

# TAU LEXICON - W.I.P.

## LEXICON ABBREVIATIONS

<b>adj.</b>	Adjective	<b>hum.</b>	Humorous
<b>adv.</b>	Adverb	<b>mil. trm.</b>	Military terminology
<b>alt.</b>	Alternative	<b>lit.</b>	Literal
<b>A.c.</b>	Air caste	<b>n.</b>	Noun
<b>comp.</b>	Composite word	<b>spt.</b>	Sept
<b>contr.</b>	Contraction	<b>T.E.</b>	Tau Empire
<b>Er.c.</b>	Earth caste	<b>var.</b>	Variations
<b>Et.c.</b>	Ethereal caste	<b>v.</b>	Verb
<b>F.c.</b>	Fire caste	<b>W.c.</b>	Water caste
<b>F.E.</b>	Farsight Enclave	<b>xeno term.</b>	Xeno terminology

### Language

archaic	informal
antique	jargon
colloquial	prefix
dialect	suffix
derogatory	synonym

### Subject Titles

architecture	chemistry	mythology
astronomy	folklore	military
arts	geology	music
biology	history	philosophy
botany	literature	zoology

## TAU PRONOUCIATION

<b>a:</b> as in <b>A</b> deptus <b>A</b> startes	<b>o:</b> as in <b>O</b> rks
<b>b:</b> as in <b>D</b> a <b>b</b> oyz	<b>p:</b> as in <b>p</b> rimarch
<b>c:</b> In the initial position it is pronounced as a 'ċ' or (soft 't' sound) as in <b>P</b> adrig. Otherwise as a hard 'k' sound as in ' <b>k</b> rump'	<b>q:</b> kw as in <b>q</b> uality
<b>d:</b> as in <b>d</b> aemonette	<b>qq:</b> 'k' as in <b>K</b> root
<b>e:</b> as in <b>E</b> xterminatus	<b>r:</b> as in <b>R</b> uss
<b>f:</b> as in <b>F</b> arsight	<b>s:</b> as in <b>S</b> haserra
<b>g:</b> as in <b>G</b> ork	<b>t:</b> as <b>T</b> inek'la
<b>h:</b> as in <b>h</b> eretic	<b>u:</b> as in ' <b>W</b> e' or 'oo' as ' <b>U</b> ltramar'
<b>i:</b> as in <b>I</b> nquisition	<b>ff:</b> 'v' as in <b>V</b> anquisher
<b>j:</b> as in <b>j</b> okareo	<b>w:</b> as in <b>W</b> AAAGH!
<b>k:</b> as in <b>K</b> ir'la	<b>x:</b> 'kh' or 'gh' as in <b>l</b> och (never like in xeno)
<b>l:</b> as in <b>L</b> ibrarian	<b>y:</b> as in <b>Y</b> 'yahra
<b>m:</b> as in <b>m</b> utant	<b>ts:</b> 'tz' or 'ts' as in <b>T</b> zeentch
<b>n:</b> as in <b>N</b> ecron	<b>ch:</b> as is <b>ch</b> urgeon

**DOUBLE-CONSONANTS**

Double consonants not pronounced as individual sounds. Rather when two consonants are put together to indicate that the sound of the initial has changed.

**Example:** Qqhan: Chieftain or King. The letter 'q' is normally pronounced a 'kw' sound, but the double-consonant 'qq' is pronounced as a hard 'k' sound.

## LEXICON

### A

#### A

A-: {prefix} 'Below' or 'Under' in relation to status.

A'tila: [comp.] *n.* {archaic}, 'Below (Small) Father' or 'Little Father' {synonym} 'Grandfather' [meaning? See entry for 'Tila'].

#### AC

Acaya: *n.* 'Master' [All - T.E./F.E.].

Acaya'Va'denta: [comp.] *n.* 'Master of the Un-dying Spirit'; Honorific name, reserved exclusively for the High Ethereal Aun'O'Va [Et.c. - T.E.].

Aiski: *n.* 'Hand' **-var.** *aisk*.

Aiki'yeb(ii): [comp. & contr.] **1.** *n.* {folklore} Derived from 'Aiski'yebe'gelii, for 'Hand-foot', *lit.* 'Hand-walker', any one of the small 'fairies' from tau folklore; who having no feet, walk instead on their hands; **2.** *n.* {colloquial} 'Human', or 'alien' (man-in-the-street usage) [Note has replaced 'Gue'la' in the F.E.].

#### AK

Akila: *n.* {philosophy} 'Filial piety'. One of the four secondary virtues of the Tau'va or 'Greater Good'.

#### AL

-Al: {suffix} *adj.* 'Small'.

#### ALA

Alai: [No translation available].

Alag: *v.* 'To Stab' or 'To Slice'.

Alag'anuk'la: [comp.] *n.* {zoology} 'Hawk', *lit.* 'Slicing Bird', a raptor native to T'au and which somewhat resembles in size to ancient terran Hawk.

Alag'ki: [comp.] *n.* {phrase} 'Murderer' *lit.* 'Cut to bleed'.

Alag'ki'savon: [comp.] **1.** *n.* 'Keen-eyed Murderer'; **2.** *n.* {synonym} 'Sniper' or 'Marksman' *i.e.* 'a stone-cold killer'.

#### ALM

Alm: *n.* 'Axe', a small one handed single tool or weapon, *i.e.* 'hatchet'.

Alm'mont'nan: [comp.] *n.* {historical} 'Axe War Blade', a 'Halberd' style weapon, having a single edged heavy blade, which used by ancient Tau infantry.

Alm'mont'myr: [comp.] *n.* {historical} 'Axe War Cut' or 'Battle Axe', A very long handled axe used by mounted ancient tau nomadic cavalry.

#### ALO

Alo: [No translation available]

Alo'rra: [No translation available]

Aloh: **1.** *adj.* 'Cold'; **2.** *adj.* 'Not moving' or 'Not alive' [as referenced to mechanical devices].

Aloh'taal: [comp.] *n.* 'Cold preserve' *i.e.* Cryo-freeze or Cryogenic sleep.

#### AN

An: *n.* 'Location' - in relation to a specific place.

An'muk'xux'ten'grii: [comp.] *n.* {historical} 'Land of the Eternal Blue Sky' [Name for the central steppes region the tau homeworld].

An'yang: [comp.] *n.* {archaic}, 'Heavenly Land' *lit.* 'Place of Joyfulness' From an early Tau religion, signifying a place of unimaginable joy and peace, *i.e.* 'Paradise'.

Anan:	[No translation available]
Anda:	[contr.] <i>n.</i> 'Battle Brother' contraction of the term <i>anda'ta'lissera</i> as in a covenant or bond brother/sister.
Anda'ta'lissera:	[comp.] <i>adj.</i> 'Covenant Brother/Covenant Sister' <i>i.e.</i> Battle brother/sister.
Angr:	<i>adj.</i> The colour 'Orange' or 'Orange Red'.

**ANU**

Anuk:	<b>1.</b> <i>n.</i> {zoology} 'Bird', any feathered tau avian; <b>2.</b> <i>adj.</i> 'Birdlike' or 'Flying feathered creature'.
Anukla'esavon:	[comp.] <b>1.</b> <i>n.</i> {honorific name} 'Hawk-eye' or 'The Bird's Keen Eyesight', <i>lit.</i> 'Keen-eyed bird' A personal name. [Meaning: to have keen eye sight like a raptor].
Anuk't'a'uk'cka'la:	[comp.] <i>n.</i> {colloquial}, 'Mutant Vulture', or 'Imperial Aquila', <i>lit.</i> 'Mutant bird creature', One of the tau names for the double-headed eagle insignia of the Imperium of Man.
Anuk'jit'hui'la:	[comp.] <i>n.</i> {colloquial}, 'Double Vulture', or 'Imperial Aquila', <i>lit.</i> 'Double-headed carrion bird', Another of the tau names for the 'Aquila'. From the word, Anuk 'Birdlike' + Jit(la) 'Carrion creature' + Hui'la 'Winged creature' [words 'Birdlike' + 'Winged' = double-headedness. Rendered as <i>Carrion Birdlike Winged creature</i> or <i>Double Vulture</i> . <b>-var.</b> <i>Jit'la'hui'la</i> .

Anzen: [No translation available]

Anzen'dan: [No translation available], A tau navy SX-89 Planetary Defence/Security Orbital Platform.

**AR**

Ar:	<b>1.</b> <i>adj.</i> 'High' in social standing or class; <b>2.</b> <i>adj.</i> 'Dignified'.
Aslo:	[No translation available]

**AU**

Au:	<i>n.</i> 'Age' or 'Era' or 'A period of time'.
Au'taal	[comp.] <b>1.</b> <i>n.</i> 'Age of Preserving/Time [of] Scholarship'; <b>2.</b> Name of Tau sept world.
Auk:	<i>adj.</i> 'Impure', as related to the physical attributes of an object or thing.

**AUN**

Aun:	<b>1.</b> <i>n.</i> 'Ethereal' or 'Celestial', one of the seven primary elements [Note not a 'divine being' from one ancient tau religions]; <b>2.</b> <i>n.</i> The Ethereal Caste; <b>3.</b> <i>n.</i> First Caste.
Aun'bork'an'retha:	[comp.] <i>n.</i> 'Ethereal Bork'an University'.
Aun'kor'vattra:	[comp.] <i>n.</i> 'Ethereal Space Fleet', <i>lit.</i> Ethereal air caste fleet .
Aun'sho'la:	[comp.] <i>n.</i> {mythology} 'Celestial Energy Being' [Angelic being or Daemon being (meaning?)].
Aun'ten:	[comp.] <i>n.</i> {mythology} 'Celestial Heaven', <i>i.e.</i> 'Home of the gods'
Aun'ten'grii:	[comp.] {astronomy} <i>n.</i> 'Celestial Heavenly Dome', or 'Ethereal Heavenly Abode', <i>i.e.</i> 'The night sky'.
Aun'ten'grii'Upt'Retha:	[comp.] <i>n.</i> 'Celestial Mountain Academy', <i>lit.</i> 'Celestial Heaven. Mountain Academy'. The famous fire-caste academy on the system world of Tinek'la of the Farsight Enclaves.

**AUX**

Auxa:	<i>n.</i> {philosophy} 'Strength' or 'Endurance' One of the three 'Heroic Traits' of the Tau'va or 'Greater Good'.
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**B****B**

- B: **1.** {prefix} *n.* 'Shepherd'/'Guide'; **2.** 'Basic'.
- B'bap: [comp.] **1.** *n.* 'Saviour' or 'Rescuer' *lit.* 'Shepard of the Lost' ; **2.** *n.* 'One who rescues'.
- B'bap'la: [comp.] *n.* 'Rescuer', a member of a Fire caste Search and Rescue team.
- B'bap'rua: [comp.] *n.* 'Rescue Squad' or 'Flying Squad' a fire caste Search and Rescue team.

