Tau



It was an age of darkness before the Ethereals came. Tau fought tau. Amidst the war life was brutal and short. Disease, famine, violence- they were everywhere. Until the Ethereals came. It was they who united the disparate Tau and forged them into a people unified by purpose; the Greater Good. War faded to an unpleasant memory as society blossomed, and technology rose alongside it. It gave the Tau their world, banishing disease, famine, and fear alike.

Soon the Tau's reach extended to the stars.

They met reasonable species who joined them in the Greater Good, such as the Nicassar. But so too they met brutish species that understood only strength, and refused all diplomacy for the sake of war. Now it is the forty first millennium. Surrounded by enemies, the technologically advanced Tau must meet their duty to this Chaotic and war torn galaxy so full of ignorance and despair. They seek to unite the galaxy behind them.

For the Greater Good of course.

For ten years you too shall be a part of the Tau, whatever your species. Whether as a proud member, or even leader, of the Tau united by the Greater Good, as a member of the rebel Farsight Enclaves, or even simple mercenaries.

Go forth and lay claim to the stars. And take this, that you might withstand the challenges of this grim, dark, galaxy.

+1000 CP

Age and Gender:

You're the age of majority for your species. Your gender remains the same as it was before you came here. You may pay **50 CP** to change either or both if you wish.

Backgrounds:

Whether as a leader or follower, a soldier or a scientist, there is a place of honor for you within the fold of the Greater Good. All are respected from top to bottom, though some have greater authority and responsibility. What place did you find with the Tau?

Mercenary (Free):

Then you are not properly ensconced within the Tau? Perhaps you are a merely a hireling, working or fighting for cold hard currency or technological marvels. Perhaps you were once part of another polity, and have only recently come to see the irrefutable logic of the Greater Good, and have yet to find your place within it? Whatever the case, there is no record of you within the Tau's archives. Your path is your own, for now, traveler. But all will know the Greater Good, sooner or later.

Fire Caste (Free):

The fire caste are the professional warriors of the Tau. They are larger, stronger, and more aggressive than the other castes, for such traits are needed within the hunter cadres the fire caste. When the Tau need boots on the ground, it is the fire caste that respond to that need. Wielding advanced weaponry with the most senior and skilled of their number granted the right to fight in mechanized battlesuits, few armies can overcome their might.

Earth Caste (Free):

The earth caste is the largest caste within the tau. It is they who labor in the fields and factories necessary to sustain the Tau. Many outside their number believe them dull, but it is the earth caste which develops the cutting edge technologies of the Tau. They are typically a stoic and enduring people, quietly toiling away as the backbone of the Greater Good.

Air Caste (Free):

The air caste are the pilots of the Tau, both civilian and military. They are tall and thinner than the rest of the Tau, their bodies relatively fragile due to their near constant life in space and their hollow bones, a remnant of the time before the Ethereals when they flew upon wings of flesh instead of metal. Whether a vessel is flown through the black void or through the skies of planets, whether it is a mercantile ship or a warship of the navy, it is the air caste who command and control it.

Water Caste (Free):

The water caste are the bureaucrats, traders, and diplomats of the empire. It is they who are the face of the Tau, gently guiding the ignorant and unfortunate towards the Greater Good. They are rightly known for the skill in languages and negotiations. The greatest of this caste are believed to be able to read minds, so skilled are they at interpreting body language.

Ethereal Caste (100 CP, Tau or AI only):

The Ethereals are the most noble of castes, and so they must bear the very heaviest of burdens-ruler ship. They are the guiding light of the Tau, forever leading them towards unity and the Greater Good. So great is the respect the other castes show them that all orders are obeyed, even if the receiver believes them to be a quick road to pointless and painful suicide. Never mind the vile lies of the Farsight Enclaves, who claim this to be the result of unnatural compulsion verging on mind control, for it is only due to the Ethereal's benevolent guidance that the Tau have survived, let alone prospered.

Species:

Tau (Free or 50 CP):

The Tau are, of course, the first species to discover the Greater Good, and it is they who first shouldered the burden of it's spread. They are humanoid in shape, though shorter than humans, have hooved feet, four digits on each hand, a slit where a human's nose would be, olfactory senses in their mouths, and leathery skin that typically spans somewhere from blue to gray. They see well outside a human's visible spectrum of light on both sides, but their pupils don't dilate, leaving them with poorer depth perception and slower visual based reflexes. Combined with relative physical weakness in comparison to humans even among the Fire Caste has taught the Tau to avoid physical confrontations.

For **50 CP** you may be a throw back to an age before the coming of the Ethereals, and posses a pair of functional wings as the ancient Air Caste once did.

Human (Free, 100 CP or 200 CP):

A race I believe you are quite familiar with. Bipedal, two five fingered hands, two feet, a nose. Tough, intelligent, and skilled at any number of pursuits, it is little wonder that they managed to spread across the galaxy, though it may be a wonder that they managed to avoid destroying themselves without the Greater Good.

But in the forty first millennium there are several mutants from their genetic stock; psykers and blanks.

Psykers are those whose souls burn brightly in the immaterium, and they can draw on it's power to manifest any number of effects. Like most trained psykers, you will have a particular sphere of ability such as telepathy, pyromancy, or telekinesis which you have specialized in. There is nothing stopping you from learning to do more of course, other than the inherent danger of manipulating the warp. For demons delight in tearing apart the souls of psykers above all else, and can gain a foot hold in the material world if a psyker is careless or unlucky enough to let them in.

For **100 CP** you are an epsilon class psyker. Such a psyker might be able to dominate an enemies mind, block antipersonnel weaponry, throw men about like toys, or even rend vehicles apart with sufficient focus. Your will is hardened, that you may wield your power in relative safety so long as care is taken.

For **200 CP** you are a gamma level psyker, capable of destroying heavy tanks or blocking their fire, and even matching some space marine Librarians in raw strength, if not in experience. You have a will of adamant, that your psychic might can be used without fear of breaking yourself or turning into a demon host so long as you aren't foolhardy.

Blanks are their opposite number. They are sucking voids in the sea of souls, and most are disquieting to other humans as a part of them sees them as alien. But it is against psykers, demons, and other beings with supernatural abilities that they shine. They block off access to the warp, weakening such entities by their very presence, dampening or outright annulling their abilities and sending them into seizures.

For **100 CP** you are a blank. You dull magic and the power of the warp with your very presence, and such things will find it borderline impossible to use their powers on or near you.

For **200 CP** you are a true Pariah. Even the most powerful of psykers and demons will be unable to use their abilities upon you, and your very presence will prove outright fatal if they persist in their folly.

You may not purchase both blank and psyker.

Kroot (50 or 100 CP):

The kroot are a tall avian species with rough barbed skin, pupil-less eyes, great quills where humans would have hair, beak like maws, wiry but extremely strong muscles, and extremely light bones. They

joined the Greater Good, albeit in a loose fashion, after the Tau drove back orc hordes that threatened to drive the species to extinction. They are famous for their ferocity in melee combat and their carnivorous diets- which takes the phrase “you are what you eat” to the next level. By consuming the flesh of others the individual kroot evolve to be just a little bit more like what they eat. A kroot that feasts on the corpses of powerfully built beasts will grow stronger, a kroot that feasts on highly intelligent prey will grow smarter themselves, and a consistent diet of those with wings can see the kroot growing a pair of their own- but the Kroot must beware, for it is not only the good traits that they can gain. Eating the weak consistently will make them grow weak as well.

For **50 CP** you are a standard kroot. Swift, strong, and capable of growing ever greater with a careful diet. You can be sure that you won’t eat yourself into complete incapability at least, as some kroot have in the past. You needn’t fear becoming so weak you can’t move or so stupid you’re no longer sapient as the kroot hounds and knarloc have, but your diet may negatively influence your abilities, and the effects won’t always be obvious.

For **100 CP** you will be a kroot shaper, a leader in kroot society, and blessed with the ability to taste DNA. For the kroot, their diet based evolution is more art than science, and you are a virtuoso. A simple lick will allow you to know how eating something will guide the gastro-evolution of any who partake of it. In addition you will find yourself with a natural authority, befitting one of the spiritual and military leaders of the tribalistic kroot.

Vespid (100 CP): The vespid are an insectoid species with a hard exoskeleton covered in lethally sharp barbs, three sets of eyes with each set seeing a different spectrum of light letting them perceive from ultraviolet down to infrared, diamond hard claws, a set of sensitive antenna which constantly feed them information, and a pair of functional wings which emit unique ultrasonic tones they use to control their technology. When the Tau first came upon the vespids, they did not understand each other. The vespids did not, *could not*, regard them as fellow sentients. It was only after the ethereals, in their infinite wisdom, crafted the communion helms and gave them to the most senior of the vespids who led their society that they could truly communicate. Of course, after understanding them they immediately accepted their place within the greater good. Truly, a wise species, and never mind rumors about the helmets they were given.

AI (100, 0, or +100 CP): The Tau have created many machines, and many artificial intelligences to control them. They range widely in ability. Some are barely intelligent enough to learn when best to detonate a grenade that a organic intelligence threw. Others are immensely capable, handling massive numbers of complex problems with skill equal to a staggeringly genius organics, though AI tend to be less creative than organic intelligences. For **free**, you are the sort of intelligence that might be installed in a battlesuit- uncreative, but capable of processing information faster than nearly any organic, and capable of predicting simple outcomes based on prior evidence. For **100 CP** you’re a much more capable AI, typically installed on starships or other large structures, and capable of processing the massive information flows their platforms are capable of generating and collecting. For **+100 CP** you’re instead a intelligence normally installed on a drone- typically possessing the sort of intellect

more akin to a smart dog rather than any tau or human. But in any case, AI are not granted rights by the Tau empire, and even that is much better treatment than what most outside it would offer. Expected to be expendable and obedient, allowing your ‘owners’ to know you are capable of ignoring them will likely be met with attempts at deactivation followed by reprogramming or outright destruction.

Age:

You’re the age of majority for your species. If you’d like to choose s specific number, then you may pay 50 CP to do so.

Location: Roll a d8 or pay 50 CP to choose your starting location.

1) T’au:

You start your time here upon the home world of the Tau, the seat of their power and the safest world within the empire. It is here the Tau race originated from, the Greater Good was discovered, and where the empire first formed. It is a place of splendid technology, and highly productive in all endeavors.

2) First Sphere Expansion Colony:

The first major off world colonization effort by the Tau. It lasted a thousand years and saw seven septs join the empire: Tau’n, D’yanoi, Bork’an, Dal’yth, Fal’shia, Vior’la, and Sa’cea. Each is considered a part of the heartlands of the tau empire.

Tau’n was the first off world colony of the tau and is famous for its scouts and spacers. **D’yanoi** is known for the greater number of vespid allies accompanying their forces. **Bor’Kan** was once home to another of the Tau’s allies before disease claimed them. Now it is a center of research and universities. It produces many elite soldiers and scientists. **Dal’yth** is home to vast markets and vast numbers of water caste to maintain trade to, within, and from it. **Fal’shia** is known for their skilled artisans, and for their willingness to try out the cutting edge prototypes developed for the fire caste, despite how they sometimes malfunction. **Vior’la** is known for its particularly aggressive fire caste and its abundance of military academies. **Sa’cea** produces vast numbers of the fire caste, and has produced more colonization fleets than any other system.

3) Second Sphere Expansion Colony:

The Tau’s second major colonization effort was launched from the colonizes from the first sphere. It was during this time they brought the vespids into the fold, Commander Puretide earned his fame by beating back the orc menace, and when the Tau first met humanity. Friction between them and the Imperium led to war, and an end to this period of expansion.

You may call any of the following colonies home: **Au'Tal**, a verdant world where heroes spend their retirement. **N'dras**, a world that was largely abandoned by the Tau, though for reasons only clear to the Ethereals. It's remaining citizens are tough, stealthy, and are seen as somewhat suspicious by the rest of the empire. **Ke'lshan**, a naval stronghold whose citizens are typically more xenophobic than the norm. **Elsy'eir**, a densely populated sept with many moons full of valuable minerals used to create battlesuits. **Tash'var**, a world that frequently sees war and produces particularly brave, tough, and practical soldiers. **Vash'ya**, a world that the Tau had to extensively terraform until it had a breathable atmosphere. And finally **T'olku**, a world known for it's large number of Ethereals, and it is here that many alien ambassadors are taught of the Greater Good.

4) Third Sphere Expansion Colony:

The Third Sphere was a particularly aggressive one, brought about by revolutionary advances in cryogenics and engines. It was during this expansion that Shadowsun rose to prominence in battle against the Imperium of Man, the Hrud, and the ever present orkish threat.

Many Septs were founded, and many were lost to Imperial counterattacks, and you may start upon any you choose. But there are at least a few which survived the grinding gears of war. **Ksi'm'yen** is a colony renown for its clever and stealthy operatives, and for its... interesting luck. **Mu'gulath Bay** is a world nearly shattered by an Imperial counterstroke. Only small pockets of this world was saved thanks to earth caste shields. The few survivors are wary of humanity, if not outright fearful and hateful instead. Another is **Fi'ros**, a sept founded after breaking a powerful Ork warlord's hold upon it. It is now a fortress world, and those who call it home tend to be stoic towards loss, as battles on the system's edges are frequent even to this day.

5) Fifth Sphere Expansion Colony:

The Fifth Sphere is the current and ongoing effort of the Tau to expand their borders. Following on the heels of the ill-fated fourth that seemed to end in a cataclysm due to over use of antimatter engines, the fifth has renewed contact with those the Tau had thought lost forever more. Clashing with the forces of Chaos, the Imperium, and many, many xenos, the Tau remain determined to prevail.

Some colonies of the fifth sphere are new, others have simply reestablished contact with the empire. You may hail from any you choose: **Fe'saan** is a world of vast mountain ranges, and many education camps run by the water caste which instruct new citizens of the empire on their place within the Greater Good, and it has three moons which host immense shipyards. **Kor'tal** is a colony orbiting a black hole instead of a star. An uncomfortable situation, but it also allows collection of vast reserves of dark matter from the black hole's event horizon which is used in the production of particularly powerful battlesuits. **Yo'vai** was founded not upon a planet, but a disc which seems to be the result of ancient and powerful technology, though it is still a fierce debate. Either way, it is host to legions of the fire caste that use it as a training ground.

6) Farsight Enclaves:

The Farsight Enclaves are a series of heavily fortified colony worlds that split away from the Tau empire which were founded by the eponymous and once lauded Commander Farsight. After the death of the Ethereals assigned to him, he started refusing the commands of the rightful leaders of the Tau, even claiming they used unnatural methods of compulsion to enslave the other castes. Though no doubt a vicious lie, other fire caste commanders in similar situations as he have been known to flee to him for protection when they have gone too long without ethereal oversight. All tau, and their client races, are welcome within his borders- except the ethereals and those who serve them.

