

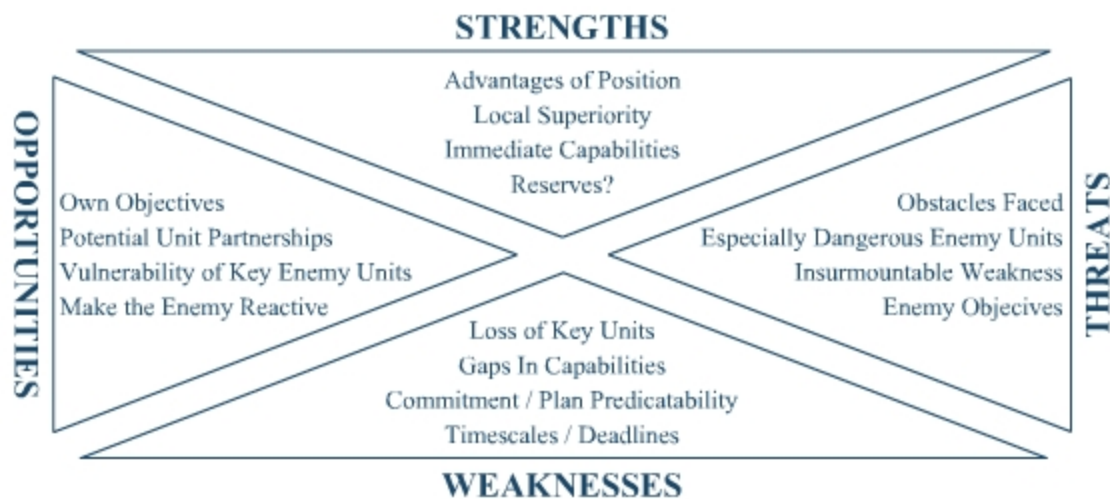


## Deployment - "One Skilled in Battle Takes a Stand in the Ground of No Defeat"

|          |  |   |
|----------|--|---|
| Terrain: | Where are the killing grounds?<br>What terrain must I control?<br>Where are my lines of retreat? | Where is my protection?<br>What terrain must I not let the enemy control?<br>How will terrain help or hinder the mission? |
|----------|--|---|

|                      |  |
|----------------------|--|
| Heavy Support Troops | - Tanks should be behind LoS blocking terrain; BS should be in cover with good LoS.              |
| Elites               | - Observe his deployment of troops and Elites: this may give you clues as to his intended moves. |
| HQ                   | - Deploy these units in a way that forces the enemy to march to your tempo.                      |
| Fast Attack          | - Fragile: take full advantage of cover and IC status; Also keep their intended role in mind.    |
|                      | - Consider use as a counter to unexpected enemy deployment.                                      |

## Tau Pre-Movement Phase - "The Fight is Chaotic Yet One is Not Subject to Chaos."



## Movement Phase - "Victorious Warriors Win First and Then Go to War, While Defeated Warriors Go to War First and Then Seek to Win."

**Remember:**                      **Roll for Regrouping**                      **Roll for Reserves / Deep Strike**

### USE THE SWOT ANALYSIS

- Mobile Tau dominate the Movement Phase - use this to force local advantage in the Shooting Phase
- Do not move for the sake of moving - do everything with a goal in mind
- Move skimmers more than 6 inches
- Do not write off "static" units because they do not normally move - sometimes they must move for the Greater Good

**Acronyms:-****BC:** Burst Cannon**Bs:** Broadside**DF:** Devilfish**FB:** Fusion Blaster**FW:** Fire Warrior**GD:** Gun Drone**MP:** Missile Pod**PR:** Plasma Rifle**RF:** Rapid Fire**SMS:** Smart Missile System**T:** Toughness**TA:** Targeting Array**TL:** Twin Linked**Shooting Phase - "And So, One Who Uses Fire to Aid an Attack is Dominant"****Shooting Order:**

- 1 - Fire Template Weapons
- 2 - Target units that can only partially be seen
- 3 - Fire with anyone who has only one target
- 4 - Work Torrent of Fire rule to your advantage

**REMEMBER:****MARKER LIGHTS**

- +1 to Ballistic Skill
- 1 to Leadership
- 1 to Cover Save
- Autopass Target Priority
- Ignore Night Fighting Rules
- Launch a Seeker Missile