**B'K**

- B'kak: [comp.] *n.* {archaic} 'Sand Herder' or 'Guide of the sands'.
- B'kak'fannor: [comp.] **1.** *n.* {archaic}, 'Guide of the sands Caravan' i.e. 'Master of the Caravan' traditional title of the nomadic caravan leader; **2.** Water-caste leader of a trading caravan.
- B'kor: [comp.] **1.** *n.* {colloquial} 'Air Herder' or 'Guide of the air', i.e. an Air/Space traffic controller [Not current usage - **alter. phrase**]; **2.** A person who can guide others through troubled situation. [meaning: a person who acts in capacity as counsellor/advisor; **3.** A person who advising on spiritual matters [F.E. Only].

**B'N**

- B'nim: [comp.] *n.* 'A basic foodstuff' a staple food much like wheat, potatoes, or rice
- B'por: [comp.] **1.** *n.* {archaic}, 'Water Herder' or 'Guide of the water', i.e. 'a harbour pilot'; **2.** *n.* An experienced water-caste member who initiates the negotiation, then turns it over to a lesser negotiator; **3.** *n.* {colloquial} An experienced water caste member who steps in at the end of a negotiation to 'close the deal'; **4.** *v.* {colloquial} The technique of 'closing' a negotiation [W.c. - F.E.]
- B'sha: [comp.] **1.** *n.* {archaic}, 'Smoke/Fume Herder' or 'Guide of the Forge', i.e. a blacksmith's assistant or 'the one who operates the bellows'; **2.** *n.* {jargon} Laboratory technician [Er.c.]; **3.** *n.* {colloquial}: Any less experienced mechanic or technician i.e. a *Fio'la* [Er.c. Note does not carry any negative or derogatory term is merely an alternative word for technician].

**BA**

- Babanna: {onomatopoeia} 'Ba-ba-ba' the sound made by a *segeneka* or tau goat.
- Bap: *n./adj.* 'Lost'.
- Baryaci: *n.* {folklore} 'Midwife', 'Bone Setter' or 'Wise-woman'.

- Baryaci'Egeg: [comp.] *n.* {folklore} 'Bower Wife', *lit.* 'Midwife' or 'Wise-woman' + 'Shelter' = 'Bower Wife'. Woman who watches over a young tau woman during her first sexual experience. The so called Honuxla'o - *First Night* ritual in the Tau Empire. Known as the 'Trial By Flowers' in the Farsight Enclaves. [See the entry for *Honuxla'o*].

**BE**

- Be: *adj.* {xeno term.} 'Simple' or 'uncomplicated' [meaning(?) an uncommon expression. [See 'Be'ge']].
- Be'gel: [comp.] **1.** {xeno term.} *n.* 'Simple creatures', i.e. Orks [Note phrase maybe a borrowing from the Eldar language(?)].

**BEG**

- Begei: *n.* {philosophy} 'Courage' or 'Bravery', one of the three 'Heroic Traits' of the Tau'va or 'Greater Good'.

**BEN**

- Bentu: *adj.* 'Wise' or 'Gifted' or 'Gracefully intelligent'.  
 Bentu'cea'la: [comp.] **1.** *n.* 'Graceful and Enlightened Person' *i.e.* 'a cultured person';  
**2.** {antique} *n.* 'Gentleman' or 'Lady'.  
 Bentu'sin: [comp.] *n.* 'Wise-gifted ones', *lit.* 'Wise-gifted group/kin. *i.e.* the Demiurg.  
 This is the Tau expression for their auxiliary ally [unknown xeno(?)].

**BI**

- Bilig: *n.* 'Wit', 'Intelligence' or 'Wisdom'.  
 Bilig're: [comp.] *n.* 'Wise Strength'.

**BO**

- Bog: **1.** *v.* 'To flash'; 'to shine brightly', or 'to explode'; **2.** *adv.* 'Brilliance', the reflection from any mirror-like surface.  
 Bog'dan: [comp.] *n.* 'The Flashing One' *lit.* 'Brilliance mirror-like + Fish jump', Personal name. Invokes the brilliance flash of the tutu fish as it leaps to catch insects.  
 Bogi: [comp.] *n.* {meteorology} 'Frost' or 'Sleet'.  
 Bogi'erra: [comp.] *n.* {folklore} 'Frost Shadow (Spirit)'.

**BOR**

- Bor: *n.* 'Brown'.  
 Bork: **1.** *n.* 'Snow' or 'Ice'; **2.** *n.* {synonym} 'Wisdom' ['White like snow is the hair of the wise elder'].  
 Bork'an: [comp.] **1.** *n.* 'Place of Snow' or 'Snow World'; *alter.* ['Place of Wisdom'];  
**2.** *n.* Name of tau sept world.  
 Bork'sha: [comp.] **1.** *n.* {honorific} 'Ice-wind', personal name (honorific); **2.** *-alter.* 'Breath of Wisdom' [Et.c. W.c.].  
 Bork'erri: [comp.] *n.* {honorific} 'Snow Mane', personal name.

**C****C**

- Cal: *adj.* 'Hard' or 'Tough', as in the physical properties of a material  
 Caor: [comp.] {xeno term.} **1.** *n.* 'Spinner' or 'Weaver'; **2.** *n.* {archaic}: 'Creator' [Note possible borrowed xeno terminology(?)]  
 Cano: **1.** *v.* 'To yearn for' or 'to long for'; **2.** {prefix} *adv.* 'Yearning'.  
 Cano'var: [comp.] **1.** *n.* 'To yearn for' + 'Purpose' = Yearning for purpose (to gain knowledge); **2.** *n.* Tau colony world lost to the Dark Eldar.  
 Cea: *adj.* 'Civilised' or 'Enlightened', As referenced to the philosophy of Tau'va or 'The Greater Good'.  
 Cea'la: [comp.] **1.** *n.* 'Civilised person'; **2.** *n.* One who follows the path of Tau'va.

**CI**

- Cigeci: *n.* {philosophy} 'Integrity'. One of the five primary virtues of the Tau'va or 'Greater Good'.  
 Cinjuu: *n.* **1.** {geology} The mineral amethyst; **2.** *adj.* The colour 'pink'.

**CKA**

- Cka: **1.** *adj.* Stock or pedigree, as in animal husbandry [meaning?]; **2.** Lineage or line-of-descent, as in a family or clan [meaning context(?)].

**CO**

Co:	{prefix} <i>adj.</i> A negative in a terms of placement within word. Denotes what is negative. <i>Eg'Co'cha</i> means 'Bad Purpose'.
Co'ge:	[comp.] <i>adj.</i> 'Not' or 'Or'.
Co't:	[comp.] <i>adv.</i> 'But' or 'In contrast to' or 'Not alike to'.
Co'monat'sio:	[comp.] <i>adj.</i> <b>1.</b> <i>n./adj.</i> 'Selfishness', or 'To act in accordance with one's wishes', [implies <i>self-indulgence</i> , <i>licentious</i> , and <i>decadence</i> - negative meaning]; <b>2.</b> <i>v.</i> To act on one's own behalf, <i>i.e.</i> 'self-promotion' [Possible neutral meaning(?)].
Cova:	<b>1.</b> <i>v.</i> 'Break'; 'Shatter'; or 'Dismantle'; <b>2.</b> <i>v.</i> {synonym} 'To Destroy'
Cyr:	<i>n.</i> 'Time/Cycle' An arbitrary period of time, slight less in number of days to the Terran calendar year.

**CH****CH**

Cha: *n.* 'Purpose' or 'Action'.

**CHO**

Cho:

Chok: *n.* **1.** 'Imbibe'; **2.** [contr.] {colloquial} 'Drink!' derived from *Choxta* 'To Drink', a cheer used at social gatherings to encourage consumption of alcoholic beverages. *e.g.* 'Chok! Chok! Chok!'.

Choxta: {antique} *v.* 'To Drink'.

**D****D**

D-: {prefix} *n.* 'Twin' or 'Together'.

D'yi: [comp.] *n.* 'Bottom cheeks' or buttocks.

D'yanoi: [comp.] *n.* 'Twin Moons', name of Tau sept world.

**DA**

Da: **1.** *adj.* 'Darkness' or 'Absence of light'; **2.** *n.* 'Fog'; **3.** **a.** *n.* 'Gloom'; **b.** *adj.* 'Gloomy'.

Da'angr: [comp.] *adj.* The colour 'Dark Orange-Red' [In the infra-red spectrum].

Da'cova'ran: [comp.] **1.** *n.* 'Darkness that Breaks the Soul', *i.e.* A foreboding of doom. [Meaning: Akin to the feeling of a condemned man awaiting his death sentence]; **2.** *n.* 'Doom', 'Fate', or 'Destiny'; **3.** {psychological} Post Traumatic Stress Disorder, *i.e.* 'Battle Fatigue' **4.** *adj.* 'To have a dark or grim countenance' 'His eyes were *da'cova'ran* (grim) as he spoke to me'.

Da'eru: [comp.] *n.* 'Dark Rivalry' is a rivalry in the terran sense of the word and it emphasises 'victory' over one's competitor but implies no overt hostility.

Da'lthe'vral: [comp.] *n.* {phrase} 'Dark' + 'To drop [lessen?] + 'of' + "he" + 'all' = "*Greater knowledge to overcome one's enemy*" *lit.* "The lessening of previously unknown information which gives advantage to over ones enemies".

Dal:	<i>n.</i> Trade/Commerce, <i>lit.</i> 'Market Square'/'Bazaar'.
Dal'yth:	[comp.] <b>1.</b> <i>n.</i> 'Market Port'; <b>2.</b> <i>n.</i> Name of Tau sept world.
Da'noh:	[comp.] <i>n.</i> 'Dark Mystery' <i>i.e.</i> 'a conundrum'.

**DAN**

Dan:	[No translation available]
Dao:	<b>1.</b> <i>adv.</i> 'To accept' or 'To receive' or 'Be given'; <b>2.</b> Affirmative, <i>i.e.</i> 'Yes'
Demlok:	<b>1.</b> <i>n.</i> 'Canyon' or 'Gorge'; <b>2.</b> <i>n.</i> 'Cut Waterway', <i>i.e.</i> 'a canal'
Denta:	<i>n.</i> 'Spirit'; <i>lit.</i> 'Breath' [As pertains to living creatures].

