

TAU FIRE WARRIOR BUNK'EN



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Version 1.0

The bulk of troops in the Tau army are the Fire Warriors. These troops fight in a detachment called a Bunk'en. There is a Fire Bunk'en and an Assault Bunk'en. Some Bunk'en use Devilfish to transport the teams. One team in a Bunk'en has a Shas'ui team leader. The Shas'ui is not a command unit, but he cannot be targeted unless his team is the closest infantry squad to the firer. You can designate a Shas'ui team by converting one of the models or painting it differently than the other members.

TAU SPECIAL RULES

TACTICAL RETREAT: The Tau use tactical retreats as part of their battlefield strategy. Tau units can be given Fall Back orders. All the rules of Fall Back apply, but the retreating Tau are at a -1 to be hit by ranged attacks. If a detachment is ordered to Fall Back, it does not need to make a morale check to receive different orders the next turn. However, if a retreating detachment is forced to Fall Back, it routs (remove it from the table).

SEEKER MISSILES: The Tau utilize a support missile system in battle. Many Tau tanks and flyers are equipped with Seeker missiles, which are activated by models with Markerlights. The Tau player has D6 Seeker Missiles for every 1000 points of army brought to battle. Example: In a 4000 point game, the Tau player has 4D6 Seeker Missiles that can be used in the battle.

MARKERLIGHTS: Infantry, drones, vehicles and flyers equipped with Markerlights can designate targets for Seeker Missiles or assist Tau units with targeting nearby enemy and buildings. Infantry using Markerlights must be on First Fire and forfeit their normal ranged attacks. Models pinned in close combat cannot use Markerlights. Detachments with multiple Markerlights can choose different actions for each model (regular fire, requesting a Seeker Missile, or fire assist). The Tau player designates all the targets for the detachment, then resolves actions in this order: Fire Assist, Regular Fire, then Seeker Missiles. It is possible that regular fire will destroy a target before a Seeker Missile arrives, and the missile is lost.

To request a Seeker missile, the model with the Markerlight designates a target within 25cm and LOS during its fire activation and must roll a 4+ on a D6. If successful, the Tau player then chooses any Tau vehicle or flyer on the board, and a missile launches from that model and attacks the target (regardless of range, facing or orders; no LOS needed). The missile hits on a 2+ and has a -2 save modifier. It cannot attack buildings, but it can target troops inside (with the cover modifier).

To perform a fire assist, the model with a Markerlight chooses a target within 25cm and LOS, then rolls a die. If the result is a 4+, all other Tau units get a +2 to hit that target. If two Markerlights designate the same target, the bonus is +4. A "to hit" roll of 1 always misses. Detachments can use Markerlights before firing with regular weapons to give the detachment the targeting advantage.

UNITS	Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
	Devilfish Tank	25cm	3+	+2	Burstcannon Drones	25cm 15cm	1 1	4+ 6+	0 0
Notes: Skimmer, carries 2 troop stands, no fire ports.									
The Devilfish is the Tau transport tank, used by Pathfinders and Fire Warriors to enter battle quickly.									
	Fire Warrior Shas'ui	10cm	None	0	Pulse Rifles	50cm	1	5+	0
Notes: Markerlight, Cannot be targeted unless closest infantry unit to firer.									
Fire Warriors are the core battle troops of the Tau army. The Shas'ui leads a Fire Bunk'en.									
	Fire W. Assault Shas'ui	10cm	None	+1	Pulse Carbines	25cm	1	4+	0
Notes: Markerlight, Cannot be targeted unless closest infantry unit to firer.									
An Assault Bunk'en is also led by a Shas'ui. These are the assault squads of the Tau forces.									
	Fire Warrior Team	10cm	None	-1	Pulse Rifles	50cm	1	5+	0
Notes: None.									
Fire Warrior teams with Pulse Rifles fight in detachments called a Fire Bunk'en.									
	Fire W. Assault Team	10cm	None	0	Pulse Carbines	25cm	1	4+	0
Notes: None.									
Fire Warriors sometimes carry Pulse Carbines when they plan to take the action to the enemy.									

ח'יח'ום ח'ר'ם ח'ר'ס'ח

A Mobile Fire Bunk'en consists of 3 Devilfish, 1 Fire Warrior Shas'ui Team and 5 Fire Warrior Teams.