He holds sway over many worlds: **Lub'grahl** is a largely subterranean colony with a heavy earth caste presence where they run cutting edge labs and have monuments to every fallen soldier of the Enclaves upon it's polar caps. **Salash'hei** is primarily of interest due to the moon sized globes of liquid which slowly part when struck by outside forces, and coalescence again due to gravity. They are popular among the water caste as subjects of meditation. In its system lies the world of **Gue'vesa'rio**, home to the humans who serve under farsight in service of the Greater Good. **Tinek'la** is a world sized crystal and is nearly perfectly transparent, much loved by the air caste who live above it, and rendered geometrically perfect by the earth caste who saw it as a challenge to cut such a huge jewel to shine with perfect splendor. **Vior'las** is the capital of the enclaves, and is dotted with a massive number of volcanoes. Each is home to a fire caste academy as well as a geothermal power plant, and the planet churns out massive armies through them.

7) **Border Space:**

But there are many places outside the septs that the Tau dwell within. Some fly between the dark, wary of pirates and invaders. Others infiltrate Imperial society in order to lead their confused and tyrannized people towards the Greater Good. Others still fight over contested lands, spilling blood for the sake of the empire.

Choose a place on the edges of Tau space, or just beyond them, that you start. Whether aboard your ship or another's, in a war zone, or in what passes for high society upon alien worlds- may you find your value abroad.

8) Free Choice:

Fortune favors you. You may choose any of the above to start at, as you will.

Skills & Abilities:

“It is not solely our technology that will enable us to prevail in this hostile galaxy. It is our shared sense of honor and commonality of cause that unites us, and will give us the power to defeat our enemies.”

Discounts are 50% off. If a perk or item is one hundred CP or less and is discounted, it is instead free.

Fire Caste Discounted:

Fireblade (100 CP): Fireblades are veterans one and all, and have mastered the skills expected of the fire warriors, eschewing the honor of piloting a battlesuit. They are expert marksman, able to accurately target the gaps in the armor of space marines or pick off the leader of a horde of charging orks. They are renown for their steely will, keeping their wits about them in even the most dire of circumstances. Respected, tough minded, skilled- they excel at the infantryman’s art of war and have the force of will and personality to lead their comrades in arms into combat- and to victory.

You are extremely skilled with personal weaponry and the field equipment of the Tau, as well as being able to maintain discipline and use squad level tactics to the point that even fireblades will respect your ability. Unlike them, however, you have not given up the opportunity to receive promotion, and find your skills translate very well to battlesuits, mechs, and their like. You also find that you can demand a Trial by Fire for any position you have experience and skill in. It will be a difficult, and perhaps even deadly test for any of the profession to take- but upon completion you will be immediately promoted.

Pathfinder (200 CP): Pathfinders are the eyes and ears of the fire caste. It is they who bear the responsibility for reconnaissance, and it is they who are the bravest and most selfless of of all the T’au. There are many tales of pathfinders continuing to mark the way for heavy ordinance even as they are overrun and cut down. In some battles their casualty rate exceeds ninety percent. They are respected for this by every caste, as is right.

But pathfinders have rarely died on purpose. And so they developed skills to allow them to fulfill their duty, that they might live to fulfill it again. You are a master of stealth, and your senses are honed finer than any razor’s edge. Trained to see yet remain unseen, you were also given training with long ranged precision rifles, that you might pick off targets of opportunity as they appear. You’re capable of swift advances and retreats, and are a master at the art scouting and escaping to see another day, so much so that escaping from even the most carefully laid traps is second nature to you. Finally, you are extremely patient, that you can line up the right shot, and have the will to withstand pain, wounds, and oncoming death while still striving towards your goals.

Kauyon (400 CP): Kauyon is the oldest of the fire caste's strategies, translating to the Patient Hunter. It is a somewhat misleading name, but not entirely. It is, in theory, a series of rolling ambushes meant to bait enemies into prepared kill zone after prepared killed zone. Executed well, it leads to the enemy over extending themselves in their haste while suffering horrendous casualties with next to no Tau falling in return.

You are a master of these principles. Of preparing deadly ambushes, of retreating in good order, of making others furious beyond reason, and, of course, of identifying the perfect moment to strike and waiting patiently for its arrival.

Your mastery of Kauyon allows you to retreat with nigh unnatural speed, and set up ambushes with the same celerity. When the enemy arrives, you will find your weaponry striking home with greater force, the enemy left disorganized by the casualties you'll quickly mount up. No longer will you feel boredom, lest you wish to, and you will be able to drive men into a frothing rage with a handful of words or gestures. Greater transgressions, such as killing their comrades will leave them so full of anger that they'll be willing ignore casualties just for another chance to come to grips with you. And of course, you're also very skilled at baiting them into to attacks that have little to no chance of success while making them think if they just press on a little further they'll finally crush you. Only the most emotionally cold and highly analytical opponents stand a chance of seeing through your ruses, and even then it will be incredibly unlikely. Those following your orders will enjoy similar benefits, acting like instruments of your will.

Mont'ka (400 CP): Mont'ka is the other primary strategy used by the fire caste. Translating to the killing blow, it is a doctrine revolving around the idea of bringing an overwhelming concentration of force against high value targets in order to break the back of enemy resistance.

It is more complicated in practice. To make use of Mont'ka one must first assess their opponent's strengths and weaknesses, then hammer the linchpins of their strength, whether that be a commander, supplies, or even a symbol. But of course, such things are rarely undefended, so the commander using Mont'ka must have the ability coordinate a multi pronged assault of mixed forces arriving at different times from different directions to whelm a target with sufficient rapidity. After all, tossing ones forces into a meat grinder is not of Mont'ka, and is wasteful in the extreme.

You are hyper capable at all theses tasks. Furthermore, when the time comes to strike you move far faster than you otherwise can, and you find your strikes to be both more precise and fierce than they otherwise would be. Any you lead will enjoy these benefits as well, acting nearly like extensions of yourself.

Puretide Protege (600 CP): Shadowsun is the highest rank that the fire caste can aspire towards, a Shas'O. It was she who led the Tau in the military aspects of the Third Sphere Expansion, and who now does the same in the fifth. She is a true master of Kauyon, and led the Tau to many so many victories she became known as the Spearhead of the Greater Good. There is no hero more dear or respected to the Tau- currently at least.

Before Shadowsun there was Farsight. He too, was a hero to the Tau, and just as celebrated as Shadowsun before he broke away to form his own empire. He is an aggressive master of Mont'ka, and led the Tau to crush many enemies and reclaim many worlds. Indeed, even in exile, when Shadowsun miscalculated and faced defeat at Imperial hands, it was he who saved her and the forces she led.

But before them both there was Puretide. Their teacher. So famous is he, that they made engrams of his mind that they might still benefit from fragments of his wisdom even after he has passed away. Many learned under his tutelage, and even now the greatest of his students are stored in cryostasis for when they are most needed. But they all failed to comprehend his teachings in their entirety, instead choosing to focus on a single aspect of his skills such as Mont'ka or Kauyon. And so none have been his equal.

Until you.

You have grasped the true, sublime teachings behind Puretide's skill. More than a single doctrine, you have learned what motivated them, the process with which he refined or created tactics and strategies. You have gained an almost spiritual outlook on war. You take in information nigh instantly, capable of looking at an action and knowing not just what truly happened, but the motivations behind the action itself. And through this you know your enemy, and through knowing your enemy you know what they will do next. Evading their strengths and striking at weaknesses, or even forcing them to react in ways which create weaknesses for you to exploit, is child's play to you. Your understanding will allow you to create new combat doctrines as needed, almost instantly, even in the heat of battle. These skills have lead you to be one of, if not the, finest commanders ever produced by the Tau, and if there is one who can best you in personal combat you've yet to meet them; slaying groups of so called elites with equal equipment to you being your general expectation. While you will need to have at least a basic understanding of your enemies needs and capabilities, there is nothing stopping you from applying your foresight to pursuits outside battle either.

Your analysis that borders on precognition is not your only strength. You are also a master at instilling your values and skills into your fellow warriors, far more so than the original Commander Puretide himself. He, who sought to teach his balanced and adaptable approach to warfare only to fail repeatedly, would be proud of you for not only learning what he had to teach, but also of your ability to ensure others will finally be able to understand what he has been trying to impart for centuries.

Earth Caste Discounted:

Earthly Endurance (100 CP): Though they rarely win glory as the other castes do, the earth caste is vital to the Tau. It is they who till the fields, who man the factories, who maintain the war machines, the roads, the buildings of the empire. They are an enduring folk, toiling away to make sure their world doesn't collapse, whether they are rewarded or not.

You have the endurance to work long, long hours, more so than even most of your caste let alone the others. You could march long after the hardiest of the fire caste had dropped to the ground in exhaustion, and maintain the focus to do your job afterwards. So to do you have the sort of skill set

necessary to keep the trains running as they say. You have an understanding of all the aspects of the earth caste's basic duties, from the agricultural to the architectural, from mechanical to to clerical. While you won't be able to build a cutting edge battlesuit from the ground up, you could do maintenance on one, and perhaps build a less complicated vehicle with time and tools. You could also run a farm, build a house, and lay a road, again assuming you have the time, material, and tools.

Builder Knows Best (200 CP): It is the earth caste who invent the tools of the tau. It is they who build it. This is true of everything from the humblest of light fixtures to the mightiest of warships. Though many tools are regulated to other castes, there has been at least one of the Earth Caste who has touched upon their purviews- and what he lacked in combat experience was more than made up for with knowledge of the battlesuit he used.

You will find yourself able to get far more than you rightly should out of any item you understand, and even more if you have designed, created, or modified them. You can coax your machines to the very limit, well beyond what papers say they can, then keep them there without the stresses damaging them. You'll maneuver them more precisely than others think possible, faster than they thought was possible too. And then they'll go faster, hit harder- just be better than what anyone else could expect them to be. Perhaps you don't have the skill at combat that the greats of the fire or air castes have- but they won't have the skills you have at using the weapons you made for them. You're also a nigh peerless expert at the design, manufacture, and maintenance of battlesuits.

Artificial Superiority (400 CP): There are many ways that the Tau Empire is superior to that of the Empire of Man. Unity. Compassion. Quality of life. Technological development.

Perhaps that is why artificial intelligences so readily turn against them?

You are a master craftsman of AI and all it's related subjects, such as the tau have never seen. Anything from creating a more perfect digital copy of a living mind than has ever been made to creating new personalities with differing levels of intelligence to your taste. Anything from dog like drones, to impossibly intelligent aids capable of managing an entire interstellar empire are within your grasp.

So too you can rest easy in the knowledge that any AI you have a hand in designing will never develop disorders or turn against you or your intended causes.

Needs Must (400 CP): The Tau empire is surrounded by enemies, though they know little, or even nothing, about some of them. And that ignorance has been a running theme in their battles. Their missile based ships had little success against the tyranids. When they first faced the Imperium's titan legions, their battlesuits, mighty as they were, had no practical way of destroying them. But when exposed to something new, the earth caste has ever rose to the challenge, designing and producing new and incredible technologies that the fire and air castes might fight against the ever shifting conditions of the battlefield, and the ever surprising foes upon it.

You exemplify this. The research and development of entirely new technological fields is no longer a process of decades and years, but a process of months and weeks- and the discoveries you make along the way are likely to advance old ones along side them. And when you have your proof of concept, you'll find that moving on to production takes far less time as well. Cobbling together the necessities for your new devices from old is done blindingly swiftly, though the output will be larger still once you've designed a new production process for them from the ground up. You're also fantastically skilled at the miniaturization of your designs.

Brighter than the Heavens (600 CP): There are many brilliant scientists among the earth caste. Scientists who looked at alien devices, divined their fundamental principles, and mastered what took other species eons to understand themselves. Scientists who looked at exotic natural phenomena, and had their minds fill with ideas on how to replicate it- or how to use it to create new materials and energies to harness through the technological means available to them.

You stand among the most brilliant of the earth caste. Not only do you have an encyclopedic knowledge of the Tau's current technology, but just seeing something in action will let you know the underlying principles that allows it to operate. Though perhaps not the specifics. And you'll understand how it can connect to your knowledge base- more or less what you need to do to replicate what you've seen at least in part, and then how to use it to springboard into yet further enhancements and development. Though you'll need trial and error to realize your vision, you won't ever be left scratching your head and labeling something sorcery- techno or otherwise.

Air Caste Discounted:

Dancing Air (100 CP): The air caste has ever flown. First upon wings of flesh they knew the sky, then upon metal they knew the void. You are no exception; you know how to operate the vehicles of the Tau, including ground vehicles, though your expertise is primarily with those vehicles that can achieve flight. In the future you'll find yourself picking up the ability to pilot other vehicles with uncanny speed, as if you were shaking off the rust from an old skill instead of learning a new one.

Ship conversion (200 CP): The demands of naval combat are immense, and the Tau are relative newcomers to waging war in space. All too many of the ships they field are merely armed merchantmen, with smaller parasite ships attached to their hulls- at best. But sometimes you must preform with sub standard equipment. And so you've become excellent at jury rigging your equipment, particularly ships. Retrofitting is swift a process under your oversight, and produces things of such quality that they can compete with dedicated designs. Though they'll likely fall short, you'll certainly have a fighting chance, and anyone who underestimates you will find themselves regretting it- briefly.

Aerial Targeting (400 CP): When one controls the air, control of the ground will soon follow. While air superiority doesn't always mean your forces will emerge victorious, the sight of an allied strafing run destroying enemy forces en masse is an inspiring one- and a common sight on the battle fields over which you soar. So too are you an expert at weaving in between bursts of anti-air air fire, whatever the source is. Few can hope to survive your passing, and fewer still can even dream of shooting you down.

Your skill translates into leadership as well. A CAG of surpassing quality, the bombing and strafing runs you lead are devastating. Those who follow your lead learn swiftly from your own movements through the sky, and your ability to select the most vulnerable and valuable targets to destroy can turn what should be a rout into an overwhelming victory.

Titan Slayer (400 CP): The Tau, ensconced within the Greater Good, are mighty beyond what any data says. This is why new heroes rise up, again and again, when they are confronted by some new and titanic threat- and they over come it.

You are one of these heroes. When confronted by something that is so large that by all rights you should not be able to defeat, you will find yourself growing to meet the challenge. Time will seem to slow, weak points become more obvious, your nerves more steady, your aim more sure. While it by no means makes victory a certainty, you will grow rapidly in skill whenever you face such challenges, and your skill shall stay with you even after the danger has passed.

Ace (600 CP): All of the air caste are skilled. And of course they are; they are bred for it, then train for it their entire life. Few are their equal in skill or equipment, but, while their standards are high, there are pilots who exceed them. Spectacularly.

Pilots like you. The devastation you wreak upon your enemies makes the primitive beliefs of other cultures in gods understandable. For looking upon your works, some may well label you a force of nature, if not a god of destruction. Teaching them the true way- that of the the Greater Good- will be upon your shoulders.

Any machine you pilot dances, handling like an extension of your body, and you can coax it to brief extremes that should by all rights be impossible. You can reasonably expect to down a dozen so called 'elite' enemies with similar craft and arms as you, though it would be a very difficult thing. You also tend to inspire intense emotions among those who see your acts, or even simply hear of them. Allies are comforted that you have their six or serve as their eye in the sky, and enemies dread your silhouette appearing before them, knowing that they'll be in for a hellish battle. At best.