**DO**

Doan:	[contr.] <i>n.</i> 'Steppe', contraction of 'Li'doe'an' or 'Wild Yellow Place'.
Doan'hui'la	[comp.] <i>n.</i> 'Steppe hen' an animal resembling the ancient terran avians like the pheasant.
Doan'search'maa	[comp.] <i>n.</i> 'Steppe hare', an animal which in appearance resembles the terran marsupial the wombat.
Doan'yow'la	[comp.] <i>n.</i> 'Short-tailed steppe cat', an animal which in appearance resembles the terran felinid the bobcat.
Doe:	<i>adj.</i> The colour 'yellow'.
Dok:	<i>adj.</i> 'Deep green' [Note this colour cannot be seen by human eyes].
Dom:	<i>adj.</i> 'Light brown' or 'Golden brown'.
Doran:	<b>1.</b> <i>adj.</i> 'Calm' or 'Peaceful' or 'At peace'; <b>2.</b> <i>n.</i> {philosophy} Calmness. One of the Two Complimentary States in the Tau'va or 'Greater Good'.
Doran'ro:	[comp.] <i>adj.</i> 'Calm mind' or 'Peaceful mind' a phrase referring to a relaxed state of being. A zen-like state of conscious mindfulness.
Doran'ro'cha'ret'ka:	[comp.] <i>n.</i> {philosophy} 'Calm Mind School', a philosophical discipline found in the F.E.; which strict ascetic practices and meditation. Resembles ancient the Terran practice of Zen Buddhism. [Note: It is considered to be deviant by the Ethereal caste].

**DRA**

Dras:	<b>1.</b> <i>n.</i> Metal/Mineral/Stone as one of the seven primary elements; <b>2.</b> <i>n.</i> Mineral deposit or cache; <b>3.</b> Treasure [meaning?].
Dras'la	[comp.] 'Metal Caste' {colloquial} [Meaning depends on context with one hundred derivations!] A short list: 'Orphan'; 'Castaway'; 'Rebel'; 'Homeless'; 'Lost'; 'Nomad'; 'Bandit'; 'Hermit'; 'Non-conformist'; 'Unburied' ( <i>i.e.</i> the Dead); 'Deviant'; 'Exile'; 'The Forgotten'. [Historically there never was a 'Metal' or 'Stone Caste'; but the expression lives on as a short hand for the 'Outsider' or 'Outcast'; and has remained part of the tau lexicon for millennia].
Dras'shas'saal:	[comp.] {colloquial} 'Orphaned Cadet Child' or 'Child Soldier' <b>-var.:</b> <i>Dras'shasa; Dras'sha'saal.</i>
Dras'por:	[comp.] <b>1.</b> {chemistry} <i>n.</i> 'Distilled mineral spirits'; <b>2.</b> <i>n.</i> Any chemical distillate.

**DRE**

Drek:	[No translation available]
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**DU**

Du:	Meanings: <i>adv.</i> 'Position' in relation to a physical place or object.
Du'a:	[comp.] <i>adj.</i> 'Down' or 'Under'.
Du'oc:	[comp.] <i>adj.</i> 'Up' or 'Above'.
Du'eio:	[comp.] <i>adj.</i> 'High' or 'Taller'.

**DUA**

- Dua'vr: [comp.] *adj.* 'Beside' or 'Next to'.  
 Dumbra: *n.* {arts/folklore} Any number of ancient tau stringed instruments, usually having two or three strings and played with a bow. [Instrument of ancient northern tau nomads].

**E****E**

- E: (1) {suffix} When placed at the end of a name, indicates 'Child of' e.g. 'Ea err'E': is translated as 'The Son of Shadowsun'. [Note in most tau dialects this is gender neutral and may indicate either a son or daughter. In formal T'aun dialect 'E' is masculine and is translated as 'son'; 'Ye' is used for 'daughter in this dialect].  
 E-: (2) {prefix} **1.** Places emphasis on any subsequent part of a composite phrase; **2.a.** {prefix} 'With child' i.e. 'to be pregnant'; **2.b.** 'to carry a child on your back or in your arms' [See entry for 'Ea'].  
 E'r'ka'sha: [comp.] *n.* 'The Sniper!' Personal name [An honorific when the contraction of the emphatic prefix 'Ea' is added to the composite word 'R'ka'sha' Marksman [See entry for R'ka'sha].  
 E'st'rus'cyr: [comp.] {phrase} *n.* 'Sexual Maturity' (female), *lit.* 'Child Site Egg Time', When an adolescent tau girl has had her first menstrual cycle, and is therefore ready for her rite-of-passage to adulthood: Honuxla'o - *First Night* [T.E.] or the 'Trial By Flowers' [F.E.] , [more common in F.E.]. **var.** E'st'rus and Es'rus'cyr'.

**EA**

- Ea-/ea: {prefix} **1.** 'The' or 'It' or '!' Places emphasis on any subsequent part of a composite word or phrase; {suffix} **2.** Makes any prior word or phrase an emphatic one. 'What?' thus becomes 'WHAT?!'. [Note though both the prefix and suffix forms add emphasis, the suffix has the stronger meaning].  
 Ea'eia: [comp.] **1.** *n.* {colloquial} 'Fat', 'Fatty', or 'Fatso'; **2.** *adj.* 'Large' or 'Fat'.  
 Ea'eia'Auk'Dras'la: [comp.] **1.** *n.* {colloquial} 'Fat Bastard', *lit.* 'Obese Orphan', 'Fat' + 'Impure' + 'Orphan'. Name is a humorous self-deprecating appellation of a infamous Shas'El of the F.E. [Note the tau do not have the concept of 'illegitimate' or 'bastard'. Name therefore should be rendered as 'Obese Orphan'].  
 Ea'savon: [comp.] *v.* 'To see faraway', 'To see at distance'.

**EF**

- Effu: [comp.] **1.** *n.* Bridge; **2.** *n.* {colloquial} 'Landing' or 'Place where boats are beached'; **3.** *n.* 'Ferry';  
 Effu've: [comp.] **1.** *n.* Bridgehead *lit.* 'Bridge section' ; **2.** *n.* 'Pontoon bridge'; **3.** *n.* {suffix} 'Place name' + effu've - bridgehead' = 'Place Name' First Bridgehead e.g. **Mu'gulath'effu've** - *Mu'gulath First Bridgehead* [Note although the prefix for 'first' is not part of this phrase, it is implied by the placement of effu've as a suffix. All other sites would simply carry the suffices for -second, -third, -fourth, etc.  
 Egeg: *n.* 'Shelter' or 'Protected Enclosure', A place with is open the sun, but sheltered from the wind [a structure akin to 'tent' or 'lean-to'].  
 Egeg'ka'mesa: [comp. & contr.] **1.** *n.* 'Love Wound/Scar' *lit.* 'Bower Scar'. Refers to the hoof

scars given to tau men from their wives or girlfriend. Contraction of the term *Egeg'run'ka'mesa*. [Note scars are frequently on the head and face].

Egeg'run: [comp.] *n.* 'Bower', a special shelter or protected room for young women to have their 'First Night' or 'Trial By Flowers' ritual.

**EIA**

Eia: *adj.* 'Wide' or 'Large Horizontally'.

Eio: *adj.* 'Tall' or 'Large Vertically'.

Eio'ko'io [comp.] *n.* {botany} 'Tall Plant' or 'Tree'.

Eio'run: [comp.] **1.** *n.* 'Tall Building', [meaning a 'skyscraper'(?)]; **2.** *n.* {archaic} 'Keep' or 'Tower' [Meaning 'a castle keep'].

Eir: **1.** *n.* 'World', 'Globe' or 'Ball'; **2.** *n.* 'Spherical shaped'.

Ejii: {informal} *n.* 'Mom', 'Mum' or 'Mommy'.

Ejii'yi: [comp.] {informal} *n.* 'Gramms', 'Granny', or 'Grandma' [See entry for *O'ejii*].

**EL**

El: **1.** *n.* 'Noble' or 'Knight'; **2.** *adj.* 'Very Important', The second highest rank among the Tau society [see entry for *Tau Caste Rank System*].

El'rannon: [comp.] *n.* {archaic} The season of Fall *lit.* 'Noble Spirit-energy Waning'.

El'Yis'ten: [comp.] **1.** *n.* {archaic} 'High Heavenly Bough', **2.** *n.* {mythology} The World Tree or *axis mundi* of the middle world; **3.** *n.* personal name [fem. W.c., E.c., F.c.].

El'anuk'la: **1.** *n.* {zoology} 'Eagle' a large tau raptor similar to size to the ancient Terran golden eagle; **2.** *n.* {history} Heraldic symbol of several ancient tau kingdoms.

**ELA**

Elan: *adj.* 'Strong' / 'Sturdy' / 'Support'.

Elan'gu'cha: [comp.] *n.* 'Sturdy Frame Action'; 'Skeleton'; 'Framework'; or 'Scaffolding'. Relating to the way a framework is a supporting force, that allows an action to be taken because of its' presence.

Elan'ro: [comp.] **1.** *n.* 'Support Mind'; **2.** *n.* 'Skull' [less common usage]

Eldi: *n.* 'Wing' in reference to a physical limb of a creature. [less common usage]

Elro: **1.** *n.* 'Have a Voice'; **2.** *v.* 'To Speak' [less common usage]

**ELS**

Elsy: *n.* 'Rapture' or 'Paradise'.

Elsy'eir: [comp.] **1.** *n.* 'Paradise World'; **2.** *n.* Name of tau sept world.

Eoro: *n.* 'To Lead' or 'To Guide'.

Emarr: **1.** *v.* {archaic}, 'To carry an official missive'; **2.** *n.* 'A messenger'.

**ER**

Er: [contr.] *n.* 'Fur', Specifically from the 'Kinot'kir' whose fur was prized for it's deep dark colours and glossy sheen [Contraction of *Kinot'kir* (?)].

Erdem: *n.* {philosophy} 'Knowledge' or 'Sagacity'. One of the five primary virtues of the Tau'va or 'Greater Good'.

**ERR**

Er'ex: [comp.] **1.** *n.* 'Mantle' or 'Cape' *lit.* 'Fur cloak'; **2.** *n.* {archaic}, a nomad's fur cloak.

-Era: {suffix} Denotes that the noun is plural: e.g. *Cha'era* 'for many purposes'

Erra: **1.** *n.* 'Shadow' or 'Reflection'; **2.** {folklore} *n.* 'Shade', i.e. 'Ghost' or 'Spirit'; **3.** *n.* {psychiatric} 'an hallucination'.

