

WHAT THE 40K

WHAT THE FAQ

TAI'TAN SEPT 10th ed.

Version 1.0

WHAT THE FAQ is a *fan-made, unofficial, non-profit game mod for Warhammer 40,000.*

SYNCHRONIZED WARFARE DETACHMENT

This document outlines a modification for a custom Tau Sept inspired in no small part by the TitanFall series. It is intended to provide an additional way to play with your miniatures while providing a ruleset which offers a unique hook compared to other factions.

See Designer notes for the rationale and details.

SYNCHRONIZED WARFARE

DETACHMENT RULE	ENHANCEMENTS
<p>SYNCHRONIZED WARFARE <i>Through working in tandem with their A.I. systems, an unorthodox method of war has been developed. Where battlesuit pilots, and their A.I. partners have an unparalleled level of unity. The most exemplary among them are the Commanders of Sept Tai'tan.</i></p> <p>Apply the following changes to COMMANDER BATTLESUIT units (excluding EPIC HERO units).</p> <ul style="list-style-type: none"> • Change the Ballistic and Weapon Skill of all weapons equipped by this unit to 5+. • This unit gains the TRANSPORT keyword and ability, and has a Transport Capacity of 1. The only unit it can Transport is a PILOT COMMANDER see included datasheet on the following page. 	<p>EMERGENCY EVAC KIT - 20 pts <i>This pilot has been fitted with an Emergency Evacuation Kit, allowing them to jettison away from their battlesuit upon its destruction.</i></p> <p>PILOT model only. When the bearer's TRANSPORT is destroyed, if that TRANSPORT is a BATTLESUIT, it can choose to activate an Emergency Ejection. If so,</p> <ul style="list-style-type: none"> • The bearer does not suffer any Mortal Wounds from Disembarking from its destroyed TRANSPORT. • The bearer can then be set up wholly within 4D6" of its destroyed TRANSPORT instead of wholly within 3". <p>SKYFALL LAUNCH BAY - 40 pts <i>The unique Skyfall Launch Bay is always kept primed, when paired with real time telemetry data, it can deliver battlesuits to the warfront at a moment's notice with impeccable accuracy.</i></p> <p>PILOT only model. Once per battle, at the end of your opponent's Charge phase, if this model is still in Reserves and embarked within a BATTLESUIT unit, you can select one enemy unit that made a Charge move this phase.</p> <ul style="list-style-type: none"> • Set the bearer's unit up on the battlefield within Engagement Range of that enemy unit. • Then select one enemy unit within Engagement Range, Roll 5D6 +1 for each model in the bearer's unit. For each 5+, that enemy unit suffers 1 mortal wound (to a maximum of 6 mortal wounds). <p>DROP SITE UPLINK - 15 pts <i>This modified Markerlight reduces the computational strain required for Manta Strike ingress.</i></p> <p>At the end of each of your Shooting Phases, you can set up one Drop Zone Marker anywhere on the battlefield that is within Line of Sight and within range of the bearer's ranged weapons.</p> <ul style="list-style-type: none"> • While a Drop Zone Marker is on the battlefield you can target a BATTLESUIT unit in Reserves with the Rapid Ingress Stratagem for OCP, but when resolving that Stratagem, you must set up that unit within 3" of that token and not within 9" of any enemy models. That token is then removed. <p>100% DRIFT COMPATIBILITY - 10 pts <i>This pilot has achieved perfect synchronicity with their A.I. battle systems.</i></p> <p>PILOT only model. While the bearer is embarked within a COMMANDER BATTLESUIT unit:</p> <ul style="list-style-type: none"> • Increase the bearer's Leadership Characteristic to 6+. • Each time the bearer makes an attack, you can re-roll one Hit roll, one Wound roll or one Damage roll.

STRATAGEMS

BURST FIRE PAYLOAD - 1CP

SYNCHRONIZED WARFARE - WARGEAR STRATAGEM

With coordinated strikes the Airbursting Fragmentation Projector can expose enemy targets.

WHEN: Your Shooting phase, immediately after an enemy unit was hit by an attack from an Airbursting Fragmentation Projector.

TARGET: One **BATTLESUIT** unit from your army.

EFFECT: Until the end of the phase,

- Burst Cannon and Missile type weapons* equipped by models in that unit, gain the **[SUSTAINED HITS 1]** ability.

- If that weapon is equipped by a **PILOT COMMANDER**, those weapons also score Critical Hits on 5+.

*Refers to any weapon with 'Burst Cannon' or 'Missile' in the name.

THERMITE SATURATION - 1CP

SYNCHRONIZED WARFARE - WARGEAR STRATAGEM

Lacing a target with ionized thermite particles has proven to improve combustion by 100%.

WHEN: Your shooting phase, immediately after an enemy unit was hit by an attack from an Ion type weapon*.

