP	Rules
S	2 Linked High Yield Missile Pods	36	7	4+	Assault 4 x2, Monsterbane, Hull, Primary
H	2 Linked Smart Missile Pods	30	5	5+	Assault 2 x2, Ignores Cover, Hull
M	Seeker Missile	72	10	3+	Heavy 1, Monsterbane, Ignores Cover, Indirect Fire, Seeker Missile, One Use Only, Hull
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane

O'Vesa O'Vesa Drone	M WS BS S FA SA RA W I A Ld Sv 12 5+ 3+ 6 13 13 11 14 2 4 9 3+ M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Points: 292 Composition: 1 O'Vesa 0-2 Drones
Wargear O'Vesa: Ion Accelerator 2 Linked Fusion Blasters Riptide Shield Drone: Marker Light	Options May take up to 2 Drones for +10 points each O'Vesa may take up to one of each E Any Drone may swap Marker Light for D or F	Rules O'Vesa: Vehicle Combat Walker Unique Farsight Enclaves Deepstrike Jump Earth Caste Pilot – This model is immune to Mortal Wounds from the Nova Reactor and may reroll 1s and Scatter Dice To Hit. Nova Reactor – This model may suffer 1 Mortal Wound to treat a Disabled Weapon as not Disabled for the current Phase. It may do this as many times as it wants to per Phase. Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump

Special Wargear: Riptide Shield – This model has a 4+ Invulnerability Save	Special Wargear Upgrades: E Early Warning System +0 points E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +6 points	
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Selection	Name	Range	S	AP	Rules
S	Ion Accelerator	72	9	2+	Heavy 2, 3" Blast, Monsterbane, Sponson, Primary
H	2 Linked Fusion Blasters	18	8	1+	Assault 2 x2, Melta, (Monsterbane), Hull
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2

Sub Commander Torchstar Torchstar	M WS BS S FA SA RA W I A Ld Sv 8 3+ 5+ 5 10 10 10 7 2 3 8 3+	Points: 76
Drone	M WS BS S T W I A Ld Sv 6 5+ 4+ 3 3 1 2 1 5 4+	Composition: 1 Torchstar 0-2 Drones
Wargear Shas'o: 2 Flamers Drone: Marker Light	Options May take up to 2 Drones for +10 points each Torchstar may take up to one of each E Any Drone may swap Marker Light for D or F	Rules Shas'o: Independent Character Vehicle Combat Walker Unique Farsight Enclaves Deepstrike Jump Pyro Enthusiast – This model may reroll 1s To Wound with Flame weapons. Drone: Infantry Primitive AI Savior Protocols Deepstrike Jump

Special Wargear:	Special Wargear Upgrades: E Counterfire Defense Systems +2 points E Black Sun Filters +2 points E Vectored Thrusters +4 points E Positional Relay +5 points F Shield Generator +6 points	
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Selection	Name	Range	S	AP	Rules
S	Flamer	Flame	4	5+	Assault 1, Sponson, Primary
D	Marker Light	36	-	-	Assault 1, Marker Light
D +1 point	2 Linked Pulse Carbines	18	5	5+	Assault 2 x2
D +3 points	Smart Missile Pod	30	5	5+	Assault 2, Ignores Cover
D +4 points	Missile Pod	36	7	4+	Assault 2, Monsterbane