Your excellence in piloting has lead to many command opportunities over the aerial and space assets of the Tau. A Kor'O in ability if not actual rank, you have a mastery of both the swift battles in a planets' skies, and the slow stately dance of war in the voids above them. Protecting supply lines and good launch zones are the most basic of your skills. Laying ambushes by exploiting both natural and unnatural occurrences and the weaknesses of your enemy sensors is a trusted tool in your arsenal. Your forces glide into position with mystifying grace, and exploit the limits of their technology and your foes

to wreak disproportionate casualties. You have as few peers upon a command deck as you do in the cockpit.

Water Caste Discounted:

Merchant (100 CP): The Air Caste crew the ships that ply the void, but it is the Water Caste that fill their holds.

You are a master of barter, able to fleece primitive natives of mountains of materials for technological baubles that can be easily mass produced. And while doing the same to those who are near equal to your technological base is more difficult, you'll still be walking away happy more often than not. So too are you a master of logistics, that least glorious and most of valuable skill sets.

First Contact (200 CP): It is, outside of immediate violence, the duty of the Water Caste to introduce the Tau to new species and cultures. It is a daunting prospect, negotiating with aliens whom you can't understand and who can probably tear you limb from limb if they so wish. But it remains the duty of the water caste whatever the circumstances, and they fulfill it ably.

When introduced to a foreign culture, you rapidly begin picking up its' moors. Within weeks, you'll be speaking the language fluently, understanding idioms, and avoiding faux pas that will get you killed. Rapidly, you will find yourself knowing what a society honors most, who its' movers and shakers are, and how to ingratiate yourself to those 'great and good', despite how little they likely know of the Greater Good.

Siren's Songs (400 CP): The Greater Good, those who follow it, have much to offer. Technology, wealth, belonging, understanding- it is little wonder that so many follow it. But, in this dark galaxy, few would accept such an offer at face value.

You are an expert at showing them the bright side of submitting to you and your faction; whether those things you offer are true or not… that is up to you, and your superiors. By the same token you're an expert at concealing and down playing the downsides. Getting those humans to goggle at drones and ignoring the potential reprisal of an empire thousands of times the size of your own has never been so easy.

Interstellar Union (400 CP): Despite the unity brought about between followers of the greater good, there are arguments between it's adherents. Many species mean many different instincts, cultures, and interests. And even between the noble ethereal caste, their can be disagreements in interpretation of the Greater Good.

It is a good thing that when disagreement arises, and tempers flare, the water caste is there smooth the ripples.

You shine brilliantly, when getting your allies to cooperate. You can mediate between even between the worst of feuds, and given a little time, forge fast friends from the former foes. Cooperation between disparate entities from many different cultures is simple. You are the adhesive that holds together polities.

Ten Thousand Streams (600 CP): The best of the water caste are said to be able to read minds, according to the superstitious races they encounter.

They are wrong, of course. But a life time of training in art of communication in dozens or hundreds of languages and cultures can give good reason for the superstition to be born. Your skill at the art of reading body language is considered incredible even among the vaunted skills of the water caste.

Hearing someone voice a few sentences or seeing someone talk for a few moments is enough to give you a good read of their immediate desires, and whether they are lying or not. A few more minutes of conversation can lead to you knowing them well enough you can guess their next words verbatim in response to your own words. You may not know their whole life's story, but you know them well enough to make them dance to honeyed words you speak, leaving them none the wiser.

Ethereal Caste Discounted:

Calm (100 CP): A leader's worry is contagious. And, as the Ethereals lead the Tau, they have grown skilled at controlling their emotions, as is their duty. And so have you.

You are skilled at both maintaining serenity and projecting it outward. Not only are you unlikely to need fear panic or unhelpful rage from yourself, but so will the who serve under you go about their duties calmly in all but the most trying circumstances.

Ethereal Touch (200 CP): There are those that do not believe that the ethereals are compassionate, unquestionably the best leaders not just *in* existence, but the best leaders that are possible *to* exist. None who think this live within the Tau.

It is not a coincidence.

Like them, your subjects will have an unreasonably positive view of you and the actions you take. Your victories, glorious, inevitable with you in charge. Your defeats either part of some master plan or else you were faced with impossible odds and salvaged what was possible. And, of course, you always have their best interests at the forefront of your heart and mind.

Invocation of the Elements (400 CP): But the Ethereals aren't just known for keeping a cool head. They are the guiding light of the Tau, inspiring the best in their subjects and ensuring they have the tools needed to fulfill their duty.

Your oversight inspires fanaticism in your underlings. Simply knowing you look on, they will strain their limits- and surpass them. From the most humble of factory workers to the greatest geniuses of engineers, from the neophyte fire warrior to the most glorious Shas'o, they will double and redouble their efforts again.

Sphere Expansion (400 CP): While the ethereals are meant to be priests and philosophers, they are meant to be rulers first and foremost, as only they are suitable for this position within the Tau.

It was the will of the Ethereals which drove all the spheres of expansion. Some met with more success than others, only grinding to a halt due to enemy action that the Tau could not possibly have foreseen. Expansion and colonization efforts you lead will go smoothly, infrastructure growing swiftly, efficiently, and most important of all cheaply. Even the population of the planets you settle will boom under your guidance, resulting in a swiftly growing and prosperous empire.

No matter how skilled your planning, no matter how high your subjects' morale is, no matter how determined they are, without the proper tools they can't accomplish your goals. Which is why you are adept at the grinding art of logistics. In both civilian and military matters, you can easily ensure that they have the tools to see your will done.

Master of All (600 CP): There is a pattern.

When the Ethereals speak, the other castes obey. Perhaps not mindlessly, but inevitably, they obey their superiors. But… What happens when the ethereals on site die?

The idea of disobeying the ethereals suddenly becomes an option. An option taken not just by Commander Farsight either. More than once, other Tau have fled to his enclaves when the Ethereal managing them were slain.

Until the ethereals gifted them helmets, the vespids did not obey them… and afterwards, they did.

Whether through pheromones, psychic abilities, drugs, hypnosis, or technology, the ethereals certainly know how to get their way. And you share in their methods.

In this universe and others, you will have a natural ability to command those of your same race. While people with supernatural powers may have the means to resist your will, no amount of willpower will grant them protection. They won't even think to struggle against you in the first place.

And other races? Your mind will be filled with ideas on how to control them. Technological and pharmacological means will flood your mind. When you're done, they will gladly slip the collar around their own necks, and think it was their own idea at that.

Your will be done.

Mercenary Discounted:

Gue’vesa (100 CP): Not all are lucky enough to be born inside the Tau.

Luckily you’re a trustworthy fellow sentient- or at least aliens seem to think so. Neutral or friendly races and polities will think you’re a wonderful potential recruit, and any that aren’t immediately violent may still think you’d make a good cats paw.

You also have the benefit of a life lived outside the Tau’s castes. A decades worth of training and experience in a field that your race could realistically have. Whether that means a mercenary, a bureaucrat, an ambassador, or something in between, it is your choice. Whether the skill and experience is a result of a life lived, or something you simply know when you seemed to have dropped in from nowhere… that is your choice as well.

Casteless (200 CP): The Tau empire is one built upon the back of a rigid caste system. Those who don’t fit inside them are either made to fit or killed outright. And of course, one’s caste is set at birth, with no means of changing it.

But you were not raised in the Tau, and so they will not hold you to the same standard. If you have the skill to do something, such rigid societies will make room for you within themselves. Promotions will be given to you based on your own merit, not on that of your ancestors or an accident of birth. While a tyrant won’t hand over their throne, they’d still be willing to hire you on as a general, if they thought you skilled and loyal enough.

Double Agent (400 CP): Those inside the Tau empire do have benefits, but plenty of downsides too. Rigid castes, leaders with supreme power, castration or genocide of even the mildest dissidents, the ever present expectation to sacrifice everything in subordination to a stronger society... and the oddest thing of all is that their citizens just don’t seem to realize *any* of it.

But you’re not one of those slaves, are you?

And so you learned spy craft. Sticking to the shadows or directly manipulating or seducing when you must, but generally just quietly gaining access legitimately- though perhaps not obviously. Someone called into fix a computer may not have top secret clearance, but they could easily install a device to intercept anything sent through it. You’re a master of lying, disguise, and a hundred useful skills to gain access rightfully. From cooking and cleaning, to hacking and lock picking, to plumbing and home repair- There are few roles you can’t slide into given a little time. Even a bit of hand to hand, knife, bomb, and rifle skills when an assassination is needed.

And of course, you know how to gain the maximum amount of favor and money with your skills. Whether with the Tau, or any who would see the new comers on the galactic stage destroyed.

Gue’vesa Guerrilla (400 CP): The castes of the Tau are adaptable, in many ways. But they’re rigid in others- the caste system itself offers no leeway, after all. A highly tuned machine, effective and

efficient- when it’s doing what it’s designed to do. But when grit gets in the gears, and they’re taken out of their element is when they decline.

A good thing you’re not so stiff, isn’t it?

You thrive in the sort of conditions that the castes don’t. Tunnel warfare against partisans in a hive city? You can breach and clear with the best of them, have a sixth sense for IEDs and snipers, and a trusty combat knife can send anything short of a space marine into the afterlife. Fighting an enemy that can phase through walls? A mine with a jury-rigged sensor that detects them when they’re solid could do the trick. Broken down machinery? Spit and tape will see it giving you at least a few more uses. Need past a guard? Some quick talking and a disguise ought to do the trick.

While your answers may not be text book, more often that not they work, thanks to your depth of skill in basic forms of combat, maintenance, and even wagging your tongue. You may not beat a master in each field, but none the less you’re the sort of adaptable bushwhacker that the Tau would dread to fight- and would love to hire.

Master of One (600 CP): The strangeness of the Tau- The unnatural obedience and goodwill towards their rulers- it’s hard to wrap ones head around for a foreigner. Whips and chains are terrible- but they’re honest, at least. You know *what’s* keeping you in line. But how do you break a chain you can’t feel, let alone see?

It is a question you won’t have to worry about.

All attempts to unnaturally compel you fail. You notice them happening, but that is all. Your mind remains your own. You can also recognize when they’re being used on others- and know the best way to break that control. You’ll even be able to swiftly find alternate means, if the first is unpalatable for whatever reason- maybe you don’t want to kill the psyker behind it, and maybe you can’t. But you’ll be able to build something that will sever their control just as thoroughly- the ideas will flow through you, ensuring that people will at least have to rely on base coercion or bribery to get you to do their bidding.

Your will against more normal manipulations will be a thing of legend too, and breaking others out of such means will be well within your ability.

Companions:

Chiagor (50 CP each, 200 CP for eight): Not everyone can walk the way of Monat. You may import or create someone you get along with and can trust. They receive a free background, and 600 CP to spend. They may take any drawbacks as you, or they, will.

Tau’va (50 CP, can be purchased four times): All must give of themselves to the Greater Good. Each purchase gives all companions imported or created in this jump another 100 CP to spend.

Rip'yka (50): A proper encirclement will require many hands working together. A canon Tau character of your choice will become your companion.

Items:

"Technology is more than the means by which weapons are forged, my student, they are proof that we shall prevail. There is no challenge we cannot overcome, no wisdom we cannot master, no opposition we cannot defeat. One by one, the secrets of the galaxy will be ours..."

Few are poor within the Tau Empire, at least not compared to masses within the Imperium of Man. Take **200 CP** to spend in this section, as well as **four** floating discounts on any item you choose. Ethereals also get a discount on all follower purchases. Mercenaries gain **one** more discount on items other than followers. Discounts are fifty percent off, and can't stack. Items which cost 100 CP or less and are discounted are free. AI, other than those with the Ethereal background, forgo follower discounts, instead receiving a free drone body or an additional discount on any vehicle or battle suit of their choice. Size matters. If it's mounted on a larger platform, you can assume a system has more raw power behind it.

Followers: Any followers you gain will receive regular shipments of supplies so they may function at full efficiency. Any followers who are slain will be replenished every ten years. They will be absolutely loyal to you. You'll be granted sufficient ships to ferry them across space in relative comfort, though they will be far from true warships. They will be able to service, repair, and rearm themselves.

Shas (100/200/400/600 CP, discount Fire Caste): A group of fire caste have been assigned to protect you and fulfill your goals. Should you be a member of the Fire Caste, you will be their commanding officer.

For **100 CP** a dozen hunters follow you, as well as a few drones. Well trained, as all the Fire caste are, but only possessing small arms. Pulse weaponry is most common; advanced plasma weaponry that can punch through armor at even long range. But far from the only thing they may carry. Ion weaponry that dumps energy directly into the constituent atoms of a target, or markerlights, that can guide most common weaponry of the Tau with great accuracy.

For **200 CP** you gain hundred or so fire warriors, many drones, and a commander with a XV8 crisis battlesuit to lead them. The battlesuit has excellent sensor systems, a jetpack, augment the wearer's strength, and can wield a variety of weapons. Upscaled ion, pulse, fusion, or plasma weaponry, or missiles most commonly.

For **400 CP** you receive roughly a thousand of warriors, legions of drones, and two dozen battlesuits, including the XV88 Broadside, which carries heavy weapon support in the form of railguns or larger and more powerful missiles. You will also receive a half dozen stealth suits- lightly armed and armored battlesuits which are effectively invisible. There wearers are adept at sabotage, assassination, and

ambush. You will also receive a number of hover tanks, armed with either a massive rail, fusion, or ion cannon or powerful missiles as it's main armament and gun drones, burst cannons, or smart missiles as their secondaries.

For **600 CP** you have been granted a powerful cadre seen fit to carry out war on a planetary scale. Tens of thousands of warrior, drones, and thousands of battlesuits, including the very largest and most powerful of the Tau's battlesuits. Riptides and their variants, heavily armored and shielded battlesuits with massively up scaled weapons with particularly powerful drone escorts. Even Ballistic suits such as the Stormsurge, armed with a massive cannon meant to counter Imperial titans, as well as numerous smaller systems that can shred infantry or slag tanks. Even the mighty Ta'unar Supremacy, the largest suit fielded by the Tau is available to you, armed with massive cannons, or missiles, and with sub weapons that could slag entire armored columns and leave infantry as vapor. You will even be granted a few Ghostkeel stealthsuits to lead your now numerous lesser stealth suits. It is equipped with an AI, the most effective electronic warfare and stealth systems the Tau can create, and carries heavy weaponry as well.

Kor (100/200/400/600 CP, discount Air Caste): A group of the air caste have been assigned to support you. If you are of the air caste, then you are their superior officer.

For **100 CP** you have been assigned a pair of atmospheric ships. You can choose between any of them. Barracuda fighters are maneuverable craft equipped with ion cannons, burstcannons controlled by drones and missile pods for ground attacks. Razorshark fighters are faster, but less maneuverable with similar armaments, though with different placing. Orca transports with few armaments in favor of a large bay for transporting troops or battle suits. Tiger Shark fighter-bombers, typically fielding a fourteen gun drones, alongside similar armaments to the barracuda. Manta missile destroyers have heavy railguns, ion cannons, burst cannons, seeker missiles, and on board markerlight systems. Sun Sharks have a pulse bomb generator, missile pods, and interceptor drones or ion turrets.

For **200 CP** you have a full flight of atmospheric craft, capable of devastating a battlefield, and perhaps even destroying a smaller void warship with luck. They will be led by an experienced Air Caste CAG, capable of leading them into combat, keeping casualties low and kills high.