TARGET: One **BATTLESUIT** unit from your army.

EFFECT: Until the end of the phase,

- Until the end of the phase, **[TORRENT]** weapons equipped by models in that unit have the **[DEVASTATING WOUNDS]** ability.

- If that weapon is equipped by a **PILOT COMMANDER**, you can re-roll the dice rolls to determine the number of attacks .

*Refers to any weapon with 'Ion' in the name.

PLASMA SKY STRIKE - 1CP

SYNCHRONIZED WARFARE - WARGEAR STRATAGEM

Through precise tuning of flight thrusters and plasma chargers, battlesuits can strike targets far beyond a weapon's specified limits.

WHEN: Your Shooting phase.

TARGET: One **BATTLESUIT** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase,

- Double the range of Plasma type weapons* equipped by models in that unit.

- If that weapon is equipped by a **PILOT COMMANDER**, those weapons gain the **[PRECISION]** ability.

*Refers to any weapon with 'Plasma' in the name.

FUSION BLADES - 1CP

SYNCHRONIZED WARFARE - WARGEAR STRATAGEM

Modulating the fusion reaction for a prolonged burn can turn a pair of fusion emitters into lethal blades.

WHEN: Fight phase.

TARGET: One **BATTLESUIT** unit from your army that has not been selected to fight this phase.

EFFECT: Until the end of the phase,

- Models in that unit equipped with 2 or more Fusion type weapons* gain the melee weapon below.

Fusion Blades	Melee	A2	WS*	S*	AP*	D*
[EXTRA ATTACKS][TWIN-LINKED][HAZARDOUS]						

The Skill, S, AP and D characteristics of the profile above should match that of their Fusion weapon*.

- If that weapon is equipped by a **COMMANDER**, its Fusion Blades gain an attack characteristic of 3.

*Refers to any weapon with 'Fusion' in the name.

ALGORITHMIC GUIDANCE - 2CP

SYNCHRONIZED WARFARE - STRATEGIC PLOY STRATAGEM

Instantaneously suggestive prompts can urge the warriors of the Tau into action, guiding them to victory.

WHEN: End of the Enemy Movement phase.

TARGET: One **BATTLESUIT** unit or unit equipped with a Drone

EFFECT: Your unit can make a Normal move of up to 6". It cannot embark within a **TRANSPORT** at the end of this move. If a **COMMANDER BATTLESUIT** unit ends wholly within 3" horizontally and 5" vertically of a **COMMANDER PILOT**, that **COMMANDER PILOT**, can choose to Embark within that **COMMANDER BATTLESUIT** unit.

TETHER TRAPS - 1CP

SYNCHRONIZED WARFARE - STRATEGIC PLOY STRATAGEM

High tension tether anchors can be deployed to mitigate assaults by deadly enemy warmachines or monsters.

WHEN: At the Start of the opponent's charge phase.

TARGET: An enemy **VEHICLE** or **MONSTER** unit within 12" of a **VEHICLE** unit from your army.

EFFECT: Roll a D6. Until the end of the phase, that unit must subtract a number of inches from their Charge rolls based on the result.

- 1-3 = 2"
- 4-6 = 3"

PILOT COMMANDER										
M	T	SV	INV	W	LD	OC				
6"	3	4+	-	3	6+	1				
RANGED WEAPONS				RNG	A	BS	S	AP	D	ABILITIES
Special Issue Pulse Carbine [ASSAULT]				20"	2	3+	5	-1	1	CORE: Stealth
FACTION: For the Greater Good										
MELEE WEAPONS				RNG	A	WS	S	AP	D	WARGEAR ABILITIES
Close Combat Weapon				Melee	3	4+	3	0	1	Jump Kit: Each time this model makes an Advance roll, roll three dice selecting one.
ABILITIES										
<p>Neural Drift: While this unit is embarked within a COMMANDER BATTLESUIT unit, that unit gains the following:</p> <ul style="list-style-type: none"> • It gains the PILOT keyword. • The Ballistic Skill and Weapon Skill of all equipped weapons changes to 3+. • It becomes able to benefit from the Coldstar Commander, or Enforcer Commander abilities even while it is not leading a unit. 										
<p>Tactical Grapple: Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move.</p>										
UNIT COMPOSITION										
<ul style="list-style-type: none"> • 1 Pilot Commander 										
<p>This model is equipped with: Special Issue Pulse Carbine; Close Combat Weapon.</p>										
1 Model										50
KEYWORDS: INFANTRY, CHARACTER, GRENADES, PILOT, PILOT COMMANDER										FACTION KEYWORDS: TAU EMPIRE

Designer Notes for v1.0 - When printing this PDF, feel free to exclude this page.

SYNCHRONIZED WARFARE

For version 1.0 check out the published YouTube video.

<https://youtu.be/ChjMCwCJqOU>