**A Rough Battlefield Guide to Shooting Efficiencies**

|                           | Number of Kills (3sf) |       |                |       | Number of Damaging Hits (2sf) |     |      |     |      |     |      |     |      |     |
|---------------------------|-----------------------|-------|----------------|-------|-------------------------------|-----|------|-----|------|-----|------|-----|------|-----|
|                           | GEq                   | MEq   | TEq            | Cfex  | AV10                          |     | AV11 |     | AV12 |     | AV13 |     | AV14 |     |
|                           | T3/4+                 | T4/3+ | T4/2+<br>5+inv | T7/2+ | G                             | P   | G    | P   | G    | P   | G    | P   | G    | P   |
| 12 Pulse Rifle/Carbine    | 5                     | 1.33  | 0.67           | 0.17  | 1                             | 1   | 1    | -   | -    | -   | -    | -   | -    | -   |
| RF-12FW Drop (GD, DF)     | 12.1                  | 3.25  | 1.62           | 0.41  | 2.4                           | 2.4 | 2.4  | -   | -    | -   | -    | -   | -    | -   |
| Fireknife 'el (MP, PR)    | 1.67                  | 0.93  | 0.56           | 0.33  | 0.3                           | 0.9 | 0.3  | 0.7 | -    | -   | -    | -   | -    | -   |
| Fireknife Suit (MP, PR)   | 1.25                  | 0.69  | 0.42           | 0.25  | 0.3                           | 0.7 | 0.3  | 0.4 | 0.3  | 0.2 | 0.2  | -   | -    | -   |
| Deathrain Suit (TL-MP)    | 1.25                  | 0.42  | 0.21           | 0.13  | 0.3                           | 0.8 | 0.3  | 0.5 | 0.3  | 0.3 | 0.3  | -   | -    | -   |
| 2 Gun Drones              | 0.93                  | 0.25  | 0.12           | 0.03  | 0.2                           | 0.2 | 0.2  | -   | -    | -   | -    | -   | -    | -   |
| Helios 'el (FB, RF-PR)    | 1.67                  | 1.67  | 1.11           | 0.89  | 0.2                           | 1.1 | 0.2  | 0.9 | 0.2  | 0.6 | -    | 0.6 | -    | 0.5 |
| Helios Suit (FB, RF-PR)   | 1.25                  | 1.25  | 0.83           | 0.67  | 0.2                           | 0.8 | 0.2  | 0.7 | 0.2  | 0.5 | -    | 0.4 | -    | 0.4 |
| Ion Cannon                | 1.67                  | 1.67  | 0.28           | 0.17  | 0.3                           | 1   | 0.3  | 0.7 | 0.3  | 0.3 | 0.3  | -   | -    | -   |
| Blue Piranha (BC, 2GD)    | 2.18                  | 0.58  | 0.29           | 0.07  | 0.4                           | 0.4 | 0.4  | -   | -    | -   | -    | -   | -    | -   |
| Red Piranha (TA, FB, 2GD) | 1.48                  | 0.80  | 0.49           | 0.48  | 0.2                           | 0.9 | 0.2  | 0.7 | -    | 0.6 | -    | 0.6 | -    | 0.5 |
| Rail Gun                  | 0.56                  | 0.56  | 0.37           | 0.56  | -                             | 0.7 | -    | 0.7 | -    | 0.6 | -    | 0.4 | -    | 0.3 |
| Rail Gun Sub (1 Model)*   | 0.56                  | 0.19  | 0.09           | 0.04  | 0.1                           | 0.2 | 0.1  | 0.1 | 0.1  | -   | -    | -   | -    | -   |
| Rail Gun (TL)             | 0.63                  | 0.63  | 0.42           | 0.63  | -                             | 0.8 | -    | 0.8 | -    | 0.6 | -    | 0.5 | -    | 0.4 |
| Seeker Missile            | 0.69                  | 0.69  | 0.12           | 0.07  | 0.1                           | 0.4 | 0.1  | 0.3 | 0.1  | 0.1 | 0.1  | -   | -    | -   |
| SMS (Ballistic Skill 4)   | 2.22                  | 0.59  | 0.30           | 0.07  | 0.4                           | 0.4 | 0.4  | -   | -    | -   | -    | -   | -    | -   |
| Sniper Drone Team         | 1.25                  | 1.25  | 0.21           | 0.08  | 0.3                           | 0.5 | 0.3  | 0.3 | 0.3  | -   | -    | -   | -    | -   |
| Stealth Team (6 Man)      | 7.50                  | 2.00  | 1.00           | 0.25  | 1.5                           | 1.5 | 1.5  | -   | -    | -   | -    | -   | -    | -   |

\*For Submunition: Multiply the number of kills by the number of models covered.

**Target Priority**

- 1 - Anything that is about to charge your infantry next turn
- 2 - Enemy Transports
- 3 - Summoning Units
- 4 - Targets that will secure you Victory Points or deny them from the enemy
- 5 - Specific threats to your key units

Refer Back to the **SWOT** Analysis**Assault Phase - "Do Not Rely on Their Not Attacking, Rely on How We are Unable to be Attacked."****Remember Assault Moves For:**

- Crisis Suits
- Commanders
- Stealth Suits
- Gun Drones

**Potential Uses of the Assault Move:**

- To move behind cover / LoS
- To achieve a tactical redeployment (If the turn hasn't has the expected outcome)
- To get in the way of the enemy
- To misdirect the enemy
- To actually assault the enemy...