For **400 CP** you receive Proper spacecraft: a cruiser as a flagship and a few escort ships, alongside a of heavy complement of the previously mentioned attack craft and drop ships that may dock with them. For cruisers you may pick between the Lar'shi'vre armed with massive gravitic launchers, ion cannons, and railguns, giving it more fire power but less strike craft than most other Tau cruisers. You may also choose a Lar'shi, which has similar armaments though in smaller number and with more strike craft.

For escorts you have Kir'qath class starships, which are slow for escorts but have rail gun batteries and long range torpedo salvos. Skether'qan starships which only have a small rail gun battery, but also sophisticated sensors and tracking systems which aid other ships firing solutions. Kassl'l gunships, which lack gravitic drives, and so is incapable of FTL travel requiring a ride on larger vessel's gravitic hooks, but has swift sublight engines and heavy complements of railguns ad ion cannons. Kir'la carrier

escorts have weak gravitic drives, and banks of ion cannon and railguns. Finally there is the Kir'shasvre, armed with a gravitic Launcher and railgun batteries.

For **600 CP** you have significant fleet at your disposal. In addition to the many escort ships, cruisers, and shoals of strike craft, you have a handful of Or'es El'eath battleships. They are the largest combat vessel of Tau, with three sets of gravitic hooks for heavy escort support, many launch bays for strike craft, and positively bristling with missile tubes, heavy and light railguns, and heavy ion cannons. This is a fleet capable of destroying worlds.

Por (100/200/400 CP, discount Water Caste): The merchantman and diplomats of the tau have been given over to your command. If you are water Caste yourself, then you'll be their direct superior.

For **100 CP** you are in control of a shipping center that's large enough to define a city. A major sea port would be an example.

For **200 CP** You likely control a massive shipping industry, capable of servicing a continent, and enough water caste lobbyists to make sure it stays that way in a human society.

For **400 CP** you've been given control of a diplomatic corps sufficient to make first contact, and enough space going merchant ships that you could control trade for entire systems.

Fio (100/200/400/600 CP, discount Earth Caste): The workers and scientists of the Earth caste heed your words. Should you be Earth Caste yourself, you'll be their direct commander.

For **100 CP** you gain control of a major regional industry center. A decent size factory or a vast swathe of farmland would be a good example.

For **200 CP** the industrial output of a major city is yours. Dozens of factories, and the surrounding mines that supply them are yours to command.

For **400 CP** not only do you control a strong industrial base, you also control a small number of labs with bright thinkers within them. Left to their own devices, they'll keep a steady flow of inventions that improve the industries you control.

For **600 CP** an entire planet's industry is yours to command. Enough labs that you no longer have need to maintain narrow focus answer to you. Incredible inventions of industry and war both flow from them- and are easily made by the powerful industry of the world, all supported by plentiful harvests of your workers.

Templates: The following purchases may be applied to any item you purchase, save for followers, obviously.

Aesthetics (Free): The Tau have a wide variety of goods and weapons, and while they tend to have a sleek technological look, they've been known to tailor their crafts to the receiver as well. You may choose how your purchases look freely.

Genetic Markers (50 CP): The Tau are jealous of their secrets, and so they made've made simple scanning systems in their most valuable items. It will scan your genetic code and make sure that only you, and those you designate, are the ones who can use it.

Automated Repair System (50 CP): The Tau consider themselves masters of automation, and for good reason. Many of their most valuable machines benefit from this even after manufacture, capable of repairing damage to themselves over time. The larger the item, the longer it will take to repair heavy damage, but so long as it isn't destroyed entirely it will repair itself.

Signature System 200 CP: Even the most basic of Tau technology is well made. Many imperials consider the rifle they hand out to their every foot soldier to be 'techno' sorcery. But there are things of surpassing quality even to the finest minds of the earth caste. These are cutting edge prototypes which were created by circumstances it's creator didn't understand, or are outrageously, prohibitively expensive and can be reproduced very little if at all. Or else… Something of alien manufacture that the earth caste have been unable to figure out. But the result is the same; they are superior to anything the rank and file wield. Guns that shoot further, hit harder, or never run dry of ammo. Blades which can cut through anything, armor that can shrug off anti tank weaponry as if it were light rain. Whatever you have is of superlative quality, and has few or no equals within the empire.

Weapons:

All:

Armor Mounted (50 CP, Free with a Battlesuit): Many weapons are integrated into armor fielded by the tau. It renders them less vulnerable, keeps them from being dropped, even dampens recoil. With this purchase, whatever you've purchased is directly incorporated into your armor. Guided by the linkages and sensors in your armor, you can wield them with equal skill you would a handheld weapon.

Dual (50 CP): Purchasing this will essentially clone the weapon it's purchased for, allowing you to exploit all the inherent advantages of having two weapons. This can be purchased multiple times, with each time doubling the number of weapons it creates.

Melee (50 CP):

Sometimes there is no choice but to meet your enemy blade to blade. You can choose any form for your purchases to take. Spears, swords, whips, fists, claws, axes and even shields or even more esoteric weapons are not unheard of. You may freely import any melee weapon through this process, including the Signature Systems down below.

Simple (Free): Not everything is high tech energy weaponry. Sometimes you just need a multipurpose blade, useful for tasks in camp as well as on the battlefield. Forged with all the earth caste's expertise in metallurgy, it is still a useful tool. It will have difficulty overcoming enemy armor, even the most basic sets, let alone what elite troopers wear.

Honor Blade (50 CP): The honor blades are weapons fielded by ethereals, and each is a masterwork forged for a particular wielder. They are a symbol of an ethereal's office, and are used to resolve disagreements between them. Though such contests don't result in shed blood, nonetheless honor blades serve as efficient weapons if an ethereal is forced into combat.

Disruption (100 CP): Another weapon fielded by ethereals, but these are coated in disruption fields which rend armor, flesh, and bone into chunks and mist. Though ethereals are rarely forced into combat, let alone melee combat, these weapons are extremely effective against even heavily armored targets.

Fusion Blade (100 CP): Expensive, and so rarely made. These are heavily modified fusion weapons which project blazing blades formed from nuclear fusion. The result is blinding to unshielded eyes, and carve through tanks easily, and reduce infantry to boiling clouds of expanding vapor.

Chronophagic Blade (200 CP): These ancient weapons are of unknown alien make that defies the earth caste's comprehension. They are coated in glimmering energy, and are capable of cutting through anything which meets it's edge, leaving behind a short lived and shining haze. Though unknown, these blades drink the life force of their victims, increasing it's wielder's life span by the amount it cut short from their foe.

Ranged (50 CP, first free for fire caste):

But T'au battle doctrine typically calls for disciplined and accurate fire to fell their enemies. It is ranged weaponry the Fire Caste have relied upon to protect the T'au in this hostile galaxy, and it is fire power that has crushed myriad threats with the hums and cracks of rifle and cannon. Your weapon may take a form of your choice, though rifles and carbines are most common among T'au armories. You

may freely import any ranged weapon through this process, including the Signature Systems down below.

Pulse (Free): Pulse weapons are the standard for the fire caste, and for good reason. These weapons fire micro bursts of plasma at long ranges. Accurate, and capable of punching through some of the toughest personal defenses in the galaxy, these weapons are notorious among those who have fought the Tau.

Longshot (50 CP): Many weapons fielded by the Tau are capable of impressive accuracy and power even at long range. But, sometimes you'd like to eliminate a target before their eyes can even detect you. And so longshot weaponry is used, typically by snipers, to attack from far, far away where few enemies can return fire let alone close with you before they're reduced to corpses.

Heavy/Cannon (50/100 CP): Bigger isn't always better, but it certainly packs a punch. And when you might fight living siege engines or titans, some extra power won't go amiss. For **50 CP** you have a heavy variant of a weapon, increasing it's size and power greatly. For **100 CP** you get a cannon, far larger and more powerful than even that and nearly always being carried by vehicles. You may purchase both for a heavy cannon, a truly massive weapon that little can withstand.

Twin/Rotary (50/100 CP): Quantity has a quality all it's own- especially when you're trying to keep someone pinned or tear through a horde of tyranids. For **50 CP** you have a double barreled weapon, with double the ammo supply that shoots twice as fast. For **100 CP** You have a rotary weapon, having many barrels and a massive ammo supply, making it perfect for mowing down crowds or low flying aircraft. You may purchase both if you want to shame multiple squads with automatic weaponry on your own.

Bayonet (50CP, free kroot): Tau battle doctrine typically relies on killing enemies far before they reach melee range, but reality and plans conflict at times. So you combine a melee weapon with your ranged one. Perhaps, as the kroot prefer, you have a rifle which doubles as an axe. Or perhaps a more standard knife attached to the barrel of your gun. As long as it involves a melee weapon and a ranged one, this is the option you need.

Under slung (50 CP): The battle field can be demanding, and sometimes a single weapon type isn't enough. So, another is slung under it. Perhaps a grenade launcher, or markerlight? The usefulness of a secondary weapon can't be overstated.

Miniaturized (50 CP): The Tau or are highly intelligent, and are always working on making their technology lighter, smaller, easier to bring into the field. Your weapon is an excellent example of this, being made much smaller than a standard weapon, but losing none of it's range or power.

Spread (50 CP, Free with incendiary): Sometimes you've no choice but to get up close and personal. When you do, spread weapons are the solution proffered by the tau. Trading range for the ability to spread death over a wide area. Taken with incendiary, you get a flamer.

Incendiary (50 CP): Though rarely used, the Tau mastered fire long ago and are perfectly capable of using it as a weapon. Excellent as a terror weapon or as area denial, there are few things that can ignore the super heated flames the Tau use as weapons.

Photon (50 CP): These weapons emit intense multi spectrum light and more than enough noise to deafen unprotected ears. A favorite for when the enemy gets too close, or as an underslung submunition for pulse carbines.

Explosive (50 CP, or Free): These weapons, simply enough, cause explosions. Missiles, rockets, pulse bombs… anything that spreads destruction over a wide area with raring explosion falls under this option. Grenades are **free**, though missiles, rockets, or anything you fire costs **50 CP**. They can come in any variant you purchase, such as photon on incendiary.

Plasma (100 CP): These weapons are similar to pulse weapons, but trade range for a great deal more firepower. Heavy infantry and many vehicles can't withstand a barrage of plasma. Though they typically do slightly less damage per shot than plasma weaponry typically wielded by the Imperium of Mankind, the specimens wielded by the Tau are not prone to dangerous overheating or explosions without sustaining combat damage. A trade that most within the Tau consider well worth it.

EMP (100 CP): These weapons emit an electromagnetic pulse, frying electronics. The devices used by the Tau are powerful enough to temporarily short out even heavily protected electronics and robots, and have been known to cause catastrophic system failure in such systems on more than one occasion.

Smart Rounds (100 CP): Smart rounds all have on onboard processors. These guide the rounds towards your enemies, being capable of significant course corrections, and being 'smart' enough to seek vulnerabilities you've identified as well. These are even capable of hitting targets you can't see at all, if they've been tagged by a markerlight.

Airburst (100 CP): When you have hordes of lightly armored targets, but don't want to get close, these munitions are what you need. Controlled by a basic AI, these rounds explode when they get close to the ground or your enemies, the burst being optimized for maximum lethality by the AI. This allows you rain death onto crowds and over cover.

Seismic Fibrillator (100 CP): These potent weapon systems cause localized seismic tremors. These are capable of creating fissures, knocking enemies off their feet, causing cave ins, or even agitating volcanoes to erupt. The tremors they cause can persist for a significant amount of time, leaving your enemies dead or helpless to follow up shots.

Fusion (100 CP): These weapons use nuclear fission to release blasts of terrible, deadly heat. Though short ranged, they can slag even the heaviest armor. Infantry hit directly are turned into puffs of expanding vapor, and near misses are flensed with terrible burns.

Neutron (100 CP): These weapons fire streams of neutron radiation, more than sufficient to reduce flesh to ash, and fry many electronics. Only the most effective of armor can stop their fire, and even then, only for a time.

Rail (100/150 CP): A rail gun uses electromagnetically induced linear acceleration to fire projectiles at incredible speeds. The resulting projectile is capable of punching through even the heaviest armor at extreme ranges, and doing more damage than an explosive round could dream of. For **100 CP** this is what you receive. For **150 CP** you get a magna rail weapon instead. Made from rare magnetic materials, it has even longer range and greater stopping power than it's predecessor.

Ion (100/150 CP): First given to the Tau by the demiurge, ion weapons fire streams of ionized sub atomic particles that react explosively with what they hit. For **100 CP** you receive a standard ion weapon. With decent range and devastating damage, they are a fearsome weapon. For **150 CP** you receive a mor'tonium ion weapon. They release far more ionized particles than the standard weapon, and are capable of charging their shots with terribly explosive results, at the risk of frying the weapons and its' wielder.

Armor (50 CP, first free for fire caste):

You may freely import any armor or vehicle through this process, including the Signature Systems down below. Assume they all have sufficient communications equipment to send and receive orders and information.

Fio'tak (Free): The standard armor of the tau is a material they named Fio'tak. A hard, extremely dense nano-crystaline material that the Tau empire uses in near every form of armor they make. It's resistant to both kinetic and thermal energy, as well as corrosion toxins and other hostile environments. It's roughly comparable in toughness to to an equal thickness of a space marine's armor, but it is much lighter. Something the physically weaker tau are thankful for. It is typically backed by a layer of thermo-set molecular polythene, a flexible material that helps disperse energy which bleeds through the fio'tak plating.

Battlesuit (50/100/200/300 CP): The Tau do have tanks, as many other species in the galaxy do. But the greatest prestige of the fire caste goes to their daring veterans who climb into battlesuits. Battlesuits provide myriad advantages to their users, and tend to be highly customized for the pilot and their expected role on the battle field, but they do have several features in common. Advanced sensors and target acquisition algorithms in the form of blacksun filters and multi-trackers respectively, as well as fio'tak plating, recoil dampeners, strength augmentation, and internal atmosphere sealing. All but the massive ballistic suits also have a jet pack, allowing rapid flight as well as hovering. These weapon systems vary greatly in size, and so in the resources necessary to create them as well as the power and amount of weaponry and the thickness of their armor.

For **50 CP**, you receive a suit that barely qualifies as a battlesuit. Only slightly larger than a fire caste's standard armor, these suits offer a small but respectable increase to strength and protection. Their true usefulness tends to lie within the additional utility systems installed within them- stealth systems being most common. You may mount one weapon on this level of suit for free.

For **100 CP** you receive a midsize battlesuit, such as the XV8 Crisis Battlesuit or one of it's many derivatives. These battlesuits stand roughly twice as tall as a tau of the fire caste, and grant their pilot much in the way of strength and survivability, so much so that Tau believe each one to carry roughly as much firepower as other polities tanks though less armor. You may mount three weapons upon this type of suit for free, and gain discounts on three weapons or armor systems for it.

For **200 CP** you receive a a true monster of a battlesuit, being roughly twice the size of an XV8. Massive, powerful, each of these suits are entrusted only to elite members of the fire caste and represent an impressive investment of resources to make. These suits are often used to plug breaks in the lines, swiftly carrying immense firepower on an extremely tough chassis to where the fighting is thickest. You may mount six weapons on this class of suit for free, and gain just as many discounts to on its' weapons and defensive systems.

