TAU DRONE SENTRY TURRETS v1

A Drone Sentry Turret is an automated weapon system, each contains an advanced processor, giving it a basic intelligence. A team of turrets are networked together to form an artificially intelligent defensive perimeter.

The turret itself consists of a cylindrical armoured hull with a pop-up gun turret, which only activates when a suitable target is identified. Unlike Imperial Tarantula sentry guns, the drone intelligence is capable of making independent targeting decisions, and can differentiate between friendly and enemy units effectively, choosing to ignore some targets in favour of others.

Drone turrets are often deployed by aircraft dropping them into position. Target points will be designated with Markerlights, and a high flying Orca or Manta will drop the turrets, which incorporate a small Tau jetpack to direct and slow its descent into position. Once in place the turret will remain dormant unit an enemy is identified.

Drone sentry turrets are used in many different tactics circumstances – as part of the defensive perimeter for command posts, supply dumps or airfields, or dropped ahead of a Tau force to ambush advancing enemy units and scouts.

DRONE SENTRY TURRET

	Pts	Front	Side	Rear	BS
Turret	80	12	12	12	2

Type: Immobile, (Open topped if fired last turn)

Crew: Drone

Team: 1-4 turrets

Weapons: A Drone Sentry turret is armed with twin-linked burst cannons

Options: The twin-linked burst cannons may be upgraded to twin-linked missile pods for + 6 pts; or twin-linked plasma rifles at + 9 pts; or twin-linked fusion blaster at + 7 pts

A turret may include a Shield generator, conferring a 4+ Invulnerable save at + 20 pts

Deep Strike: Drone Sentry turrets may Deep Strike (dropped from Orca's or Manta's) at +1 pt per model, if the mission permits. Each turret should be positioned separately using the normal Deep Strike rules

Heavy Support: A Team of 1-4 Drone Sentry Turrets is a Heavy Support choice for a Tau army. A team may be transported in an Orca drop ship.

Fortifications: If playing a scenario were the Tau can take Fortifications then a Drone Sentry Turret team counts as a Troop choice.

SPECIAL RULES

Pop-Up Turret: A sentry turret only counts as open topped once it has open fire. If the Sentry gun fired last turn then it counts as an open topped vehicle. If the Sentry model did not fire last turn then it does not count as open topped

Damage: If the turret takes a crew shaken or crew stunned result (and can therefore not fire), then the turret will automatically close, this is part of the turrets defence against incoming fire. It will not count as open topped in the subsequent turn

If the turret take as Immobilised damage result, then this has no effect, but the turret still counts as damaged for the purposes of calculating victory points

Victory Pts: Drone sentry turrets may not claim victory points for occupying table quarters or other objectives