

HAMMERHEAD SENT'AI

Hammerheads are the main battle tank for the Tau forces. They are armed with a single turret mounted main weapon and two secondary weapons. A Hammerhead Sent'ai is a support card with 3 Hammerhead tanks. All of the main weapons on the hammerheads will be same, but they do not have to carry similar secondary weapons. There are 3 different Hammerhead tank – the Railgun, Ion Cannon, and Missile Defense tanks.



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SPECIAL RULES FOR THESE TANKS




SEEKER MISSILES: Hammerhead missile defense tanks carry Seeker Missiles, and have 2 Markerlights as well. If the Hammerhead uses its own Markerlights to fire Seeker Missiles, those missiles do not count towards the number of Seeker Missiles allowed during the battle.

MARKERLIGHTS: The Hammerhead Missile Defense Tank is equipped with Markerlights and can designate targets for Seeker Missiles or assist Tau units with targeting nearby enemy and buildings. If pinned in close combat, the tank cannot use its Markerlights (meaning it cannot fire missiles). Hammerhead Missile Defense Sent'ai can choose different actions for each model (request 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 fire a Seeker missile, a Hammerhead with Markerlights designates a target within 50cm and LOS during its fire activation and must roll a 4+ on a D6. If successful, a missile launches from that model and attacks the target. 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). Note: Missile Defense Tanks have 2 Markerlights and can fire 2 missiles at different targets per turn.

To perform a fire assist, the Hammerhead with Markerlights chooses a target within 50cm 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. Note: Missile Defense Tanks have 2 Markerlights and can choose to assist fire on two different targets, or use one to fire a Seeker Missile.

SMART MISSILES: Hammerhead tanks with Smart Missiles have to measure the actual, and most direct, path of the missiles to determine the range to a target.

UNITS	Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
	Hammerhead Railgun Tank	25cm	3+	+1	Railgun <i>Choose one option below:</i> Burstcannon Smart Missiles	100cm 25cm 35cm	1 2 1	4+ 4+ 5+	-4 0 -1
Railguns are the long range tank-buster weapons used by the Tau.									
	Hammerhead Ion Cannon Tank	25cm	3+	+1	Ion Cannon <i>Choose one option below:</i> Burstcannon Smart Missiles	75cm 25cm 35cm	- 2 1	3+ 4+ 5+	-2 0 -1
Ion Cannons are useful to demolish buildings.									
	Hammerhead Missile Defense Tank	25cm	3+	+1	Seeker Missiles <i>Choose one option below:</i> Burstcannon Smart Missiles	50cm 25cm 35cm	2 2 1	4+* 4+ 5+	-2 0 -1
The Hammerhead Missile Defense Tank prowls the battlefield, marking enemy for destruction.									

Notes: Skimmer. Smart Missiles do not need LOS to target. If this is the case, they hit on a 6.

Notes: Skimmer. The Ion Cannon can affect buildings. Smart Missiles do not need LOS to target. If this is the case, they hit on a 6.

Notes: Skimmer. This tank has 2 Markerlights that can lock targets for the turret missiles. The 4+ is the number needed to lock on with the markerlights for fire assist or firing missiles. Missiles still need a 2+ to hit the target (with cover modifiers). Smart Missiles do not need LOS to target. If this is the case, they hit on a 6.

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A Railhunter Sent'ai consists of 3 Hammerhead tanks with railguns.



400 POINTS

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RAILHUNTER SENT'AI

BREAK POINT: The Sent'ai is broken once 2 models are destroyed.
MORALE VALUE: Tau have a 3+ morale value.
SPECIAL RULES: None.
MOVEMENT: The Hammerheads are skimmers.
UNIT RULES: None.



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4 VICTORY POINTS

Your opponent gains these points when 2 models are destroyed.

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A Ion Blaster Sent'ai consists of 3 Hammerhead tanks armed with Ion Cannons.



350 POINTS

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ION BLASTER SENT'AI

BREAK POINT: The Sent'ai is broken once 2 models are destroyed.
MORALE VALUE: Tau have a 3+ morale value.
SPECIAL RULES: None.
MOVEMENT: The Hammerheads are skimmers.
UNIT RULES: None.



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4 VICTORY POINTS

Your opponent gains these points when 2 models are destroyed.

Version
1.0

רַכִּיחַת אַחַדְאֵיִדְבָּה אַחַדְאֵיִדְבָּה

A Seeker Sent'ai consists of 3 Missile Defense Hammerheads.



250 POINTS

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SEEKER SENT'AI

BREAK POINT: The Sent'ai is broken once 2 models are destroyed.
MORALE VALUE: Tau have a 3+ morale value.
SPECIAL RULES: None.
MOVEMENT: The Hammerheads are skimmers.
UNIT RULES: None.



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3 VICTORY POINTS

Your opponent gains these points when 2 models are destroyed.

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NOTE: Sentai is the Japanese word for “flotilla”