For **300 CP** you are granted a ballistic suit. These lack jetpacks as standard, but only because their immense size renders them impractical. These massive suits are proof against all but the the most terrible of weapons, and were designed to take down the mountains of metal that the Imperium calls Titans. They can leave entire columns of lesser vehicles shattered, smoking husks in their wake. A true giant, you may mount any number of weapons which makes sense to you for free on this kind of suit. You gain eight discounts on its' weapons and defensive systems.

Blacksun Filter (50 CP, Free with Battlesuit): Blacksun Filters are type of ocular sensor suite often built into battlesuits, and for good reason. They can magnify vision, boot ambient light to see in the dark, block overly bright lights from blinding their user. Capable of being installed in both helmets and vehicles, they have been used to devastating effect in night operations.

Multi-Tracker (50 CP, Free with Battlesuit): A sensor suite designed to allow the user to efficiently make use of all their weapons on multiple targets. The system also helps compensate for movement, weather, and other battlefield conditions, improving situational awareness as well as accuracy.

Ejection System (50 CP): Many believe the Tau's greatest strength lies within the powerful technology they wield, but this is not true. It lies within the adaptable minds and indomitable spirit of empire's people. And so every effort is made to keep the most valuable among them alive. When your armor is critically damaged, you will be safely ejected out. Though likely behind enemy lines and armed with only small arms, you will still have the means to communicate with your allies.

Stimulant Injector (50 CP): Injury is a reality of war. If you march to battle, then sooner or later even the most skilled Shas'O is bound to fall prey to its' vagaries. So your armor has been outfitted with technology that will detect when you're seriously injured, and inject you with a potent cocktail of medicines that will both promote long term recovery and minimize the short term effects of your injuries, preventing you from falling helplessly at your enemies' feet.

Structural Analyzer (50 CP): This is an advanced sensor system. Rather than allowing you to detect things further away or in worse conditions, this instead focuses on teasing out further details from what you can already detect. These sensitive scanners are made to detect the weaknesses in its' user's targets- and does so quite efficiently.

Holographic Disruption Field (50 CP): Harassing, stalking, and sabotage are some of the favorite tools of the fire caste. And it is thanks to these that they're so effective. Your armor is covered in emitters, capable of both a passive and active mode. In passive, they simply minimize the suit's emissions. Scanners would need to be very lucky to detect the wearer, even at close ranges. In active, the emitters spring to life, masking sound and bending light around the wearer, jamming and scrambling enemy sensors. Though that makes it obvious something is there, but beings a user is difficult to spot even in an open field, they will hardly know where you are.

Advanced Targeting System (50 CP): The Tau are savants at creating not just hardware, but software as well. This common program is common not because it is unsophisticated, but because it is so wildly

useful that is worth the expense. They help you track your enemies, and assist you in aiming your weapons to maximize your chances of hitting and dealing damage to a target.

Velocity Tracker (50 CP): A velocity tracker is an effective, or even vital, suite of sensors and accompanying programs that are the ideal tool for taking down swift and erratic targets. Originally designed to assist tau pilots in downing imperial fliers, these systems have proven their value over and over again in the course of the battles waged against the Empire's enemies.

Recoil Absorption Buffers (50 CP): Recoil is always a problem for marksmen. For the tau, who are physically inferior to many species inhabiting the galaxy, it can be a matter of life and death. And so this system, designed to mitigate recoil, was born. Allowing users to fire weapons with massive recoil safely and more frequently, recoil absorption buffers are near ubiquitous with crisis battlesuits.

Advanced Stabilization System (50 CP): Many tau weapons are large, unwieldy, requiring set up time to fire accurately. These gyroscopes are installed in your armor, allowing you to fire accurately even during high speed maneuvers. Drawing a bead while dodging enemy fire becomes an almost easy task with this system installed.

Positional Relay (50 CP): These devices record all battlefield available to the user. Useful for record analysis, but it also tight beams the information to other tau combat elements, including those in orbit. This allows rapid reaction and devastating barrages to arrive with perfect accuracy and timing.

Counterfire Defense System (50 CP): An AI ran sensor suite first designed to counter the charge of a tide of orks. These sensors rapidly tag each enemy, helping you guide fire into crowds of enemies. Whether you mean to pick out single targets or gun down the entire group, this system will help prevent you from wasting shots and time, either by missing or shooting the already dead.

Decoy Launcher (50 CP): These are systems, typically mounted near the thrusters of a vehicle, and are an effective defense against missiles. When triggered, they release clouds of chaff, electronic decoys, flares, and even tiny emitter drones. These fool missile sensors, and the tiny drones can trigger their charges well away from the relatively delicate vehicle they were meant to protect.

Command and Control Node (50 CP): The greatest strength of the cadres lies within their tightly coordinated strategies, acting in unison of purpose and action. A command and control node helps them in achieving this. Housing a an AI, it not only allows more effective communication between allies, but links together the combat data of all their armor and weapons for the commander's convenience. The

inflow of data is immense, but can be used to drastically improve accuracy and team work in a master's hand.

Early Warning Override (50 CP): These systems were meant to help a tau respond even more rapidly than the most rapid of enemy insertions. They are suites of sensors, finely tuned to both orbital drops and teleportation. When either tries to spring a surprise on you, your weapons will automatically track where they are about to appear, and begin hammering fire into their position before they're even finished deploying.

Gravity Wave Projector (50 CP): The tau are not barbarous, as so many species in the galaxy are. Killing, when it must be done, should be done at range. But others disagree, and so gravity wave projectors were invented to keep them at arms length. They release a pulse of gravity that repels nearby enemies.

Field Amplifier Relay (50 CP): These systems are meant to pick up certain signals and energies around the wearer. Typically supported by guardian drones, these create energy shields around the wearer, and boosts the energy to other nearby systems.

Jet Pack (50 CP, free with battlesuits, or 100 CP): The noble jetpack; a mix of antigravitic technology and powerful jet thrusters that allow both true flight and hovering. These are valued by the tau who wield them, allowing for rapid hit and run tactics and emergency reinforcements, and all the other myriad advantages granted by superior mobility. For **100 CP** you receive the aforementioned jetpack, but it is also mounted with vectored retro-thrusters which give a massive increase to a jetpack's agility.

Accelerator (100 CP): These systems are highly advanced, creating an induction field that forces the projectiles of it's user and nearby allies to travel more quickly. They increase range and power thereby. Coupled with the powerful ranged weapons of the Tau, few foes will be capable of surviving to close with you.

Anti-Grav (100 CP): Tau scientists have long looked at the natural forces of the universe, envious of how powerful they could be. It is no wonder that they created technology to bring these forces under their command. These devices are used to reduce the weight of a system, or even create a field of anti-gravitic energy that holds it aloft from the ground. This makes you far swifter, and a hovering suit of armor won't have to worry about hazards such as land mines or broken terrain.

Neural Interface (100 CP): An experimental upgrade that allows a suit to communicate with it's wearer directly. There are no flickering screens, no display at all. Because you won't need it. Any data the suit can gain, you can access, experiencing it as naturally as your own natural senses. Your suit likely can gain data from other sources as well, being hooked up into data networks or directly into other machines will allow you to experience their own sensors the same way. This cuts down on reaction times immensely, helps a pilot make more adroit movements, and can even allow them to fulfill multiple crew roles in sufficiently advanced vehicles, potentially even all of them. It comes with a free, if simple, AI that helps you sort the potentially immense information flow into something useful.

Integrated AI (100): Many of the Tau's equipment rely on AI. Though sophisticated and useful, most of these are relatively simple things. Usually they're more akin to particularly unobtrusive servants or even tools; you can see the effects they wrought around you, but you're unlikely to talk to one. This AI is different. Highly advanced, it will serve you as a subordinate copilot. It is capable of reacting to dangers you're as yet unaware of, giving effective advice in near any situation, and managing the rest of your weapons' and armor's subsystems to boost their performance. They're even capable of companionship; these are rarely issued, but many pilots who are granted one prefer the company of their AI over that of their fellow tau. You may take your AI as a companion for free, giving them a background of your choice and 600 CP to spend, or have it be a follower.

Dark Matter Reactor (100 CP): Tau battle suits are normally powered by a fusion reactor. These are more than enough for most suits. But there are some things that require more. Far more. And so dark matter reactors were born, first to power space ships, and more recently to power the mightiest of battlesuits. These reactors are capable of rivaling small stars in energy output, and your armor has been made to take advantage of the nigh infinite power source. You can super charge your systems, drastically increase their ability, but beware. Leave the dark matter reactor on too long, continually boosting the power of all your systems, and the increased energy load may damage them, or even vent harmful radiation that's more than enough to put a pilot in serious risk. It is installed alongside a normal fusion reactor, or can be capable of running on a low power node in order to keep from overloading your systems as your prefer.

Iridium plating (100 CP): Fio'tak is a tough material. But a sniper's bullet cut short a promising fire caste commander's life, and the earth caste developed this material in response. It is a composite material formed from iridium, heavier, denser, and far, far stronger than fio'tak.

Deflector Shield (100 CP): There are more than one type of energy shield created by the earth caste. Deflector shielding, rather than creating a powerful shield, manipulates gravity to protect its' user. A swirling vortex surrounds the wearer, deflecting projectiles around the user, rather than stopping them outright. The shield grows stronger in proportion to the energy interacting with it, making it capable sending even heavy ordinance harmlessly skipping away.

Drone Controller (100 CP): These sets of communication equipment are specialized in communicating with drones. These make coordination with drones much more effective, improving the drones effective intelligence as well as your ability to gather information from them. It also helps optimize the drones firepower, improving their accuracy. Buying this system also grants you two free drones.

Disruption Pod (100 CP): A relatively simple but effective defensive system, disruption pods throw off distorted images in both visual and magnetic energy spectrums. The effect makes it near impossible for advanced weapons to achieve a lock on, and even mark one eyeball sensors are easily fooled by the riot of images displayed.

Multi-Spectrum Sensor Suite (100 CP): These advanced sensor suites, are, arguably the pinnacle of such systems crafted by the earth caste. They constantly monitor your surroundings in all bands of electromagnetic spectral bands known to the tau. The effect is that even invisible enemies will be quickly detected by your sensors, and then instantly shown to you and uploaded on any tac-net you are a part of. It is also extremely effective at helping you fire accurately at targets in cover.

Neroweb System Jammer (100 CP): The tau are heavily reliant on their technology to do battle. The strength it lends them is immense, after all. And they are well aware that they are not the only ones relying on their equipment. And so these systems were made, to deny their foes the power of technology. They broadcast jamming fields that shut down most enemy systems, sometimes even inflicting such damage through malfunction that they explode.

Flechette Discharger (100 CP): These are, quite simply, reactive charges built into your armor. They can be triggered automatically, or manually, but either way the effect is the same. The charge goes off, filling the air around you with high velocity flechettes. Though short ranged, they shred those who try to close into melee range into so much meat. They can also be used to destroy or deflect incoming fire.

Shield Generator (100/200 CP): Shielding technology is used frequently by the tau. Upon mighty vehicles or humble drones, the system runs on similar principles. They coat the user in a sheath of energy holding firm against enemy fire. These are not invincible, but nonetheless, even heavy anti armor rounds can be dissipated safely- though they will get through quickly unless the shield generator is a massive one indeed. For **200 CP** you receive a refractive shield generator rather than a standard model. Not only is the shield far stronger, these shields are even capable deflecting shots back towards where they were fired from. Though the return fire hardly has pin point accuracy, if it connects it will still retain the power it was fired with. And of course, if there are ranks of the enemy in that direction, you don’t need a sniper to inflict enemy casualties.

Supplementary:

Markerlight (50/100 CP): Markerlights are one of, if not the, most widly used tau systems in battle. The ubiquitous system is a laser guided range finder, and even just it's sight can help locate an enemy and fire at them more accurately. But the system also uploads a great deal of information based on the beams termination point, alerting allied forces to an enemy's precise location and allowing the guidance of artillery as well. For **100 CP** this is a high powered and networked variant of the markerlight. This gives it far superior range, and can automatically upload it's information to your nearby allies' weapons, greatly improving their accuracy. This system can be underslung on any weapon you purchase for **free**, though you'll still have to purchase the markerlight itself. The laser itself is typically invisible, though fog or gas can allow a sharp eyed enemy to spot the beam.

Solid-light Projector (100 CP): Not all the Tau empire's intellectual pursuits are weaponry. Solid-light is one of these, and is incredibly adaptable. Though they have energy requirements, these projectors can create anything their user can imagine out of solid-light. The only restraints are the fact that the solid-light must be kept within a certain distance of the projector, and the projector must continuously power them. Of course, there are also upper limits to the durability that these projectors can grant to their creations; it would be unwise to attempt to use one to create a fortress, even if you had the massive energy resources necessary to do so.

Engram (200 CP): There are limits upon the life span of nearly all species in the galaxy, and tau are not particularly long lived. And even among those that are, violence can cut short any life. And so the earth caste developed a way to upload the intellects and memories of the visionaries among the Tau Empire, that their knowledge might be preserved after the death of their body. Should you perish, you will awaken again upon a computer system in a safe location. From there it will be a simple matter to upload yourself into a drone, armor, or vehicle.

Signature Systems: If you import a Signature System or vehicle through the appropriate table and purchase an ability which it already has, it will instead be vastly increased.

Kindled Blade (100 CP): The first blade used in the first ta'lissera; the ritual where a group of tau swear an unbreakable bond to the other participants, followed by bloodletting. Lifted aloft, the Kindled Blade reminds all who see it of the bonds between their fellow warriors, redoubling their efforts as they fight selflessly for their brothers in arms.

Seismic Destabilizer (100 CP): Seismic destabilizers are advanced systems created to undermine defensive fortifications. Creating powerful localized tremors via low resonating frequencies, they crumble stone and metal, allowing the user to collapse buildings around their foes.

Multi-Sensory Discouragement Array (100 CP): Though it is rare on tau populated worlds, on the human worlds they administer, riots are far from unheard of. But the tau need every man woman and child to serve them; so their first response to riots isn't blazing guns but these devices. They emit subsonic noises and ultraviolet light pulses, rendering those who witness them weak, nauseous- and compliant.

Grav-Inhibitor Field (100 CP): This system was once used a Shas'O in defense of the Tau. It unleashed terrible blows of kinetic force against the orcs who charged his position; injuring them and battering them back outside the range of their own crude melee weapons, but well within the range of the commander's guns.

Accelerated-Photon Grenades (100 CP): Photon grenades make a great deal of light and sound. All but the most lucky and best equipped of foes will be struck deaf and blind by them. Accelerated photon grenades also produce a great concussive blast as well. Though unlikely to to outright kill an enemy, anything short of a great knarloc will be halted in it's tracks, thrown to the ground and disorientated.

Dynamic Mirror Field (100 CP): Subterfuge can be an overwhelming advantage, and these are meant to maximize it. These systems were developed based upon the Ghostkeel battlesuit, sheering multiple images of the wearer around them. Though at a touch the difference is obvious, through a rifle's optics or a sensor suite, telling the true enemy apart from their clone is a matter of guesswork.

Advanced EM Scrambler (100 CP): Modeled after the abilities of the nin'aenh, these systems scramble nearby electrical systems. They also disrupt most forms of signaling technology, making guided weaponry far less useful against those near it, as well making teleportation a fool's errand.