Erra'la:	[comp.] <b>1. n.</b> 'Scarecrow', <i>lit.</i> 'Shadow man', a mannequin set up to scare away animals, or to warn persons of danger; <b>2. n.</b> {archaic} 'Guardian Spirit', an architectural ornament in the form of a <i>Erra'la</i> , used to guard temples, palaces, and common houses from evil spirits, <i>i.e.</i> 'a chimera'. <b>3. n.</b> {colloquial} personal name [F.E.].
Erra'nan:	[comp.] <b>1. n.</b> 'Shadow Blade/Sword' or 'Spirit Sword', personal name [T.E. & F.E.]; <b>2. n.</b> {mythology} Sword belonging to one of the 'Five Immortals'. The Immortal <i>Wise Golden Hair</i> was said to carry a weapon made from the 'invisible powers', such as 'the shadow of the moon'. The Shadowblade was said to be, " <i>Strong enough to cut a mountain in two, but subtle enough to split the hair of a woman lengthwise.</i> "
Erra'nan'is:	[comp.] <i>n.</i> 'Shadowblade' technique.
Err'erra:	[comp.] <i>n.</i> {honorific} 'Shadowmane', personal name .
Erri:	<b>1. n.</b> 'Long fur' or 'Long hair'; <b>2. n.</b> 'Mane (of hair)'; <b>3. n.</b> {colloquial} 'a scalp lock'.

**ES**

Es:	<b>1. n.</b> 'Forceful' or 'Domineering'; <b>2. n.</b> {colloquial} 'Full (of) him/herself'.
Es'Gue'la:	[comp.] <i>n.</i> 'Arrogant/Boastful human'.
Es'Gue'la'elro:	[comp.] <i>n. colloquial:</i> 'Arrogant Human Politician', <i>i.e.</i> Any <i>Imperial Governor</i> .
Es'la:	[meaning?] 'Arrogant/boastful person'.

**ESA**

Esakruai:	[contr.] <i>n.</i> 'Perceptive', <i>lit.</i> 'The keenest listener' [From <i>ea'sav'kruai</i> ].
Esav:	[contr.] <i>v.</i> 'To see faraway'. - <b>var.</b> <i>ea'savon</i> .
Esav'o:	[contr.] <i>n.</i> 'The keen eye' from <i>ea'savon</i> .
Esav'oh:	[comp.] <i>n.</i> 'Foresight'
Esavon:	[contr.] <i>n.</i> 'The keenest eye' from <i>ea'savon</i> .

**EX**

Ex:	<b>1. n.</b> 'Cloak' or 'Hood'; <b>2. n.</b> 'Cape'.
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**F****F**

Fa'ta'kn:	[comp.] <b>1. n.</b> 'Tree / Soul' + 'Babble', <i>lit.</i> 'Whispering Tree Soul(?) [Translation uncertain?]; <b>2. n.</b> 'Tree Spirit' [Meaning? Possible residual from animistic beliefs?]; <b>3. n.</b> Reproductive organs (as part of the phrase?); <b>4. n.</b> Process of reproduction(?); <b>4. v.</b> The act of reproduction (Plant reproduction?).
Fal (1):	<b>1. n.</b> {biology} <i>lit.</i> 'Large Stand of Trees', 'Woods', or 'Forest'; <b>2. n.</b> Wood or wood products; <b>3. n.</b> Wood as one of the seven primary elements.
Fal (2):	<b>1. n.</b> {arts & archaic}: 'Wood Caste', or 'Artistan Caste'; <b>2. {archaic}</b> : 'Sixth Caste'; <b>3. n. colloquial:</b> an Artist, Poet, or Singer; [Note: Historically the 'Wood Caste' existed for a only a mere thousand years.] <b>4. n.</b> {colloquial} Any person with artistic talent [T.E. & F.E.].
Fal'shia:	[comp.] <b>1. n. lit:</b> 'Forest Place of Victory'; or <b>2. n.</b> 'Artist's Monument'; <b>3. n.</b> Name of Tau sept world. [Note translation has 'double meaning'].
Fannor:	<i>n.</i> {archaic}, <i>lit.</i> 'Caravan', a long train of pack animals used to cross the vast deserts of tau for purposes of carrying trade goods.

**FE**

- Fejel: **1. n.** {geology} The mineral silver; **2. n.** The colour 'silver'.  
 Fejel'fri: [comp.] **n.** 'Tongue of silver,' or *lit.* 'Silver mouth' [To speak well, to be a gifted speaker].  
 Felde: **1. n.** {geology} The mineral gold; **2. adj.** The colour 'gold'.  
 Fejel'Ksi: [comp.] **1. n.** 'Silver Chance', [Meaning 'Good Fortune'; **2. n.** A personal name.  
 Felde'Rat'laa (1) [comp.] **1. n.** 'Golden Horse': A breed of 'horse' known for their beauty, strength, and stalwartness under fire. The preferred mount for ancient tau. cavalrymen; **2. n.** {archaic}: 'War-horse' [T.E.].

- Felde'Rat'laa (2) [comp.] **1. n.** {honorific} 'War-horse', i.e. 'to be brave and stalwart', a typical 'praise names' given to young fire warriors, as a method to bolster their morale [F.E.]; **2. n.** {colloquial} 'A exquisitely beautiful young man', [Er.c. - F.E.]; **3. n.** {colloquial} A young man who is and older woman's young paramour [W.c. - F.E.]; **4. n. colloquial:** 'male prostitute' i.e. 'a gigolo' [All - F.E.].

**FI**

- Fi: **1. n.** 'Flake of stone'; **2. n.** 'Rock chip'; **3. n.** 'Pip' or 'Pit' i.e. 'seed'  
 Fi'saal: [comp.] **n.** {agriculture} 'Crop Seed', *lit.* 'Pip' + 'Child' = *Seeds for planting*.  
 Fi'rios: [comp.] **1. n.** 'Rock chip matrix' or 'Flake of stone array'; **2.** Name of Tau sept world.

**FIO**

- Fio: **1. n.** 'Earth' As one of the seven primary elements; **2. n.** 'Earth caste';  
**3. n.** 'Fourth caste'.  
 Fio'suam: [comp.] **1. n.** 'Earth Flame'; **2. n.** {honorific} Personal name [Er.c. F.c. - F.E.].  
 Fisik'e / Fisik'i [comp.] **n.** {agriculture} 'Young goat' or 'kid'; -e: male; -i: female; [May apply to either domesticated or wild animals.

**FR**

- Fra: **1. n.** {antique} 'Wise'; **2. v.** 'To be wise' [W.c.].  
 Fra'k: [comp.] **n.** 'Doofus' or 'Nitwit', *lit.* 'Fleeing wisdom' i.e. 'an idiot' [W.c.].

**FRI**

- Fri: **n.** 'Mouth'.  
 Fri'k: [comp.] **n.** {antique} 'Cheeky' *lit.* 'Fleeing mouth', i.e. 'Talk back' [ W.c.].  
 Fri'k'Kirsa'erra: [comp.] **1. n.** {folklore} A 'Cheeky Fox Spirit' is a licentious trickster spirit that takes the form of a 'fox' to seduce, or otherwise sexually molest, an attractive man or woman; **2. n.** { derogatory}, a term for a woman. [Means 'Bitch', 'Slut' or even 'Slutty bitch hoe'. See entry for *Krisa'erra*].

**FU**

- Fu'lasso: [comp.] **1. n.** {humorous} *lit.* 'a cursed mind knot'; **2. n.** {colloquial} 'a curious calamity' or 'a political mess'(?); **3. n.** {colloquial} a bureaucratic entanglement i.e. a Catch 22.  
 Fukos: [comp.] **1. n.** {humorous} An eating utensil that combines aspects of both a spoon and a fork; **2. n.** {colloquial} 'A curious oddity' [W.c. - F.E.];  
**3. n.** {slang} 'A piece of non-functional equipment; which nonetheless is required for some structural or aesthetic purpose [Er.c. - F.E.].

**G****G**

Gal: *n.* 'To Explore' or 'To Discover'.  
 Gal'leath: [comp.] *n.* 'Discoverer Deep Space Vessel' A tau navy SX-58 Battleship, [Imperial designation 'Explorer'].

**GE**

Ge: *adv.* 'And' or 'With'.  
 Geka: [No translation available]  
 Gel: *n.* {xeno term.} 'Creature' or 'animal' [borrowing from Eldar language (?)].  
 Geli: *v.* 'To move' or 'travel'.

**GH**

Ghal: **1.** *n.* The mineral copper; **2.** *adj.* The colour 'copper'.  
 Gharial: *n.* 'Diplomatic Spaceship' [meaning?].  
 Ghoro: **1.** *n.* '[comp.] *n.* {colloquial} 'Death' or 'Annihilation'; **2.** *v.* 'To annihilate'.  
 Ghoro'kha: [comp.] *n.* {mil.trm.} 'Death Hail'. Refers to the Ork battle tactic of used during the Arkunasha campaign [F.E.] **-var.** *Ghoro'xa, Goro'xa.*  
 Ghurxul'hui'la: [comp.] *n.* {zoology} 'Nightingale', a tau avian similar to the terran avian.

**GO**

Gorxa: *n.* 'Fort', 'Enclosure' or 'Encampment'.  
 Gorxaal: [comp.] *n.* 'Little Fort', *i.e.* a redoubt or bunker.

**GR**

Grahl: **1.** *n.* '[comp.] *n.* 'Gradual'; **2.** *adv.* 'Slowly'; **3.** *v.* 'To go at a steady pace', [In terms of velocity].  
 Grath'im: [comp.] *n.* {derogatory} An insult which maybe means 'Impetuous'(?).  
 Grii: **1.** *n.* 'Vault' or 'Dome' *lit.* 'An inverted bowel'; **2.** *n.* {historic} 'Bone bowel', an eating or drinking bowel made from the skull of an enemy.

**GUE**

Gue: **1.** *n.* 'Lowest', as referenced to social standing; **2.** *n.* 'Younger(est)' as in the younger brother/sister; [ concept of 'Tau'va', *The Greater Good*]; **3.** *n.* 'A lesser alien race'.  
 Gue'auk'sha: [comp.] *n.* 'Chaos Space Marines'; *lit.*: 'Mutant Human Warriors'.  
 Gue'la: [comp.] *n.* 'Lowest (lesser) Beings' *i.e.* Humans not incorporated into Tau Empire.  
 Gue'aukal: [comp.] *n.* 'Small Mutant Beings' *i.e.* Abhumans of the Imperium who are said to now be extinct [The legendary Squats?].  
 Gue'la'sia: [comp.] *n.* 'Lesser Alien Language' / 'Imperial Gothic' (human language).  
 Gue'la'elro: [comp.] *n.* 'Lesser Alien Speaker' / 'Human Politician'.  
 Gue'ron'sha: [comp.& contr.] *n.* 'Space Marines'; *lit.* 'Genetically Engineered Human Warriors' [Contraction of the tau word *Gue'la'ron'sha*].  
 Gue'vesa: [comp.] *n.* 'Lesser Helper'/'Human Helpers' Refers to any human incorporated into Tau society; or who was born under enlighten Tau rule.  
 Gue'vesaal: [comp.] *n.* 'Small (lesser) Beings' *i.e.* The extinct species of abhumans rumoured to be allies of the Farsight Enclaves (Abhuman Dwarves? Squats? Runties?) [See entry for Gue'aukal].

