

Angelfish Transport Wing

Points: models

During the course of the Second Expansion of the Tau Empire great knowledge about various alien races was acquired, but over none so much as the Imperium of Mankind. The Fire Caste learned firsthand of the massive men and firepower available to the Imperial Guard during the Damocles Gulf Crusade. But regardless the Tau would adapt in the name of Ko'vash Tau'va and under the guidance of Commander Shassera, or Shadowsun, they quickly learned that the massive armies of the Imperium were powerful, yet slow to deploy. Speed and manoeuvrability of troop proved a crucial factor in countering the efforts of the Imperial Guard. During the Third phase of Expansion Earth caste scientists from the newly

established Sig'ma Sept engineered a new type of troop transport. By merging the Tetra scout-vehicle with a troop transport, strategist Commander Mal'caor (Bloodspider) was able to create a vehicle that could deploy Fire Warriors into positions faster than a Devilfish. While at the same time only slightly reducing their survivability during transport. The vehicle's open design allowed for a further advantage, it could be used as a fighting platform for onboard Fire Warriors. The new Angelfish, named after the docile yet malicious Angelfish of the Sig'ma capital, has proven as deceptive as its namesake. Anybody foolish enough to underestimate this new Tau transport will soon find themselves no longer a threat to the Greater Good.



1-3 Angelfish Troop Transport

An Angelfish Transport Wing is a Fast Attack choice for a Tau Empire army.

<p>FORMATION: 1-3 Angelfish Troop Transports</p>	<p>FORMATION RULES</p>																								
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">UNIT STATS:</td> <td colspan="5"></td> </tr> <tr> <td></td> <td colspan="5" style="text-align: center;">Armour</td> </tr> <tr> <td></td> <td style="text-align: center;">Cost</td> <td style="text-align: center;">BS</td> <td style="text-align: center;">Front</td> <td style="text-align: center;">Side</td> <td style="text-align: center;">Rear</td> </tr> <tr> <td>Angelfish</td> <td style="text-align: center;">75</td> <td style="text-align: center;">3</td> <td style="text-align: center;">11</td> <td style="text-align: center;">10</td> <td style="text-align: center;">10</td> </tr> </table>	UNIT STATS:							Armour						Cost	BS	Front	Side	Rear	Angelfish	75	3	11	10	10	<p>Or'es Shi: <i>Striking ahead of the main Tau battle line and rushing to enforce troubled positions the Angelfish sores across the battlefield.</i> Angelfish Troop Transports have the Scouts universal rule.</p>
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<p>TYPE: Skimmer, Open-topped, Fast and Transport.</p> <p>TRANSPORT: 8 Tau infantry, cannot transport units in Battlesuit armour of any kind.</p> <p>FIREPOINTS: All transported troops may fire as normal, movement over 6" counts the transported troops as having moved.</p> <p>ACCESS POINTS: Units may embark and disembark at any point within 2" of the Angelfish Troop Transport.</p> <p>WEAPONS: Burst Cannon and 2 Gun Drones</p> <p>OPTIONS: You may exchange the Burst Cannon with a Fusion Blaster for +5 points. May take the following equipment from the vehicle armoury; sensor spines, targeting array, blacksun filter, decoy launchers, disruption pod, target lock and seeker missiles.</p>	<p>Dedicated Transport: You may also use the Angelfish as an alternative transport for the following Tau units: Fire Warrior teams, Pathfinder teams and Air caste teams. In this case the Angelfish counts as the unit's dedicated transport.</p>																								