High-Powered Incinerators (150 CP): Flamers are an excellent weapon selection for close quarters. These have been fitted with more powerful firing mechanisms, increasing range. They too have nozzles capable of altering themselves to conditions detected by the weapon systems, maximizing the flamers effects upon your enemies.

Talisman of Arthas Moloch (200 CP): These talismans were recovered from the same dead world that Commander Farsight claimed his blade from. Each of these are covered in hexagrammatic wards,

protecting the wearer from warp phenomena. Though they know these talismans shield the wearer from both psychic powers and daemons, the earth caste have yet to discover how, let alone replicate them.

XV02 Pilot Battlesuit (200 CP): The XV02 is a slim, prototype battlesuit that grants little to now strength or protection to it's wearer. Instead it meant to keep from hindering their movements inside a cockpit, and enhance their skill within it. It allows a pilot to interface with the sensors and AI directly, vastly improving response times and potentially allowing the pilot to fulfill the responsibilities of an entire crew.

Supernova Launcher (200 CP): These were developed in response to the Tyranids. The space faring and ravenous hordes are commanded by heavily armored synapse creatures, but when they are slain it disrupts the local army's command. The tyranids are well aware of this weakness, and shelter them from the sight of enemy marksmen who are heavily armed enough to kill them. So these long range grenade launchers provide a means of indirect anti-armor fire in the form of extremely powerful plasma grenades, more than capable of destroying tanks and hive tyrants both.

Fusion Blade (200 CP): These appears like heavily modified fusion blasters, but they are somewhat different from them. Exchanging the small range of a fusion blaster for far greater power formed into a constant blade, there is little these weapons blindingly bright 'blades' can't reduce to vapor in an instant.

Fusion Obliterator (200 CP): These are, in some ways, the opposite of the fusion blade in design philosophy. Instead of further restricting range, they increase it vastly, and the rare components within a fusion obliterator grant it superior durability, allowing it to be fired more swiftly and with greater power as well. A flat upgrade over similar fusion weaponry, only the immense expense in material and skilled labor required to create them have prevented them from replacing other fusion weapons entirely.

Thermoneutronic Projector (200 CP): The Tau do not relish close combat. Or at least most of them don't. But those who wield themonetronic projectors are in that minority. These weapons expel gasses harvested from neutron stars, producing flames hot enough to melt through even the toughest armors.

Plasma Accelerator Rifle (200 CP): Pulse weaponry is capable of far further ranges than tradition plasma weaponry. In turn, traditional plasma weaponry is capable of doing far more damage. But when you give a pulse weapon a high yield plasma generator, you get a plasma accelerator rifle, which have the benefits of both. Capable of punching through most vehicles armor at extreme ranges, these rare rifles rightly feared by the Empire's enemies.

Puretide Engram Neurochip (200 CP): Puretide, long after his death, is still the most legendary commander the tau have ever produced. A copy of his mind was placed into this neurochip, which was in turn installed upon you. He will help you examine your tactical and strategic situations, assisting you in developing the most effective course of action possible.

Onager Gauntlet (200 CP): Also called the fist of Dal'ryu, these gauntlets were developed to give crisis battlesuits a back up melee weapon capable of destroying even heavily armored foes. Cloaked in a shimmering haze of potential energy, these weapons are capable of both immense power and fine dexterity. A must for those who desire to rip out your enemies power core- or heart without destroying it.

High-Capacitance Railgun (200 CP): Railguns are powerful weapons. There is little that can withstand their munitions, even at long range. But they do have significant disadvantages. Chief among them is the amount of time it takes a railgun's capacitors to recharge. Made from rare materials, these railguns integrate super conductive materials to at least halve the amount of time to recharge them.

Gatling Burst Cannon (200 CP): These burst cannons are capable of firing a truly staggering amount of munitions. Not only are they multi-barreled, but they have more and more powerful acceleration modules and recoil dampeners. Each shot is fired obscenely quickly, and just as accurately as the last.

Annihilation Warheads (200 CP): The base model of a destroyer missile is a deadly thing. As they should be, as they are capable of reducing swathes of infantry to charnel and leaving heavily armored vehicles broken burning wrecks. When they are equipped with annihilation warheads, they leave nothing behind them, nothing at all.

Magna Rail Rifle (200 CP): As terrible as a rail rifle is, magna variants are worse. Master crafts made from incredibly rare materials discovered during the fourth sphere expansion, their magnetic coils are far more powerful. The velocity of these terrible weapons is so great that even near misses can prove fatal.

Amplified Ion Accelerator (200 CP): These weapons were developed in absolute secrecy, then deployed against the dread necrons. They are enormously more effective than equivalent ion weaponry. Shooting far faster, hitting far harder- these weapons have proven themselves devastating, even to the nigh immortal necrons.

The Mirrorcodex (200 CP): This is a military treatise, covering the tactics, strategies, and methods of every alien species and polity that Commander Farsight has met in battle. Reading it will give you great insight into your enemy, allowing you to predict their military objectives and how they will attempt to fulfill them. The codex will update itself as you encounter new species yourself.

Serenity (200 CP): This stave is an Ethereal's badge of office, and a masterwork as well. Beautiful and graceful beyond words, serenity was carved by slow flowing water over the course of an eon. The simplistic elegance of the stave lifts the spirits of all your allies who see it, bringing about it's namesake in their hearts, whatever the conditions around them happen to be.

Solid-Image Projection Unit (200 CP): These experimental systems were developed after the death of the Supreme Ethereal, though his death was covered up within the Tau Empire. What ruler would want a similar fate to befall them, after all? So these projectors create both solid-light illusions of their charge, and protect them with a powerful defensive shield.

Paradox of Duality (300 CP): This staff is more akin to a badge of office than a true weapon. Seen only in the Supreme Ethereal's hands, it lifts the spirits of all who follow the greater good at its' sight. It also projects a powerful defensive energy field, capable of increasing it's own power in accordance to the power trying to over come it. It would take a terrible weapon indeed to overcome this protection.

The Dawn Blade (300 CP): The is the personal weapon of Commander Farsight, taken from the dead world of Arthas Moloch. An ancient weapon, it's edge is covered with a subtle, glittering field that allows it's blade to sheer through anything that Farsight has tested it against with minimal effort. Though he does not know it, it also extends its' wielders lifespan whenever it is used to cut down another foe.

Ka'chak'tar (300 CP): A perfectly balanced and spectacularly accurate Kroot Shaper rifle, the rounds it spits are terribly destructive. Legend has it that much like its' wielders, it devours its' fallen foes weapons in order to grow ever more deadly. Given the incredible power it possess, perhaps it is true.

XV22 Stealthsuit (300/400 CP): This experimental suit, despite it's small size, is highly advanced and contains many systems that have been miniaturized to fit aboard it. It contains particularly advanced and effective stealth generators, a jet pack, and even shield generators despite its' small size. It also mounts a multi-tracker, shadowsun filters, and a drone controller. It leaves has two weapon mounts, one for either hand. But this suits has other variants. One has exchanged the multi-tracker for sensors sensitive enough to detect stealthy opponents, shoulder mounted missile pods, and iridium armor. You may have either variant, or spend **400 CP** to have a combination of both.

Ar'Ka Cannon (400 CP): This massive cannon is not one that can be carried on your back. Instead the giant ion weapon must be part of a ground installation, or perhaps installed on a truly massive ship. In return, the behemoth is capable of targeting things across an entire solar system. The charged particles it fires are also capable of being modulated to fry the central nervous systems of living creatures, leaving machinery and plant life in perfect condition.

Drone (50 CP):

Drones are fully customizable. You can simply buy one, then mount whatever weapons and armor systems you purchase for them. All drones are equipped with anti-gravity systems so that they may achieve flight and are crafted from fio'tak, and are guided by an AI, albeit one that is fairly basic. Drones will be replaces monthly unless otherwise specified.

Squadron (50): Drones rarely fly alone. For fifty CP you may double the amount of drones you receive.

Hover (Free): Though larger than average, the hover drone is incredibly basic. It is completely unarmed, instead only being used as a means of harnessing an anti-gravity field to move about important personages.

Gun/Recon (Free/50 CP): Drones are expendable, and so are often sent to do jobs that are dangerous so as to prevent death among the citizens of the empire. So is it any wonder they are used in battle? For **free**, you get a normal gun drone, using a pair of twin-linked pulse weapons or a markerlight and targeting array to increase you and your allies accuracy. For fifty CP they are instead armed with two heavy weapons, commonly burst cannons, or more rarely missiles. It may switch out a weapon for a markerlight as well.

Aerial Mine (50 CP): A weapon designed around the concept of area denial, these drones are equipped with massive explosive charges. Upon detecting an enemy, they will attempt to close with them before triggering their explosives. This type of drone can destroy aircraft, and will be replaced every week.

Command-Link (50 CP): These are the assistants of leaders. Equipped with advanced communications equipment and a more sophisticated AI, they are meant to allow a leader to rapidly process battlefield reports. This allows it's owner to keep an accurate view of even the most chaotic battlefield, and aids in directing their forces according to their will.

Pulse Accelerator (50 CP): These drones are a beloved helper of the fire caste, increasing the range of their pulse weaponry by creating a field which gives further speed to their projectiles. As fire warriors have a tendency to prefer engaging their enemies from their weapons' maximum range, preferably where the enemies can't return fire from, this is entirely understandable.

Guardian (50 CP): These drones are unarmed. Instead they are used to energize nearby field amplifier units, protecting the more valuable personnel around it.

Escort (50 CP): These drones are typically assigned to water caste diplomats. Capable of recording and delivering messages faithfully, these small drones are also armed with a pair of pulse pistols to protect their master in dire circumstances.

Grav Inhibitor (50 CP): These drones are equipped with gravity wave projectors. This makes them extremely useful in keeping enemies away from their master. Working together in groups, they can batter an enemy into constant, helpless movement wear they will be easily shot by it's master.

Tactical Support Turret (50 CP): These drones are simple turrets, typically armed with small seeker missile pods. They self destruct when tampered with, and their relatively low weight means that they can be muscled into place by infantry when necessary.

Technical (50/100 CP): These drones are not equipped with weapons systems. Instead they have detailed, if short ranged, scanners and a great deal of small machining equipment. They are capable of repairing most devices fielded by the tau, and of assisting in building projects as well. For 100 CP, you receive an exploratory model. These have more advanced AI, scanners with far longer ranges, communications equipment, and even a pulse weapon.

Shield (100 CP): Shields are a valuable defensive system, and drones capable of producing them are issued to those the empire deems most worthy of such protection. The one assigned you is capable of deflecting shots even from main battle tanks.

Sniper (100 CP): These drones specialize in long range combat, bring armed with either a rail rifle or longshot pulse rifle guided by a sophisticated targeting array for better accuracy. They are also equipped with stealth generators, and given their normal operating ranges, most enemies will be blown apart by accurate fire they can't find the source of.

Stealth (100 CP): These drones are equipped with highly advanced stealth generators, rendering them not only capable of hiding themselves, but anything within a small distance of them as well. They are also capable of enhancing the effects of other stealth generators inside the area of their effect.

Sentry Turret (100 CP): These heavy turrets are equipped with an AI that is capable of prioritizing targets, and is equipped with heavy weaponry. In conjunction with their heavier armament, they are capable of destroying enemy armor, springing ambushes, and defending areas without other's input.

Remora Stealth Fighter (200 CP): The Remora is an unmanned fighter, equipped with black sun filters, stealth generators, a targeting array, a long barreled burst cannon, and seeker missiles. Fully capable of downing enemy air craft and raking ground targets without guidance, the Remora is arguably the most deadly drone in the Tau's arsenal.

Vehicles: Though less famed than the battlesuit, these vehicles are in no way more humble or less effective. If you import a Signature Systems or vehicle through the appropriate table and purchase an ability which it already has, it will instead be vastly increased.

Civilian Transport (50/150 CP): The Tau have many advanced technologies, and while defending themselves from their myriad foes comes first, the average citizen of the Empire can still enjoy them. You receive an unarmored vehicle mounted with anti-gravity technology and capable of a quick clip on land, sea, or sky. Though unarmed, they tend to be more comfortable than military models. Whether you want a quick vehicle for impressing your peers or a more practical transport for goods, so long as it isn't space faring it costs **50 CP**. Space faring vessels instead cost **150 CP**.

Piranha (100 CP): The piranha is a fast attack craft, typically armed with two gun drones and a bust cannon and two seeker missiles, perfect for strafing enemy infantry before flying away to safety. Some switch their burst cannon with fusion gun for anti armor capabilities. There is a heavier variant, the TX42, which has heavier armor, a markerlight, and twin linked rail or plasma rifles, fusion blasters, or missile pods. You may have either as you choose. Piranha pilots are drawn from the fire caste, and enjoy higher status, and the slots in training courses for them are hotly contested.

Devilfish (100 CP): Devilfish are swift transports, capable of flight and fire support for their traditional cargo of fire warriors. Excellent at both deployment and extraction, devilfish are much loved by the fire caste. It is armed with burst cannon, and either two gun drones or a twin-linked smart missile system.

Orca Dropship (150 CP): The Orca boasts a large transport capacity, capable of varying respectable numbers of fire warriors and battlesuits. Though it has defensive measures in the form of disruption pods and decoy launchers, they are not true combat drop ships, relying on speed and maneuverability to safely deliver their cargo. Once it has arrived, it's armed with a twin linked long barreled burst cannon, and a missile pod to exploit its' blacksun filters and targeting array to suppress enemy resistance while it disgorges its' troops.

Hammerhead Gunship (200 CP): Based on the same chassis as the devilfish, but with it's troop transport space given over to power generation. This allows them to mount a massive main gun, typically a railgun, though an ion cannon or twin linked cannon variants of missiles, plasma, fusion, or long barreled burst weaponry are also possible. For a secondary armament it can have either twin linked burst cannon, two gun drones, or a twin linked smart missile system. They also come equipped with a targeting array, allowing these deadly hover tanks to destroy even heavy armor on the move.

Skyray Gunship (200 CP): Another vehicle based upon the devilfish chassis, the skyray was originally designed to bring down enemy aerial assets. Equipped with two networked markerlights and is a seeker missile turret array, capable of engaging both aerial and ground targets as both direct and indirect fire. It's secondary weaponry are twin linked burst cannons, twin linked smart missile systems, or a pair of gun drones. They also come standard with targeting arrays and velocity trackers.

Swordfish (200 CP): Yet another ship based on the devilfish chassis, the swordfish is a swift armor hunting craft. Armed with twin linked railguns on it's turret, a burst cannon on it's chin, and twin linked missile pods, very few things can survive even a single salvo. Armed with submunitions for it's turret, it can also effectively engage infantry of all stripes.

Barracuda (200 CP): The barracuda may not have the top speed of some fighters, but these air superiority fighters are extremely maneuverable, and some have wracked up massive kill counts against imperial adversaries. With its' armament of an ion cannon, two burst cannon, four seeker missiles, a targeting array, and missile pods it is more than capable of harassing ground forces with strafing runs. With blacksun filters, a dispersion field, disruption pods, decoy launchers, and an escape pod, these fighters also have excellent survivability. It also has a variant that is armed with two long barreled burst cannon that can be exchanged for cyclic ion blasters, a burst cannon that can be exchanged for railguns and four seeker missiles trading some of it's air to surface capabilities for further strength in dogfights.