300 POINTS

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MOBILE FIRE BUNK'EN

BREAK POINT: The Bunk'en is broken once 5 models are destroyed.

MORALE VALUE: Tau have a 3+ morale value.

SPECIAL RULES: The Shas'ui has a Markerlight. He can use the Markerlight on First Fire instead of using the Pulse Rifles. The Markerlight can be used to request a Seeker Missile or assist fire on an enemy target. See the rules for details on using a Markerlight.

MOVEMENT: The Devilfish are skimmers and the Fire Warriors are infantry.

UNIT RULES: The Devilfish and Fire Warriors are considered to be a single detachment. The Shas'ui is not a command unit, but he cannot be targeted unless he is the closest infantry unit to the firer. If he is in the Devilfish, he cannot be attacked unless it is the closest vehicle to the firer.

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3 VICTORY POINTS

Your opponent gains these points when 5 models are destroyed.

Version
1.0

ח'יח'ום ח'ר'ם

A Fire Bunk'en consists of 1 Fire Warrior Shas'ui Team and 5 Fire Warrior Teams.



200 POINTS

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FIRE BUNK'EN

BREAK POINT: The Bunk'en is broken once 3 models are destroyed.

MORALE VALUE: Tau have a 3+ morale value.

SPECIAL RULES: The Shas'ui has a Markerlight. He can use the Markerlight on First Fire instead of using the Pulse Rifles. The Markerlight can be used to request a Seeker Missile or assist fire on an enemy target. See the rules for details on using a Markerlight.

MOVEMENT: The Fire Warriors are infantry.

UNIT RULES: The Shas'ui is not a command unit, but he cannot be targeted unless he is the closest infantry unit to the firer.

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2 VICTORY POINTS

Your opponent gains these points when 3 models are destroyed.

Version
1.0

ח'יח'ום ח'ר'ס'ח ח'ר'ס'ח ח'ר'ס'ח ח'ר'ס'ח

A Mobile Assault Bunk'en consists of 3 Devilfish, 1 Fire Warrior Assault Shas'ui Team, 2 Fire Warrior Assault Teams, and 3 Fire Warrior Teams.



300 POINTS

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MOBILE ASSAULT BUNK'EN

BREAK POINT: The Bunk'en is broken once 5 models are destroyed.

MORALE VALUE: Tau have a 3+ morale value.

SPECIAL RULES: The Shas'ui has a Markerlight. He can use the Markerlight on First Fire instead of using the Pulse Rifles. The Markerlight can be used to request a Seeker Missile or assist fire on an enemy target. See the rules for details on using a Markerlight.

MOVEMENT: The Devilfish are skimmers and the Fire Warriors are infantry.

UNIT RULES: The Devilfish and Fire Warriors are considered to be a single detachment. The Shas'ui is not a command unit, but he cannot be targeted unless he is the closest infantry unit to the firer. If he is in the Devilfish, he cannot be attacked unless it is the closest vehicle to the firer.

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3 VICTORY POINTS

Your opponent gains these points when 5 models are destroyed.

Version
1.0

ח'יח'ום ח'ר'ס'ח ח'ר'ס'ח ח'ר'ס'ח

An Assault Bunk'en consists of 1 Fire Warrior Assault Shas'ui Team, 2 Fire Warrior Assault Teams, and 3 Fire Warrior Teams.



200 POINTS

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ASSAULT BUNK'EN

BREAK POINT: The Bunk'en is broken once 3 models are destroyed.

MORALE VALUE: Tau have a 3+ morale value.

SPECIAL RULES: The Shas'ui has a Markerlight. He can use the Markerlight on First Fire instead of using the Pulse Rifles. The Markerlight can be used to request a Seeker Missile or assist fire on an enemy target. See the rules for details on using a Markerlight.

MOVEMENT: The Fire Warriors are infantry.

UNIT RULES: The Shas'ui is not a command unit, but he cannot be targeted unless he is the closest infantry unit to the firer.

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2 VICTORY POINTS

Your opponent gains these points when 3 models are destroyed.

Version
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NOTE: Bunk'en is the Japanese word for "detachment"