

TAU PATHFINDER SOSAKUT'AI






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The Tau Empire has arrived! With the release of excellent Tau and Kroot models by ForgeWorld™ the universe has a new worthy opponent. This section details the scouts of the Tau forces - Pathfinder Teams! These gung-ho troops enter the heart of the enemy to capture objectives and direct fire for other Tau units.

SPECIAL TAU RULES: 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).

Version 1.1

UNITS	Troop Type	Move	Saving Throw	CAF	Weapons	Range	Attack Dice	Roll to Hit	Target's Save Mod.
	Devilfish Tank	25cm	3+	+2	Burstcannon	25cm	1	5+	0
					Drones	15cm	1	6+	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.									
	Pathfinder Shas'ui	10cm	None	0	Pulse Carbines	25cm	1	4+	0
					Notes: Scout, Markerlight				
The Pathfinder Shas'ui lead their men into battle.									
	Pathfinder Team	10cm	None	-1	Pulse Carbines	25cm	1	4+	0
					Notes: Scout, Markerlight				

Pathfinders are the Tau scouts. They advance into the enemy and perform fire assists using their Markerlights.

 <p>A Pathfinder Sosakut'ai consists of 2 Devilfish, 1 Pathfinder Shas'ui Team, and 3 Pathfinder Teams.</p>  <p>250 POINTS</p> <p>©Copyright Games Workshop Limited 2002</p>	 <p>BREAK POINT: The Sosakut'ai is broken once 3 models are destroyed. MORALE VALUE: Tau have a 3+ morale value. SPECIAL RULES: The Sosakut'ai may make a charge move at the start of the game before orders are placed, and can disembark the Pathfinders from the Devilfish. The Pathfinders have Markerlights. See the Tau Fire Warrior Bunk'ən sheet for rules using Markerlights. MOVEMENT: The Devilfish are skimmers and the Pathfinders are infantry. UNIT RULES: The Devilfish and Pathfinders are considered to be a single detachment. The Shas'ui is not a command unit, but he cannot be targeted unless his team is the closest infantry unit to the fire.</p> <p>For unofficial Space Marine™ Rules and Cards visit epicollector.com Models painted by Games Workshop</p> <p>3 VICTORY POINTS</p> <p>Your opponent gains these points when 3 models are destroyed.</p> <p>Version 1.1</p>
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NOTE: Sosakutai is the Japanese word for “scout party.”