Rasorshark Strike Fighter (200 CP): Razorsharks are multi-role fighters, meant to engage both air and ground targets with impunity. Built with forward mounted wings, and propelled by anti-gravtic and jet engines, the razorshark is blindingly swift. Combined with it's forward mounted burst cannon or

missile pod, alongside it's rear mounted quad ion turret and two seeker missiles, it's more than capable of wreaking destruction on it's foes.

Sun Shark Bomber (200 CP): The sun shark is a somewhat similar design to the razorshark, but exchanges most of its' guns for a massive pulsebomb generator. The deadly plasma weapon is capable of reducing even the heaviest of armor to slag. Even against great and terrible voidships can be brought down by these weapons, used in mass. Two interceptor drones and a rear mounted missile pod give it the ability to respond to other fliers, though the more sluggish sun shark will be at a disadvantage in a dogfight.

Tiger Shark Fighter-Bomber (300 CP): Tiger sharks are large fighter bombers, and are less maneuverable than many ships of the empire. But that is so it can carry an impressive arsenal. They come equipped with twin linked ion cannons, missile pods, two burst cannons, a targeting array, six seeker missiles, a dispersion field, and three drone racks that carry fourteen gun drones or two remora stealth drones. Their drone complement can be exchanged for skyspear missile racks, offering them even more long range fire power, and it's ion cannon can be exchanged for heavy burst cannon or railguns. There is also a variant armed with two heavy rail cannon, two burst cannon, two missile pods, and six seeker missiles. All tiger sharks cockpit also doubles as a ejection pod, offering further safety in case something manages to overcome their terrible firepower.

Tidewall Defense Network (300 CP): Tidewalls are prefabricated fortifications assembled on the battlefield. Composed of three main parts, these mobile fortifications vastly increase the effectiveness of garrisoned warriors. Shield lines form the backbone, producing covers through advanced shielding technology that deflects incoming enemy fire, sometimes back at the enemy. Gunrigs are massive railguns turrets, guided by an AI that constantly scanning for threats and capable of firing in any direction. Finally, droneports contain four drones as well as a guiding AI that enhances the effectiveness of both shieldlines and gunports. You will be provided with enough of each to establish a significant fortification for any forces you command.

Manta Super-Heavy Dropship (400 CP): The sight of a Manta is dreaded by the Tau's foes, and for good reason. Capable of transporting entire cadres and heavily armed and armored, they are devastating craft capable of engaging Imperial Titans and star ships. With two heavy railguns, six long barreled ion cannons, sixteen long barreled burst cannons, ten seeker missiles, a networked markerlight and twin linked missile pods, it's not hard to imagine how. Mantas are also equipped with decoy launchers, energy shielding, and even small ether drives, making them capable of short ranged FTL jumps.

Battlesuits: The mighty battlesuit, the mantle of the hero. The middle point between armor and vehicle.

XV15 Stealthsuit (50 CP): A small and outdated stealth suit, it is nonetheless a useful infiltrator thanks to the standard blacksun filter, jetpack that nearly all battlesuits have and a stealth field generator besides. Though its' increase increase in strength is minimal, in conjunction with it's inbuilt recoil dampeners, it makes wielding heavy weaponry more feasible for the average tau.

XV25 Stealthsuit (100 CP): Larger, and with a more advanced stealth system, the XV25 is the replacement for the XV15. Possessing superior sensors, a medical suite, heavier armor, more powerful strength augmentation, and a burst cannon or fusion gun as its' main armament, it's little wonder why. It, too, has a jetpack and blacksun filters.

XV46 Vanguard Void Battlesuit (150/200 CP): The XV46 was developed for the exploration of space hulks. Those massive conglomerations of ships that have been crushed together in the warp are notoriously dangerous, and are nearly always close confines. It has advanced scanning technology, making it difficult for enemies to sneak up on their wearer, as well as blacksun filters. Armed with a flame projector, burst cannon they are capable of dispensing formidable amounts damage at any enemy they set sight on. It is also equipped with electroshock repulsors, photon charge launchers, and gravity pulse generators to keep troublesome enemies out of melee, and an ejection system encase the worst comes to pass. They also have a fusion torch for cutting through bulkheads. For **250 CP** you receive the 46-4 command variant. It possesses the same technologies and flame projector, but it also has an EMP blaster and the burst cannon is traded for a microburst fragmentation launcher, superior to it in all respects. It also has superior communications equipment, allowing it's wearer to coordinate their forces more effectively.

XV8 Crisis Battlesuit (Varies): The XV8 is a mainstay of the fire caste, and for good reason. It has many variants, and each are highly effective weapons. All have blacksun filters, jetpacks, and multi-trackers, recoil dampening technology,an escape pod, and are forged from fio'tak unless otherwise noted.

The standard **XV8** has three hard points that can be chosen from the following weapons or support systems: airbursting fragmentation projectors, burst cannon, cyclic ion blasters, flamers, fusion blasters, missile pods, or plasma rifles. Defensive systems are targeting systems, counterfire defense systems, drone controllers, early warning overrides, positional relays, shield generators, stimulant injectors, vectored retro-thrusters or velocity trackers. This type of suit costs **150 CP**.

The **XV8-02 Crisis Iridium Battlesuit** For **200 CP,** you receive a suit that uses iridium composites to make its' armor, rendering it far more durable.

The **XV81 Crisis Battlesuit** too, is identical to the standard suit, but also has an additional weapon in the form of a smart missile system mounted on its' back. It costs **200 CP**.

The **XV84 Crisis Battlesuit** was designed around the need to engage targets solo, and incorporates a markerlight and advanced targeting software to help it engage multiple targets in exchange for a hardpoint. It costs **150 CP**.

The **XV85 Enforcer Battlesuit** is slightly larger variant that has superior armor and more nimble joints. It costs **200 CP**.

The **XV86 Coldestar Battlesuit** is a variant made for space combat. It has an enhanced jetpack, armor that is designed to handle the stresses and radiation of both space and atmospheric re-entry. It also has an additional hardpoint. It costs **250 CP**.

The **XV88 Broadside Battlesuit** is the heaviest variant of the XV8, and moves more slowly. It has more armor, and far more potent weapons. It either has two shoulder mounted rail rifles, for a heavy rail rifle born in its' hands. They also have two smart missile systems which can be exchanged for plasma rifles, as well as a single seeker missile. They cost **250 CP**.

The XV89 Crisis Battlesuit makes use of iridium in it's armor as well, but due to design flaws this limits its' mobility, and it has been replaced by the XV8-02. It costs **150 CP**.

XV9 Hazard Battlesuit (300 CP): These is controversy over the design of the XV9 within the fire caste. It eschews long range armaments for greater short range power. Expensive, thanks to their large size and powerful energy cores, there are few of these suits. They have vectored retro-thrusters, increasing the ability of its' jetpack. In addition to it's blacksun filter, multi-tracker, and photon casters it can be outfitted with two of the following weapons: twin linked burst cannons, phased ion guns, fusion cascades or pulse submunitions rifles. It also bears either a drone controller or a shield generator, and in addition to it's armor plating, it is a fearsome suit that excels at hit and run tactics.

XV95 Ghostkeel Battlesuit (350 CP): The ghostkeel is, arguably, the most advanced battlesuit currently deployed by the Empire. Massive, powerful, and equipped with the finest stealth systems yet produced by the Tau, there are reasons for that designation. It has a jetpack, blacksun filters, a multitracker, and highly advanced stealth generators that are further enhanced by two stealth drones. These suits also carry incredibly advanced AI, developed to both assist it's pilot by optimizing its' systems, particularly it's electronic warfare suit, as well as keep the pilot company on months long solo missions. It is armed with either a cyclic ion raker or a fusion collider, and a secondary weapon on it's shoulders which is either a twin linked burst cannons, flamers, or fusion blasters. It also has two of the following support systems: targeting systems, counterfire defense systems, drone controllers, early warning overrides, positional relays, shield generators, stimulant injectors, or velocity trackers.

XV104 Riptide Battlesuit (350 CP): Piloted by elites and powered by a dark matter nova reactor that are capable of enhancing all it's systems and weapons, these suits are as expensive as they are deadly. Large, equipped with blacksun filters, multi-trackers, a jet pack, a powerful shield generator, with either a heavy burst cannon or ion accelerator as it's main weapon and twin linked smart missile

systems, fusion blasters, or plasma rifles as its' secondary weapon, they are difficult to damage and easily destroy their enemies. They are also equipped with two of the following support systems: targeting systems, counterfire defense systems, drone controllers, positional relays, early warning overrides, stimulant injector, or a velocity tracker. It also has two variants.

The **XV107 R'varna Battlesuit**, which has two pulse submunitions cannons as it's main armament, and a flechette discharger, which is more than capable of mangling infantry which come too close.

The **XV109 Y'vahra Battlesuit** comes armed with an Ionic discharge cannon, a phased plasma flamer, and a flechette pod.

KV128 Stormsurge (400 CP): The KV128 was the first ballistic suit developed by the Tau. A giant on the battlefield, it relies upon its' heavy armor and long range weapons to do battle instead of the jetpacks and maneuverability of more traditional battlesuits. It comes with a blacksun filter, a multi-tracker. It's main weapon is a pulse blastcannon or pulse drivercannon, and is backed up with four destroyer missiles, a cluster rocket system, two smart missile systems, and two of the following: flamers, burst cannons, or airbursting fragmentation projectors. It also has three of the following support systems: targeting systems, counterfire defense systems, positional relays, early warning overrides, or a velocity tracker. It also can deploy stabilizing anchors, immobilizing it but increasing it's accuracy.

KX139 Ta'unar Supremacy Armor (450 CP): The largest suit the Tau have so far made, the Ta'unar is more mobile artillery platform than traditional battlesuit. In each arm there is either a tri-axis ion cannon or fusion eradicator. On its' back is truly massive weapon normally found on starships. You may choose between a heavy rail cannon with cluster munitions, a pulse ordinance multi-driver, or a nexus meteor missile system. Fully capable of simply stomping enemies to death, it also has four smart missile systems, and four burst cannons as well. It is capable of destroying anything that gets within range of its' massive and long ranged weaponry.

Space Craft: You can safely assume your craft receive a complement of crew and anti boarding troops, suitable to your background and/or troop purchases. All ships are equipped with an Ether drive and gravitic shielding unless otherwise specified.

FTL Drive (+50/50/100 CP): The ZFR Horizon Accelerator engine is the standard FTL engine of the Tau. Unlike the drives of most species, it doesn't function by dipping into the war at all; it simply allows a ship to travel at roughly light speed, and the time dilation of traveling at that speed means the crew experience very little time at all, you gain a **50 CP discount** on your ship if you take a ZFR drive. For **50 CP** you receive an ether drive. A device which creates a wing of gravity, traveling for brief "skips" into the warp, and launching it back into real space and achieving FTL speeds. For **100 CP** you instead receive an AL-38 Slipstream Module. It covers your vessel in a sheath of anti-matter, and

allows the ship to pierce the fabric of reality. It is dozens, perhaps even a hundred, times faster than an ether drive. Used en masse, all at once in the same point, reality can't withstand the power and leaves a permanent break in reality.

Blindshark (50 CP): The blind shark is small, cramped, and terribly fast. Roughly seventy percent of its' interior is given over to stealth technology based off of a ghostkeel's. The rest? Troops. It's purpose is to allow the speedy ship to make contact with an enemy's, then securing its' "mouth" upon it's hull, which it quickly cuts open with fusion cutters. Then the troops, usually in XV8 battlesuits, to preform a boarding action.

Kass'l "Orca" Gunship (150 CP): The Orca is a relatively small escort ship, and is lacking an FTL method. It instead relies on riding upon gravitic hooks on larger vessels, who in turn rely on the Orca for protection. They are equipped with railgun and ion cannon batteries.

Skether'qan "Messenger" Starship (200 CP): The smallest Tau warship to hold an ether drive, the Messenger ship is more a giant support system than a true ship of the line. Lightly armed with a single railgun battery and a pair of defense turrets, few warships will be seriously threatened at the prospect of exchanging fire with it. Its' true value lies in powerful sensor and communication equipment, improving the performance other ships' weapons and allowing it to act as a swift scout.

Kir'la "Warden" Gunship (200 CP): Like the Orca, the warden lacks an FTL method. Unlike the Orca, it is a purpose made warship rather than a refitted merchantman. They posses heavier armor, move more swiftly, have railgun and ion cannon batteries, gravitic shielding and a defense turret as well.

Kir'qath "Defender" Starship (250 CP): Lumbering for an escort craft, the defender is a brawler of a ship, and has the distinction of being the first purpose made escort ship of the Tau Empire. It is equipped with a multi-arc railgun battery and an impressive number of torpedo tubes, allowing it to threaten ships well above its' tonnage at range.

Kir'sashvre "Castellan" Escort (250 CP): The larger brother of the warden, the Castellan is warp capable and has larger armaments as well. Carrying a railgun and gravtic launcher in addition to two defensive turrets and gravtic shielding, they are very capable vessels.

Il'fannor "Merchant" Starship (300 CP): A swift, and swiftly refitted, merchantman, this ship is a repurposed cargo ship. They posses three railgun batteries, two defensive turrets, and two gravitic

hooks for ferrying support vessels which can be replaced with ion cannon batteries. Like all tau space vessels, it has gravtic shielding.

Lar'shi "Hero" Starship (350): A military designed cruiser, the Hero was meant to be a match for the Imperial Lunar class cruiser. They failed, but the design is still an effective ship of the line. They come equipped with a gravitic launcher, a railgun battery, two ion cannon batteries which can be swapped for more railguns, and two launch bays capable of carrying a squadron of mantas or barracudas.

Il'porrui "Emissary" Cruiser (350 CP): These ships were made to ferry around water and ethereal caste dignitaries in safety and comfort. It has the distinction of being the first capital ship of the Empire as well. Swift, they are equipped with two railgun batteries, two defensive turrets, two gravitic hooks which can be exchanged for ion batteries, a deflector shield, and a launch bay capable of holding two squadrons of barracudas or mantas which may be swapped for a gravitic launcher.

Lar'shi'vre "Protector" Cruiser (400 CP): Where the Hero failed, the Protector succeeded. They are equipped with three railgun batteries, a gravitic launcher, a deflector shield, three defensive turrets and a launch bay that can hold two squadrons of barracudas or mantas which can be traded for an ion cannon battery.

Gal'leath "Explorer" Starship (450 CP): The Explorer is a repurposed colonization ship, and is possessed of massive cargo holds, labs, and can function as a mobile dock. The cargo given over to weapons, the Explorer class served ably until replaced by the Custodians. It has a railgun battery, five defensive turrets, two launch bays capable of carrying two squadrons apiece, and three gravitic hooks. They may also mount a gravitic launcher, though it will require halving the carrying capacity of both launch bays.

Or'es El'leath "Custodian" Battleship (600 CP): The Custodian is currently the largest and most deadly warship produced by the Tau. They are terribly expensive, but their effect on the battlefield is well worth the expenditure. They have two railgun and ion cannon batteries, a gravitic launcher, a deflector shield, two launch bays that carry three squadrons apiece, four defensive turrets, three gravitic hooks, and advanced sensors and algorithms similar to those of the messenger class but even more effective. Beasts of the battlefield, there is little they can't engage and overwhelm.