**GUN**

Gun: *adj.* 'Deep' or 'Profound'.

Gun'ran: [comp.] **1.** *n.* 'Deep Heart' or 'Deep Spirit'; **2.** *n.* 'a person of great compassion and empathy'; **3.** *n.* {colloquial} 'a troubled person'.

Gwial: [No translation available]

## H

### H

H-: {Prefix} 'It' or 'We' depending on context [Possessive prefix].

H'er'ex'vre: [comp.] **1.** {phrase} '*Mantle of the Hero*'; **2.** *n.* {mil.trm.} 'A tau firewarrior qualified to pilot an XV-8 Crisis Battlesuit'; **3.** *n.* {historical} 'A fine cloak made from the fur of the *kinot'kir'la*, which was worn by the ancient tau nomads.'

H'esav'geka: [comp.] *n.* {phrase} '*We are better than you*' in general terms.[translation?]

### HA

Ha: *n.* {colloquial} 'Beard / Whiskers' [persons or animals].

Haha: **1.** *n.* {colloquial} 'Grandpa', an affectionate expression for an older male relative when the 'Ha' is rendered as a double noun '*Haha*'; **2.** *n.* 'Old Man', a term of respect used with any older man, regardless of familial relationship. [Meaning: 'Dear Great-grandfather'].

Hai: **1.** *v.* 'To train'; **2.** *n.* 'Training'.

Haiaa: [comp.] *n.* {phrase} 'HeyAHH!' not a word but a sound; which carries a sense of disgust or revulsion, or simply 'WTF?'.

Hakhe: *n.* {agriculture} 'The beard of a goat or any ungulate animal.'

### HE

He: *n.* 'Unlimited' / 'Without Number' / 'Infinity'.

He'mal'shan: [comp.] *n.* 'Tyranids *lit.* 'Unlimited insect army' [See entry for *Y'he*].

He'ra: [comp.] *n.* **1.** 'Many Wrongs'; **2.** 'Misled'.

Hei: *n.* 'Shore' or 'Shoreline' [As in a lake or ocean shoreline].

Hen: *n./adj.* 'a large quantity', *lit.* 'Half-an infinite' i.e. 'a very large number'.

### HES

Hesa: *n.* 'Numbers' [Refers tau number symbols].

Hey: [No translation available]

### HO

-Hoi: *adj.* {suffix} Denoting 'a quality of' or 'Having the characteristics of', e.g. *Doe'hoi* - 'Yellowish' or 'Yellow like'.

Hoi: {expletive} 'Whoa!' Not a word but a sound, that is something like: 'Whoa!'. e.g. 'Hoi, hoi, hoi!' or 'Whoa, whoa, whoa!'.

Hol: [No translation available]

Honuxla: *v.* 'An evening activity' *lit.* 'To spend an evening in some activity'.

Honuxla'o: [comp.] **1.** *n.* 'First Night' or 'The first night of marriage' *lit.* 'To spend the first evening together in [sexual] activity'; **2.** *v.* 'To consummate a marriage'; **3.** *n.* 'A young tau woman's right-of-passage to adulthood. [Comparable to the '*Quincieros*' or '*Sweet Sixteen*' rituals. T.E.]

### HUI

Hui'la: *n.* 'Bird', a generic term for any feathered flying avian on the tau homeworld.

**I****I**

Idegi: *n.* {philosophy} 'Loyalty', one of the four secondary virtues of the Tau'va or 'Greater Good'.  
 -Ike: {suffix} 'Sport' (dō) e.g. *Nan'ka'tuk'ike* - 'Combat fighting sport'.

**IL**

Il: **1.** *n.* 'Plant organ', 'Branch' or 'Foliage'; **2.** 'Network' or 'Organization'; **3.** *n.* 'Official' As in the term Il'Porrui meaning is something akin to 'Official (Government) Emissary'.  
 Il'emaar: [comp.] {mil. term.} *n.* 'Official Messenger' A tau navy SX-23 Transport [Imperial designation: 'Courier'].  
 Il'fannor: [comp.] {mil. term.} *n.* 'Official Caravan' A tau navy SX-33 Transport [Imperial designation: 'Merchant'].  
 Il'porrui: [comp.] {mil. term.} *n.* 'Official Emissary' A tau navy SX-33-3 Utility Envoy [Imperial designation: 'Emissary'].  
 Il'Wolaho: *n.* {phrase} 'Place of bright colours', *lit.* 'bright coloured branch'

**IO**

Io: **1.** *n.* 'Plants' or 'Plant-life' *i.e.* Flora; **2.** *n.* 'Food Plant' [Referrers to the source of food, rather than a prepared food].  
 loi'kek'e: [comp.] *n.* {archaic/folklore} 'He-daemon', *lit.* 'Thing' + 'Hell' + 'Male' = 'Male Hell-Thing'. [Note it is not known if the *loi'kek'e* is a legendary creature or an something else. [Synonym for a deranged person(?)].  
 Is: **1.** *v.* 'Movement' / '(lack of) movement'; **2.** *adj.* 'Cold', refers to an inanimate object's movement rather than a living creature; which would be defined as action in the tau. ['Lack of movement an object' + 'Cold'].  
 Ishan: **1.** *v.* 'To immerse' or 'Plunge'; **2.** *v.* 'To move vigorously'.

**J****J**

J: **1.** *v.* 'To Reverse' **2.** *v.* 'To Reflect'.  
 J'kaara: [comp.] **1.** *v.* 'To reflect an image', as in 'the act of reflecting light'; **2.** *v.* To make an identical or movement of another; **3.** *n.* 'a mirror'.

**Jl**

Jida: *n.* 'Spear', a generic term, which can mean either a weapon or tool e.g. 'pike' or 'pruning hook'.  
 Jikita [contr.] *n.* 'Kroot', contraction of the tau word *Jikita'jit'la*, 'Spike' + 'Carrion' + 'Creature' = 'Spike Carrion Creature' *i.e.* a Kroot. [tau word name for the xeno auxiliary race].  
 Jikit: **1.** *n.* 'Spike, 'Spur' or 'Point'; **2.** *n.* The toe spur on the inside of a tau foot, which evolved from a rear facing hoof.  
 Jing'asa: [comp.] *n.* {cultural} W.c. dialect, *lit.* 'Round Cover'. The traditional flat round conical hat of the water caste. Depending on the Sept world, the shape and style of the jig'asa can denote the rank and career path of the wearer.

**JIT**

Jit: *n.* 'Carrion' or 'carcass'

Jit'la: [comp.] *n.* {zoology} 'Carrion eater', a generic term applied to any vertebrate or invertebrate that feeds on primarily on carcasses.

Jit'la'Hui'la: [comp.] {colloquial} *n.* 'Double Vulture', One of the tau names for the 'Aquila', the insignia of the Imperium of Man. (See entry for *Anuk'jit'hui'la*) [All, - F.E.] [Note doubling the suffix may invoke the 'double-headedness' of the Imperial Aquila? This is atypical for tau grammar, as no single suffix is ever repeated within a composite phrase, as is the case here with the suffix '-La'. Thus the phrase must be considered 'slang'].

Jit'hui'la: [comp.] **1.** *n.* 'Crow' *lit.* *Jit'la* + *Hui'la* 'Carrion eater' + 'Bird creature'. Common name for any number of tau carrion eating avians [T.E & F.E.]; **2.** *n.* a mon'keged - *dark name* [Masc./Fem. Er.c. F.c. - F.E.].

**JUN**

-Jun: {suffix} 'Miss' or 'Miz'. *e.g.* "*Li'sun'jun* (*Miss Li'sun*) *please come here.*" [Note this is used when the caste rank of person is not known, or if the individual is know well enough to dispense with the more formal form of address. Then it has the meaning of 'Ma'am'].

Juntas: *n.* {mil. trm.} 'Port' or 'Left Side' (or an aircraft, naval or space vessel).

**K****K**

K: **1.** *v.* 'To touch', **2.** {suffix} *v.* 'To flee' or 'Run off'

K'tadie: **1.** *n.* 'Whirlwind' or 'Dust Devil'; **2.** *n.* {honorific} personal name [W.c - T.E.]; **3.** *n.* Name of famous water caste reporter Por'Ui'Elsy'eir'K'tadie.

K'yna: **1.** *n.* 'Working Herd Dog', 'K' - 'Touch' (Working) + 'Yna' - *Herd Dog*'; **2.** *n.* {honorific} personal name [Er.c - T.E.]; **3.** *n.* Name of famous ethereal, Aun'O'T'olku'K'Yna.

**KA**

Ka: *v.* 'To strike' or 'To hit'.

Ka'la: [comp.] *n.* {synonym} 'Kroot', *lit.* 'Striking Creature'

Ka'jida: [comp.] *n.* 'Strike Spear' or 'War Spear'.

Ka'mesa: [comp.] **1.** *n.* 'Strike Mark' or 'Scar'; **2.** *n.* 'Battle Wound/Scar'.

Ka'mais: [comp.] *n.* 'Pockmarked', *lit.* 'Scar Gorge'. Former Tau system world over run by the Necrons. [Meaning: 'Place of valleys and gorges', *i.e.* 'The Bad Lands'].

Ka'ra: [comp.] **1.** *n.* 'Strike Wrong'; **2.** *n.* 'Exile' [Note exile is the only form of capital punishment for the tau (worse than death)].

Ka'sa: [comp.] *n.* The season of Spring *lit.* 'Strike Good' *i.e.* 'The Rainy Season'.

**KAA**

Kaara: *n.* 'Image' or 'Picture'.

**KAI**

Kai: *adj.* 'Big' in relation to the size of something.

Kai'rotaa: [comp.] *n.* {antique} 'Month' *lit.* 'Big month'

Kaikan'himi: [comp.] **1.** *n.* 'Dagger Princess', a infamous female assassin from the medieval tau romance: *The Tale of Blue Tiger Moon*; **2.** *n.* a mon'keged - *dark name* [Fem. F.c. - F.E.].

Kais: **1.** *n.* 'Skilful' or 'Expert' or 'Competent'; **2.** *n.* {honorific} personal name.

Kais'pok: [comp.] *n.* 'Skilful Negotiator'.

**KAK**

Kak: *n.* 'Small [Grain] sediment' or 'Sand'.

Kan: *n.* 'Measurement'.

-Kan {suffix} 'Mister', e.g. "Hello Ores'ka'kan" - "Hello Mr. Ores'ka". [Note this is used when the caste rank of person is not known, or if the individual is know well enough to be informal. Then it has the meaning of 'Sir'].