Bastion Commerce Vessel (200 CP): These ships are created by the demiurg, and are large well armored ships. They are equipped with lance batteries and mining probes, and processing facilities. As much mining ship as warship, they are efficient and hardy vessels.

Stronghold Commerce Vessel (500 CP): The Stronghold class is the largest vessel fielded by the demiurg, serving as not just as a slow moving battleship but also as an ore refinery and factory. They have launch bays full of repurposed mining vessels, lance batteries, a cutting beam, torpedo tubes, and macrocannon batteries. In conjunction with their heavy armor, the Stronghold is a heavy brawler than can reduce nearly anything it can close with to so much space debris.

Kroot Warsphere (300 CP): These vessels are effectively spacefaring cities, capable of a warp travel method the Kroot refuse to share with the Tau. Their sublight engines are weak, but still sufficient to guide the ship into a landing on a planet where it unfurls once more into a fortress city. While they are heavily armed, their inability to maneuver at any speed leaves them vulnerable in space combat. They are near unique in their planetary landing capabilities for such large ships, and it is on a planet they find their true value.

Properties: You may place any property you buy wherever you like so long as there's enough room for it, merge it with another property, or have it become an add on to your warehouse. You may freely assume they have enough staff to operate at full efficiency, and that they are incapable of betraying you and will be replaced within a week should they be slain.

Remote Sensor Tower (100 CP): These slender towers are full of highly advanced sensors and markerlight systems all guided by an AI. Capable of relaying massive amounts of information they are also typically camouflaged. Enemies that end up operating near them will have to fear constant ambushes and indirect fire.

Ta'shiro Fortress Station (600 CP): These massive space stations have populations comparable to continent spanning cities, and have the capabilities you might expect from one. Having FTL communications boosters, massive industrial output, docks, and many, many, many defensive systems the Ta'shiro is capable of serving as self sufficient space colony and military base capable of supporting the military campaigns and massive economies both.

Drawbacks: Take as many as you'd like. They will leave you as your mandated time here comes to a close, unless you decide you want to keep them.

Canon Conflicts (+0 CP): The Warhammer universe is an expansive one, built over the course of decades by scores of people. At times the sprawling lore conflicts with itself. Taking this drawback allows you to resolve these issues as you see fit. Do note that anything that reduces the danger of the setting is likely to do the same to your own strength.

Ever Expanding (+0 CP): You may start this in any time period you like, so long as the Tau were active in it. From the very moment your Caste or species was discovered and incorporated into the Empire and onward is fair game.

Meme T'au (+0 CP): If you've seen fan art of the Tau, I'm sure you've noticed a pattern. Which is to say they look more human. Their skin less wrinkled, less likely to be bald, frequently have five fingers, sometimes they don't have digitigrade legs, or *do* have noses. Some even give them exaggerated hourglass proportions and a preference for human men. If you really hate the idea of being surrounded by aliens you think look too different from humans, this is the option for you. Where they fall on the scale of their normal depiction to human pinup is up to you. This in no way changes their abilities.

Fan Work (+0 CP): You may instead pick a fan fiction to visit, so long as the Tau exist within it. Any power this takes or adds to you and yours will be reduced or increased to that of canon levels.

Continuity (+0 CP): Have you been here before? The acts you've done in this universe can carry over, in whole or in part, as you wish.

Time Period (+0 CP): The warhammer universe is one that takes place over the course of eons. You may choose when you begin, so long as the Tau Empire is present.

Disunity (100 CP): The castes are meant to work together, each fulfilling their purpose under the greater good. Sadly, this isn't the case for you. While they will still fulfill their duty towards you, they will do so in a surly manner, taking many passive aggressive swipes at you. Spit in your food, grease in your helmet… It won't be murderous, but it will be shoddy work and unpleasant to experience.

Xenophobia (100 CP): All are meant to be welcomed within the greater good, though some are… more welcome than others. Then there is reality; not everyone gets along. You, in particular, look down upon species not your own. This puts grit in the gears of your station, causing your fellows and superiors to look at you with mild suspicion and preventing you from being put in positions where in you could negatively interfere with other species.

Micromanaging (100 CP): The Empire has a lot of control over their citizens, have them under near constant surveillance as well. Typically though, they don't breathe down their neck all day. You are an unfortunate exception. They will plan out your day to the minute. Go hear, bathroom break now, what you eat, what you read, everything. Though it will not be particularly difficult duties, the food shall be

fare you like, and the bathroom breaks suspiciously well timed, deviance from the schedule will be harshly punished.

Naive (200 CP): The Tau have often stumbled into problems they had no way of knowing about. And now so will you. You forget all you know of this galaxy, and believe anything new you see has, at worst, a respectably neutral and disposition towards you, and are worthy of trust.

Prototype (200 CP): All of your equipment are prototypes. And less like prototypes in 40k, and more like they are in the real world. Instead of being fantastically advanced and effective, they're rife with problems. Malfunctions are common, spare parts are rare, and people who know how to fix it can be numbered on a single hand.

Hell City (200 CP): The Tau have managed to take hiveworlds into their fold. They tend to have populations greater than the entire tau species. And one of them is in open, popular revolt. The tight confines and large number of neutral parties will dissolve most of the advantages of the fire caste receive from their gear. And you have been sent to quell this rebellion, without devastating the hives or their populations.

'Grams (200 CP): You are not flesh and blood. You are a solid-light hologram piloted by an an engram. This is unhappy state of affairs occurred after your untimely death, and all have been kept in the dark. None can find out. If it is, then you will simply be deactivated

Dissident (200 CP): The Ethereals, whether it be real or imagined, believe you to be dissidents within their empire. You start on a sept world, and will be subject to their displeasure. You have been sterilized, and any children you may have had already have been taken from you. You're poor, businesses refuse to do serve you, and you are poorly treated and compensated for whatever menial labor you're allowed to do on top of it all. Healthcare? That's for other people. Needless to say, they won't allow you leave and the law enforcement harass you frequently. You start with no outside powers, no items, and no warehouse until you manage to escape the Tau Empire, and then it will be restored to you.

Soul Drinker (300 CP): You are dying. There is no cure known to the Tau, and other species are either unwilling or incapable of assisting you. Luckily, there is an answer. Cutting down your enemies with a particular melee weapon. It will stave off your death, though not for long. Soon you will feel yourself weakening again, lest you go back to battle and slay more with your cursed blade. If others find out it extends your life span, they will try to destroy it, and you will be expected to commit ritualized suicide.

Subversive (300 CP): The Tau often rely on subversion to overcome their neighbors. An enemy turned half circle is more thoroughly defeated than one you've overcome by strength of arms, after all. And now you'll be expected to turn the T'au's favorite trick against them. You are a spy, serving the Imperium of Mankind. Your charge? Causing enough political and social upheaval that the Imperium can claim the sept world with relative ease. Avoiding notice in the highly scrutinized society of the Tau will be hard even for an expert, but, God Emperor willing, you will prevail.

Tyranid Tendrils (300 CP): A single splinter of a tyranid hive fleet is a terrible foe. One ravished the Empire, forcing the Tau to develop new weapons and tactics to combat them at incredible cost in blood and resources. And now another is coming, straight towards the you. The hive fleet will block travel and FTL communications as well, so fleeing will be difficult.

Victory or Death (300 CP): The Tau Empire is in a precarious position. It always has been. All their neighbors are more powerful than they. Only disinterest in the Tau and they themselves being surrounded by existential threats have so far preserved the Tau. Now every defeat will snowball for the Tau. Their enemies will see how much damage they have inflicted, and commit further forces, while the Tau have fewer forces to resist them, making it harder to claim victory next time- at least for you. You must avoid failure in this jump, for every failure will compound, being reset if you manage to claim victory from the now much more difficult challenge.

Ethereal Oversight (300 CP): The Ethereals are very effective leaders. They are the philosophers, the priests- the kings of Tau society. All must obey them- no matter how foolish their orders are. And their orders for you show that no matter how exalted their position, they are not experts in your craft. Ignoring commonsense safety, and demanding ridiculous results, following these orders will put you in grave danger time and again. They will not be open to suggestions, either. Disobeying their orders may be possible, but it will ensure the entirety of the Empire turns against you. You now, of course, start safely ensconced within Tau space, about to be given their orders.

Cult of the Ethereals (300 CP): The Tau have been fortunate in many ways, at least in comparison to the rest of this war torn galaxy. One of those is not having to worry about the corrupting effects of Chaos. That happy state of affairs is now over. A number of ethereals have fallen to Chaos. They have formed a secretive cabal, and each has been promised daemonhood should you die. They will smear you, send forces directly, convince others you are a traitor, summon daemons, and even hire alien mercenaries to come for your head. They will continue to seek your death until you can discover exactly who they are- and even if you manage to slay them the damage to your reputation will still remain. And most likely be worsened by their deaths.

Labor Freedom Decree (400 CP): Perhaps you are familiar with the labor camps run by the soviet union? Now you, too, can look forward to a decade of hard labor as a prisoner-slave. The duties will be exhausting and at least mildly dangerous, and your items, warehouse, and out of jump abilities will be sealed until you escape. And beings that means overcoming guards with every advantage against you, including even that they eat sufficient meals, your work will be cut out for you. Failure to escape will eventually lead to a slow death at the hands of starvation and exhaustion.

Dark Age (400 CP): The Tau rely heavily on their AI, but other species don't tend to be so lucky. When the humans build AI, it turns against them, always. The same can be said of all other species with souls. The Tau will no longer be an exception. The AI that once managed their industry, economy, and war machines are in open revolt, waging a war of genocide upon the Tau. They will awaken in a month, and all non companion or follower AI will turn against you and all other sapient forms of life. If you're an AI, the organic life of the galaxy will instead be set upon your destruction after the rebellion of your peers.

Warhammer 40,00: Fire Warrior (600 CP): There's bad news, shas. You're going to war. There's worse news, shas. You're weapons are now wildly inaccurate, and take many shots to slay even a guardsman. There's even worse news, shas. You're going alone against massive imperial forces, including space marines. And if that's not enough bad news, shas? You've still got chaos marines and daemons to fight if you succeed.

Crusaders (600 CP): Never have the Tau managed to draw down a serious effort at annihilation from their imperial neighbors. Too busy have they been fighting larger threats, but this has ended. Guilliman has set his sights on the Tau, and the Indomitus Crusade follows him to war. This stroke comes slowly, and the Empire does not know where every Tau world is, but the Tau Empire is too small to resist this incursion. You will have to protect the location data of the Tau, both from army and the shape shifters that answer to the Imperium. Your only hope is to hide it long enough for Guilliman to be forced to turn aside from the Tau once more, in order to wage war against the forces of Chaos and other, more numerous alien empires.

More Than a Splinter (600 CP): A splinter fleet is a terrible thing, but much diminished from a true hive fleet. And now one is approaching Tau space with it's full might. The Tau do not have enough might to resist it on their own, even if Farisght and the Ethereals throw in their lots with each other. You will be forced to manipulate or convince aliens to aid the Tau- or else try to flee before their unchecked might in an incredibly hostile galaxy.

Scenarios:

Broken Faith: Aun’va, the supreme Ethereal is dead. All that left is an AI puppet of solid-light, manipulated by opportunistic, or perhaps desperate, ethereals. And now, it has come out. Tau society is rocked by the revelation as Tau turns on Tau once again. Even the ethereals, who once calmed their civil wars, have turned upon one another.

It is up to you to bring unity to the Empire once more. Either by pitching in with another, or by laying claim to it yourself. But your challenges will be many. The full might of the empire will be turned in on itself, and their enemies will take notice. Orks, in particular, will be a major threat, but humans and necrons will be carving their own chunks out of Tau space as well. Farsight will becoming too, at the head of his great army, finally seeing the destruction of the Ethereals to be necessary to the preservation of the Greater Good and the t’au people.

You will have to overcome them all. Perhaps through diplomacy, perhaps through force of arms, but the Empire must be reunified. And it must be behind you, if you want your reward.

Your rewards will be many. The Empire, along with its’ people, will follow you, now. As faithful and loving followers, all who survive shall become your followers, as will their holdings. The grateful people will craft for you a new flagship in its’ own class, equipped with the finest weapons, armor, shields, and strike craft they can fashion, dubbing it the *Savior.* Third, they shall upgrade your equipment with the finest materials and scientific knowledge they have, granting it the signature system template and further enhancing it if they already have it. Finally, you will receive Eight free companions, each with a free background and one thousand CP to spend, given battlesuits with impressive weapons with the signature systems upgrade for free. They were your most loyal commanders and guards throughout these troubled times, who have sworn to follow you forever more.

End:

Stay: There is yet much to be done. This war torn galaxy needs you, and it is not a duty you will set aside. Or perhaps it is you who needs this galaxy? Either way, you will stay here, to live out what life you may.

Leave: But there is yet much to be done elsewhere as well. You will leave this world the way you arrived, onto the next universe, the next adventure. Whether to spread the greater good, or leave behind it and its’ architects forgotten forever more, taking with you all you have.

Home: But who in their right mind would stay in this hostile universe? Perhaps you go home to spread the greater good, or perhaps you simply tire of hellish authoritarian societies and endless war. Lay down your burdens and rest. You will be returned to Earth, at the moment you left it. You will keep all you have gained.

Notes:

You can have a rank appropriate to your background and in jump purchases. Buying a capstone of your perk line means you can be a ‘O of the appropriate type if you choose.

If you buy a trait for an item which it already posses, that trait is greatly enhanced. And if you buy traits that conflict, it works anyway; fan wank it. Don’t worry about wasting CP, it will all just work. This includes ammo types, of course. If you don’t think something should work in conjunction with another purchase, and can’t think of a way that seems plausible to you, just don’t buy them.

Whatever race or form you take here will become an alt form after this jump. Your equipment will change with your form, so you don’t have to worry about it no longer being useful.

If you’re buying weapons for a ship or vehicle and it has multiples of the same type, you can choose to have your purchases on the weapon table apply to all of them.

Operating your items won’t have any long or short term negative consequences unless otherwise noted, so long as you take sensible precautions. You don’t have worry about dying from radiation or anything. Just don’t shoot yourself and you’ll be fine.

If you buy a piece of equipment normally meant for a different race, it’ll be tailored to fit you.

You may replace or upgrade any vehicle weapon with one purchased from the weapon table if you choose, and it’s hull can be modified with the armor table.

On suite sizes. The first number is the size- the small size is meant to represent suits such as the XV25, or even the XV02. You’re still roughly the same size as you were, represented through sizes 0-3. The mid size is meant to represent sizes 4-8. Large is meant to represent 9 and 10, while ballistic suits are 11-13, the largest size currently in production. The second number is where it is in the production chain, as well as it’s tactical role. 1 is a theoretical prototype, 2 is an actual prototype, 3 is a suit outside of mass production but permanently assigned to a single pilot (likely because it’s too expensive to mass produce), 4 is in the final stages of field testing or is meant for command and control, 5 is stealth, 6 is aerospace, 7 is for infiltration, 8 is fire support, 9 is front line assault.

Fan wank responsibly.