Kar: *adj.* 'Correct'.

Karae: **1.** *n.* 'Formation', 'Alignment of Parts', or 'Congress' *lit.* 'The correct organization (of elements)'; **2.** Any organized military unit (F.c.) or work team (Er.c.).

Karae'na: [comp.] *n.* {phrase} 'Formation Strike!' *i.e.* 'Dismissed!' a military command.

Kar'tyr: [comp.] *n.* 'Correct punishment?' or 'Justice'.

**KAS**

Kass: *n.* 'Personnel' or 'Troops'.

Kass'l: [comp.] *n.* 'Personnel carrier', *lit.* 'Troop dropper', A tau naval SX-16 Transport, [Imperial designation: *Orca*].

**KAT**

Kathl: [No translation available]

Kathl'an: [No translation available]

**KAU**

Kau: **1.** *n.* 'Patience', *lit.* 'To rest' or 'To wait', especially while 'hunting', or for other physical activities; **2.** Can also be used in reference to eating food [Meaning uncertain?].

Kau'savon: [comp.] **1.** *n.* 'Keen eyed Hunter', *lit.* 'The Hunter with a keen eye';

**2.** *n.* {honorific} personal name.

Kau'ui: [comp.] {mil.term.} *n.* 'Hunter Cadre'; contraction of older term, 'Kau'ui'rua' or 'Hunter Band' [Rough equivalent to an Imperial Guard company(?)].

Kau'ui'ecige [comp.] {zoology} *n.* 'The Hunt Leader', *lit.* 'The Veteran Hunt Father'. The alpha male in a 'wolf pack', who leads the pack on the hunt. **-var.** *Káu'ui* ; *Káu'ui'ec*.

Kau'yr: [comp.] *n.* {mil.term.} *n.* 'Prey Seeker', *i.e.* 'Pathfinder', [See entry for *Kau'yr'ejii*].

Káu'yr'ejii: [comp.] {zoology} *n.* 'The Hunt Seeker', *lit.* 'The Experienced Hunt Mother', The alpha female who stalks and drives the prey toward the waiting *Káu'ui* (alpha male) and remaining wolf-pack. **-var.** *Káu'yr'ej*; *Káu'yr'e*; *Káu'yr*.

Kau'yr'rua: [comp.] *n.* {mil.term.} *n.* 'Pathfinder squad, [see entry for *Kau'yr*].

Kauyon: **1.** *n.* {mil.term.} 'The Hunter that is Patient' or 'Patient Hunter'; A Tau battle tactic; **2.** Term to describe a methodology for conducting a plans or project.

Kavaal: *n.* {mil.term.} 'Strike group' or 'Attack force', a grouping of multiple tau *contingents* that forms a larger military force. [Imperial Guard Division?].

**KE**

Ke: *adj.* 'Lustre' or 'Brightness'.

Ke'lshan: [comp.] **1.** *n.* 'Splendiferous' *lit.* 'Lustrous' or 'Glistening'.

Immersion'; **2.** *n.* Name of tau sept world, *lit.* 'To plunge into an exquisite resplendent wonder', *i.e.* 'To be surrounded by magnificence'; **3.** *n.* {synonym} 'a Tsunami' [Derived from the sublime and terrifying experience of a tsunami]

Ke'lshan'is: [comp.] *n.* 'Lustrous Plunging Technique' *i.e.* *The Tsunami*. Tau martial art technique.

**KEG**

Kege'd: *n.* 'Name'.

Kek: **1.** *n.* {archaic} 'Hades' or 'Underworld'; **2.** *n.* {mythology} 'Land of the Dead' [Not in common usage].

**KEL**

Keli: **1.** *adj.* 'Shinning' or 'Sheen'; **2.** {synonym} *n.* 'Bright hair'.

Keli'r'nan: [comp.] **1.** *n.* 'Shinning Longsword', *i.e.* 'Shinning Sabre'; **2.** {honorific} personal name.

Kell: *adj.* 'Shimmering'.

Kell'por'is [comp.] **1.** *n.* Shimmering Water'; **2.** Tau martial art technique.

**KEN**

Ken: **1)** *n.* 'Method'

Ken: **2)** *n.* 'Morning' or 'Dawn'.

Ken'rai: [comp.] **1.** *n.* 'Morning Time' or 'The early time of the day'.

Ken'to: *n.* 'Doctrine' or 'Methodology' *lit.* 'Proscribed or Best Manner'

Koedel: *n.* {philosophy} 'Action/Transition' or 'In Motion'. One of the Two Complimentary States' in the Tau'va or 'Greater Good'.

Kha: *n.* {meteorology} 'Hail' or 'Sleet'.

**KI**

Ki: [comp.] *v.* 'To bleed'.

Kidou: [No translation available]

Kidou'tokai: [No translation available] A tau navy SX-83 OrbitaCity/Manufacturing/Docking Platform.

Kike: *adj.* The colour 'green'.

Kike'xitomata: [comp.] **1.** *n.* {folklore} 'Green Sabre Tiger' the legendary steed of 'Lady Fox' which rides to her nightly indulgences. A fearsome creature terrifying size and aspect. It was said to be the husband of Noyea'kirsa - *Lady Fox*, the god of war, Vi'Shas - *Red Fire* who took animal form so as to keep an eye on his wayward wife; **2.** *n.* {honorific} personal name [Meaning: to be ferocious and cunning in equal measure. More common in F.E.].

Kikerit: **1.** *n.* {mineral} The mineral turquoise; **2.** *adj.* The colour 'blue-green'; **3.** *n.* persona name.

Kilaa: *n./adj.* The colour 'deep red' [Note this colour cannot be seen by human eyes, as it is in the infra-red spectrum].

**KIN**

Kinot'la: [comp.] *n.* {zoology} 'Wolf', a large *caniformia* (canid-type) animal indigenous to T'au. The *Kinot* occupies the same ecological niche as the extinct terran wolf (*Canis lupus*), which it resembles in size; but the *Cinot*'s physically appearance most closely resembles that of the Terran Fox *Vulpes Vulpes* (though not in colouration).

- Kinot'erra:** [comp.] **1.** {folklore} *n.* 'Shadow-Wolf' or 'Demon-wolf', a fearsome monster that haunts battlefields and wild places. *i.e.* a 'Werewolf'; **2.** {history} *n.* 'Berserker', a warrior who surrenders to the 'blood lust' in battle; **3.** {synonym} *n.* 'Cannibal'.
- Kinot'fal'la:** [comp.] *n.* {zoology} 'Wolf' or 'Forest Wolf' [See entry for *res'kirsa'la*]
- Kinot'doan'la:** [comp.] **1.** *n.* {zoology} 'Steppe Wolf', is the fearsome cousin of the *Kinot'fal* and lives on the vast plains or steppes of T'au; **2.** *n.* {colloquial} a young man seeking sex from older women. [spt. *Viro'la*; F.c. & Er.c. T. E.; All (except A.c.) F. E.].
- Kinot'ran:** [comp.] *n.* **1.** {folklore} *n.* 'Wolf soul'; **2.** *n.* 'Wolf Spirit' the totem animal of former northern nomadic tribes; and heraldic symbol for many of the same; **3.** *n.* {colloquial} 'Wolf Heart', a '*praise name*' given to bolster moral of young fire warriors. [see entry for *Felde'Rat'laa* - F.E.].

**KIR**

- Kir'hoi:** [comp.] *adj.* 'Dog-like'.
- Kir'erra:** [comp.] {folklore} **1.** *n.* 'Dog Spirit' akin to, but not, the *kirsa'erra* or 'fox spirit', rather a spirit of a more sinister nature. To see a *kir'erra* is a 'bad omen'; **2.** *n.* 'an impending misfortune'; **3.** {synonym} *n.* 'To have bad luck. *i.e.* 'to be hounded by bad luck'; **4.** *n.* {derogatory} 'A treacherous or untrustworthy person'; **5.** *adj.* {colloquial} 'treacherous'.
- Kir'la:** [comp.] **1.** *n.* 'Dog' or 'Hound', a domesticated *caniformia* (canid-type) animal descended from the 'wild dog' of T'au; **2.** *n.* {mil.trm.} 'Hound', A tau naval SX-16-2 Gunship, [Imperial designation '*Warden*'].
- Kir'qath:** [comp.] *n.* {mil.trm.} 'Guard Hound', A tau naval SX-28 *Escort*, [Imperial designation '*Defender*'].
- Kir'shas'vre:** [comp.] *n.* 'Hero Dog' or *lit.* 'Veteran Warrior Hound'; A tau naval SX-28-2 *Escort* [Imperial Designation '*Castellan*'].

**KIRE**

- Kireit:** *adj.* The colour 'ultra-violet' [Note this is colour not visible to human eyes, as it is in the ultraviolet end of the spectrum].
- Kireit'shi:** [comp.] *n.* 'Ultimate Victory' *lit.* 'Ultra-violet' + 'Victory' = 'Light of Ultimate Victory' *i.e.* 'Victorious'; **2.** *n.* {honorific} personal name [F.c - F.E.].

**KIRS**

- Kirsaal:** **1.** *n.* {zoology} 'Little Fox' or 'Little Dog', **2.** *n.* personal name [Female F.E.]; **3.** *n.* {colloquial} 'Vagina' a slang term for the female reproductive organ [T.E. & F.E.].
- Kirsa'erra:** [comp.] **1.** {folklore} *n.* 'Fox/Dog Spirit'; **2.** {folklore} *n.* The 'Trickster' spirit in tau folklore; **3.** *n.* {colloquial & derogatory} 'a cunning person' [personal name].
- Kirsa'la:** [comp.] **1.** *n.* {zoology} 'Fox', a *caniformia* (canid-type) animal similar to extinct Terran canids: fox, coyote, or dingo [See entry for *res'kirsa*]; **2.** *n.* personal name, young boy or girl.

**KIS**

- Kisun:** *n.* 'Blood'.
- Kisun'erue:** [comp.] **1.** *n.* {archaic} 'Blood Rivalry' to be the sworn enemy of another or to be in a feud or conflict with another family or clan; **2.** *n.* {colloquial} A *kisune'erue* is a kind of secret duel in which the participants swear to make attempt to kill the one another; but will do so surreptitiously so that outsiders will not be unaware. **3.** *n.* To be the 'sworn enemy' of another

- cadet or student [This is considered a terrible violation of the Tau'va!].
- Kisun'Wuanxe: [comp.] *n.* {historical} 'Blood Empress', also called the Xux'Wuanxe - *The Blue Empress* [See entry for Tai'Lhas].
- Kisun'xux: [comp.] *adj.* 'Blood-Blue' is a deep intense blue which is the same colour as tau blood. [Much favoured colour among tau of all castes!].
- Kisun'yi: [comp.] **1.** *n.* 'Blood Flower' a flower known for its' fragrance and beauty; which is comparable to the terran rose; **2.** *n.* {archaic} A courtesan name.

**KIV**

- Kiv: *n.* Decision.
- Kiv'rai: [comp.] *v.* 'To decide' *lit.* 'Decision' + 'Time' = 'To decided'.
- Kiv'rai'ka: [comp.] *n.* 'Decisive' 'Decision' + 'Time' + 'Strike' = 'Decisive'.

**KL**

- Kles: *adj.* 'Exceptionally' or 'More than normal'.
- Kles'ro: [comp.] *n.* 'Exceptional Mind' or 'Intelligent'.
- Kles'tak: [comp.] *n.* 'Intense Explosive', i.e. High Explosive.
- Klkn: **1.** {Negative prefix, suffix, or term on its own}; **2.** *v.* {colloquial} Comparable human swearing 'to curse or cuss'.

**KN**

- Kn: **1.** *v.* 'Mumble' / 'Babble' or 'Whisper'; **2.** *n.* 'One who talks incoherently' (?)
- Kna: *adj.* 'Silly' or 'Stupid'.

**KO**

- Ko: *v.* 'To be Worthy' or 'Commendable of'.
- Ko'io: [comp.] *n.* 'Grain' or 'Basic Food Plants' or literally 'Plants worthy of being eaten'.
- Ko'io'nai: [comp.] **1.** *n.* 'Worthy Food Plants (that are) 'Starchy'; **2.** *n.* 'Cereal'.
- Ko'taal: [comp.] *n.* 'Worthy of preservation' i.e. an 'Important location/object/person that needs protection or preservation'.
- Ko'vash: [comp.] *v.* 'To strive for' *lit.* 'a worthy cause' something that is commendable in tau society.

**KOR**

- Kor: **1.** *n.* 'Air' as one of the seven primary elements; **2.** *n.* 'Air Caste'; **3.** *n.* Fifth Caste.
- Kor'vesa: [comp.] *n.* 'Air helpers' or 'drones' [Note the previous translation 'Faithful Helper' is inaccurate].
- Korar: *n.* 'Airship' [Dirigible? Aircraft?].
- Koreng'porwei: [comp.] **1.** *n.* {folklore} 'Air' + 'Water' = 'Wind-water', an ancient system of geomancy that used the 'laws of both Heaven and Earth' to help one improve life by receiving positive *ni*. [See entry for *ten'grii'fio'va*]; **2.** *n.* A style of architectural design which is based on the principles of Koreng'porwei.
- Koreth: *n.* 'Stampede' or 'Rout'.

**KORS**

- Korst: *n.* 'Death'; 'Annihilation'; or 'Oblivion' [See entry for *Ghoro*].
- Korst'erra: [comp.] **1.** *n.* {folklore} 'Death Spirit' or 'The Shadow of Death'; **2.** *n.* 'A premonition of death' i.e.; **3.** {folklore} To see a 'Korst'erra' is to have a foreshadowing of your own or another's death.

Korst'la: [comp.] *n.* {folklore} 'Death Being' or 'The Grim Reaper' The folk belief was that a person only saw the Korst'la at the moment of one's death. [Note the shadow of the Korst'la is the *Korst'erra*. See previous entry].

**KOU**

Kou: **1.** *adj.* 'Faithful or Constant'; **2.** *adj.* 'Trustworthy'.

Kou'to: [comp.] *n. adj.* 'Most Faithful' *i.e.* 'a true-blue friend'.

Kou'to'vesa: [comp.] *n.* {honorific} 'Most Faithful Helper'.

Kre: *n.* 'Traitor'.

**KRU**

Kru: *v.* 'Listen' or 'Hear'.

Kruai: *v.* 'To Hear Carefully' or 'Listen Closely' [To listen for prey, like a Kinot or *wolf*].

Kruu: **1.** *n.* 'Listener' or 'One who listens'; **2.** or 'Counsellor' *i.e.* 'One who listens to another's problems', 'One who empathizing by listening'.

Kruu'kais: [comp.] **1.** *n.* {honorific} 'Skilful Listener' *i.e.* an 'Empathetic person' or 'One who listens to another's problems'; **2.** *n.* 'One who empathizing by listening' 'Counsellor' or 'Therapist'.

**KSI**

Ksi: **1.** *n.* 'Phenomenon' or 'Occurrence'; **2.** *n.* 'Opportunity' or 'Chance'.

Ksi'm'yen [comp.] **1.** *n.* 'Opportunities Un-foreseen'; **2.** *n.* Name of tau sept world.

**KU**

Kunas: *adj.* 'Agile' or 'Dexterous'.

Kunas'fri'k: [comp.] *n.* 'Cheeky' *lit.* 'Dexterously disrespectful'.

Kur: *n.* The colour 'deep orange' [Colour cannot be seen by the human eye].

**KY**

Ky: *prn.* 'Me' or 'I' in reference to self.

Kyrn: **1.** *n.* The colour 'purple'; **2.** *n.* {folklore} The modern colour of death and mourning, versus the ancient colour which was 'white' [See entry for *Tai*]  
**3.** *n.* {synonym} 'Death'.

Kyse: *n.* {astronomy} 'Belt' in reference an asteroid belt in a star system.

**L****L**

L: {suffix} *v.* **1.** 'To carry or haul'; **2.** *v.* 'To drop' or 'To lay down'

La-/-La: **1.** {prefix} *n.* 'Hero' or 'Divine-like', [Note may be derived from tau religious belief(?)] **2.** {suffix} *n.* 'Being', 'Person', or 'Creature'.

La'r'nan: [comp.] *n.* 'Hero Swordsman' *i.e.* 'Sword Saint'.

La'rua: [comp.] *n.* 'Heroes' Spears' or 'Warrior Band' [Roughly equivalent to an Imperial Guard squad].

**LAR**

Lar: *adj.* 'Valiant' or 'Courageous'.

Lar'shi: [comp.] **1.** *n.* {phrase/mil. term.} 'Valiant Victory', A tau naval SX-48 Cruiser [Imperial 'Hero']; **2.** *n.* 'Hero', an individual's single act of heroism.

Lar'shi'vre: [comp.] **1. n.** {phrase/mil. term.} 'Valiant Warrior Veteran', A tau naval SX-48-2 Cruiser [Imperial designation 'Protector']; **2. n.** Honorific name [F.c.].

**LAS**

Lasso: *n.* 'Disaster' or 'Calamity'.  
 Lat: *n.* 'Volume' or 'Volume Measurement'.  
 Lat'ils: [comp.] *n.* One millilitre approximately.  
 Lat'tor: [comp.] *n.* One decilitre approximately.  
 Lat'kon: [comp.] *n.* One litre approximately.  
 Lat'kan: [comp.] *n.* One kilolitre approximately.

Leath: *n.* 'Deep Space Vessel' [meaning?].

Lek: [No translation available]

**LH**

Lhas: **1. n.** {geology} The mineral jade; **2. adj.** The colour of 'jade'.  
 Lhas'nan: [comp.] *n.* {folklore} 'The Jade Sword', one of the divine weapons of 'The Five Immortals'.  
 Lhas'rhen'na: [comp.] **1. n.** 'A noble sacrifice' *lit.* 'Shattered Jade'; **2. n. i.e.** 'Suicide' or 'Self-sacrifice'; **3. v.** {historical} 'To commit suicide (in a ceremonial fashion)' [F.c. All]; **4. n.** {synonym} The tau term for concept of 'The Nobility of Failure'.

**LI**

Li/Ly: {prefix} **1. n. adj.** 'Wild' / 'Natural'; **2. n.** {prefix} 'Li-' (female) and 'Ly-' (male).  
 Li'an: [comp.] **1. n.** 'Wild Place' or 'Wilderness'; **2. n.** 'a desert'.  
 Li'sun: [comp.] **1. n.** 'Wild Burning / Shining'; a poetic name for the *Kirsa'la* or 'Steppe Fox'. A *caniformia* creature native to the T'au which has a glossy golden-brown coat and fills the similar ecological niche to ancient terran fox (*Vulpes vulpes*); **2. n.** a personal name for girls.  
 Li'sun'yi: [comp.] **1. n.** 'Wild Flower', *lit.* 'Wild Shining Flower'; **2. n.** a personal name for girls.  
 Li'doe'an: [comp.] **1. n.** 'Steppe', *lit.* 'Wild Yellow Place'; **2. n.** 'Yellow Desert' [See entry of Doan]; **3. n.** a personal name for girls [F.E.].

**LIS**

Lissera: **1. n.** 'Group' or 'Team'; **2. n.** 'Union' or 'Bond'.  
 Lisseri: *v.* 'To Accept'.  
 -Los: {suffix} *n.* 'Children' or 'Descendants'.

**LS**

Lshan: [No translation available]  
 Lub: **1. n.** 'Poise' or 'Elegance'; **2. v.** 'Composed'; **3. v.** 'To graceful and dignified'.  
 Lub'grahl: **1. n.** 'Graceful' *lit.* 'Elegance' + 'Steady movement' = 'Graceful'; **2. n.** Name of a the Farsight Enclaves world.  
 Lunsu: **1.** {honorific} *n.* 'Tenacious', a personal name; **2. v.** 'To be tenacious'; **3. n.** Name of famous fire caste commander: Shas'O'Ksi'm'yen'Lunsu.  
 Lusha: **1. n.** 'Candle smoke'; **2. v.** 'To smoulder'; **3. v.** 'To rekindle a fire'.  
 Lynu: *n.* {philosophy} 'Steadfast' or 'Persistent' One of the 'Five Great Virtues' of *Tau'va*, or 'The Greater Good'.

**M****M**

M-: {Prefix} 'Un-', but not a negative meaning. Used in the same way we might use a quotation marks when describing a word which doesn't quite work.

M'denta: [comp.] **1.** *n.* 'Un-Spirit', *lit.* 'Un-Breath', 'An unexpected scent or odour' or 'A bad odour, 'The smell of decaying biomass?'; **2.** *n.* {synonym} Something that is 'dead' *i.e.* 'not breathing', [many apply to either living entities or mechanical devices, *e.g.* "That drone should be operational, but it is certainly *m'denta* (not breathing)."] [See to entry for *Aloh*].

M'Tsua: [comp.] **1.** *adj.* {engineering} 'Un-middle' or 'Imbalanced' *i.e.* 'To be out of balance' as in a mechanical device; **2.** *n./adj.* {psychology} 'Unhinged' or 'Unstable' *i.e.* a psychological state, 'To be emotionally unstable'.

**M'Y**

M'yan: [comp.] *adj.* 'Un-happy' / 'Not Happy' / 'Sad'.

M'yen: [comp.] *adj.* 'Un-foreseen' or 'Un-expected'.

M'yenshi: [comp.] *n.* 'Un-foreseen victory' or 'Un-expected victory'.

M'yio [comp.] **1.** *adj.* 'Un-Hear' To hear something unexpected; **2.** To hear wrong or incorrectly, *i.e.* 'To hear what you wanted to hear, instead of what was said'.

M'yio'ea: [comp.] {phrase} Seems expresses something akin to: "What did I just hear you say?"

**M'V**

M'va'denta: [comp.] *n.* {folklore} 'The Un-Greater Spirit', *lit.* 'Un-Immortal Breath', A thing that is alive, (immortal) yet is not alive, *i.e.* 'Un-dead' [vampire, zombie or ghoul(?)].

M'Vash'la: [comp.] *n.* {phrase} 'Un-Between Person/Creature' *i.e.* 'An interloper' or an 'annoying or rude person' [Someone who intrudes where they are not wanted or should not be].

M'Vash'an'la: [comp.] *n.* {phrase} 'Between Space Interloper' *i.e.* a Warp daemon or daemon spawn. Commonly contracted to M'Vashanla [Note: The term *molochite* is entirely of human origin. *i.e.* it is a fictional 'tau expression'].

**MA**

Ma: *v.* 'Twisting'.

Mais: *n.* 'Gorge' or 'Deep Valley'.

**MAL**

Mal: *n.* {zoology} 'Insect' or 'Arthropod' [Sometimes translated as 'Spider'].

Mal'caor: [comp.] *n.* 'Web Spinner' or 'Spider' in reference to insects. [Note compare this with the Eldar word for spider: 'Malkor'].

Mal'kor: [comp.] *n.* 'Air Insect' *i.e.* a Vespid. The tau expression for an auxiliary ally.

**ME**

Me: *n.* {agricultural} 'Breed' or 'Stock'.

Me'drek: [comp.] [No translation available]

Me'lek: [comp.] [No translation available]

**MEI**

Mein: [No translation available]

Melong:	[comp.] <b>1.</b> v. 'To throw (back)' or 'Reflect'; <i>i.e.</i> 'A mirror'. <b>2.</b> n. {archaic}, a metal bronze mirror used in ancient Tau animistic religions.
Mesa:	v. 'To mark' or 'To identify'.
Mesme:	v. 'To add, 'To combine', or 'To join'.

**MI**

Mi:	<b>1.</b> {suffix} <i>adj.</i> 'To be stunned', <b>2.</b> <i>adj.</i> 'To be startled or surprised'; <b>3.</b> n. 'To be stopped in one's tracks'.
Miyamoto:	[comp.] n. {archaic} A familial name from ancient T'au. 'The spear's edge' or 'Cutting Edge' [meaning(?)].

**MO**

Moghai:	[comp.] <b>1.</b> n. 'Serpent' or 'Snake', a legless tau reptile similar to the ancient terran reptiles; <b>2.</b> n. Personal name.
Mon:	<b>1.</b> <i>adj.</i> The colour 'black'; <b>2.</b> n. 'Grey' or 'Dark grey' [meaning <i>dark colour</i> (?)].
Mon'erue:	[comp.] n. 'Dark rivalry', a rivalry in the Terran sense of the word. It emphasises 'victory' over one's competitor, without any no overt hostility.
Mon'keged:	n. 'Dark Name'. Also called a 'Bragging name' or 'Courtship name'. During the time of courtship an individual takes a <i>mon'keged</i> , or is given by a member of the opposite sex. [Note a <i>mon'keged</i> is a 'bad boy' or 'bad girl' name among some human cultures].
Mon'kirsa'erra:	[comp.] <b>1.</b> n. {folklore/historical} 'Dark Fox Spirit', a 'Cheeky fox-spirit'. This rakish figure (folklore?/fictional?/actual?) was renown for his seduction of aristocratic tau ladies <i>i.e.</i> a 'Casanova'. [Comparable to the exploits of Commissar Caiphaz Cain!]; <b>2.</b> n. a <i>mon'keged</i> - <i>dark name</i> [Masc. - F.E.].
Mon'la:	[comp.] n. The season of Winter <i>lit.</i> 'The Grey One' <i>i.e.</i> 'Death'.
Mon'rat'laa:	[comp.] n. {honorific} 'Dark Horse', personal name [Praise name - F.E.].

**MON**

Monat:	<b>1.</b> n. {mil.trm.} 'Acts alone' or 'Individual acting for/by one self', a combat team composed of a single XV-89 Crisis Battlesuit, [An atypical deployment for the XV89 Battlesuit]; <b>2.</b> n. {phrase} Expression for any fire warrior who acts independently [See entry of <i>Ta'ro'cha</i> ]; <b>3.</b> n. {colloquial} 'Going off alone', <i>i.e.</i> A person who is intentionally acts separate from others.
Monat'ai:	[comp.] <b>1.</b> n. 'Acts alone' + 'Hand' = 'A free hand'; <b>2.</b> v. 'To act, live, exist without restrictions' [All]; <b>3.</b> v. 'Licentiousness' or 'Decadent Behaviour' [Meaning in the T.E.]; <b>4.</b> n. 'To be at liberty' or 'To to be free, <i>i.e.</i> 'FREEDOM!' [Note, ' <i>MONT'AI!</i> ' is the battle cry of the tau of the Farsight Enclaves].

**MONT**

Mont:	n. 'War' or 'Battle'.
Mont'au:	[comp.] <b>1.</b> n. 'War Age' or 'Age of War', refers to the anarchy of the early tau history prior to the arrival of Ethereal caste; <b>2.</b> n. 'The Terror'; <b>3.</b> n. {term.} Expression used to describe three distinct periods in of social, political and economic upheaval in tau history. ['The terms ' <i>First, Second, and Third Mont'au</i> ', are deemed to be necessary counter-propaganda in the Farsight Enclaves, and heresy within the Tau Empire!].
Mont'au'gue'la:	[comp.] n. 'Human Age of War' <i>i.e.</i> 'The Horus Heresy'.
Mont'gue'la:	[comp.] n. 'Chaos humans/cultists'.
Mont'da:	[comp.] n. 'War Darkness' or 'Fog of War'.
Mont'ka:	[comp.] n. 'War Strike' or 'Killing Blow'.
Mont'ka'mesa:	[comp.] <b>1.</b> n. 'War Mark' or 'Battle Scar'; <b>2.</b> n. {honorific} Personal name [F.c. - T.E. & F.E.].

Mont'kauyon	[comp.] <i>n.</i> 'Patient Killer' <i>lit.</i> 'Dark + Patient Hunter' <i>i.e.</i> an 'assassin'.
Mont'la:	[comp.] <i>n.</i> 'Dark Man' or 'Warrior'; masculine personal name [F.c. T.E. & F.E.].
Mont'myr:	[comp.] <i>n.</i> 'War Knife' The same single-edged weapon as the ceremonial 'bonding knife', but which <i>is</i> intended for combat. Carried by an 'acting' team leader. When carried as a 'bonding knife', it is called a <i>Ta'lissera'mont'myr</i> : a 'Bonding War Knife' [F.E.].
Mont'nan:	[comp.] <i>n.</i> 'War Blade' or 'Combat Blade', a one-handed, single-edged weapon, similar in weight and design to the larger bonding knives carried by Stealth Team leaders. Standard issue weapon is carried by <u>all</u> fire warriors in the Farsight Enclaves. [F.E.]
Mont'nanal:	[comp.] <i>n.</i> 'Small War Blade' A small dagger carried by ancient Tau warriors
Mont'myr:	[comp.] <i>n.</i> 'War Knife', a one-handed, single-edged sword, intended for use in personal defence. Favoured by ancient tau equestrians, often used as badge of office in ancient times.
Mont'r'myr:	[comp.] <i>n.</i> 'War Long Knife' A one-and-a-half handed, single-edged curved weapon, intended for use in mounted warfare, like the tau 'R'nan'. Favoured by by ancient tau equestrians of ancient T'au [In common use in the F.E.].
Mont'r'nan:	[comp.] <i>n.</i> 'War Long Blade', A two handed, single-edged or double edged weapon, intended for use in dis-mounted warfare. Favoured by by ancient tau equestrians of ancient T'au [In common use in the F.E.].
Mont're:	[comp.] <i>n.</i> {honorific} 'War Strength' or 'Warlike' [T.E. & F.E.].
Mont'yebgela:	[comp.] <i>n.</i> {honorific} 'Dark Strider', contraction of ' <i>Mont'yebe'geli'la</i> ' [T.E. & F.E.].
Mont'yr:	[comp.] <i>n.</i> {honorific} 'War Experienced' or 'Veteran' [T.E. & F.E.].

**MYR**

Myr: *n.* 'Knife' or 'Blade'.

**Mu**

Mu: *n.* 'No [more]' or 'Cease'.

Mu'mont: [comp.] *n.* {phrase & mil.trm.} 'Cease Fire!' *lit.* 'No War'.

Muk: *n.* 'Eternal'

Muk'xux'ten'grii: [comp.] *n.* {phrase} 'Eternal Blue Sky' [Ancient expression used by steppe tribes on ancient T'au].

**N****N**

N-/-n: **1.** {suffix} *adv.* 'Second' In reference to placement; **2. a.** {prefix} *adv.* In reference to time 'To arrive second / second place; **b.** 'Second. (Look/Chance)' [meaning depends on context?].

N'dras: [comp.] **1.** *n.* {colloquial} 'Good Fortune'; **2.** *n.* 'Second Look [for] Mineral Cache' *i.e.* 'To Discover Hidden Wealth'; **3.** *n.* Name of former Tau sept world.

**NA**

Na: **1.** *n.* {archaic} 'To strike' or 'Hit' [Derived from ancient tau word xnan, [Note the modern tau word 'ka', is a derived from this ancient word]; **2. v.** 'To pummel' or 'to strike multiple times'; **3. v.** 'To rain heavily', 'a downpour'

Nai: *n.* 'Carbohydrates' or 'Starch' in reference to a foods nutritional content.  
 Namsai: *n.* {colloquial} 'Teacher'.

**NAN**

Nan: *n.* 'Sword' or 'Hand Blade'  
 Nan'ka'tuk'ike: *n.* {martial arts} A combination of tau hand fighting, foot work, and traditional blade styles. Originally a method to teach hand-to-hand combat. The sport of nan'ka'tuk'ike has declined in popularity as fire caste tactics have de-emphasised close combat in favour of ranged combat.  
 Nanal: **1.** *n.* 'Small blade' *i.e.* 'Small knife' or 'Pocket knife'; **2.** *n.* 'Workman's tool'; **3.** *n.* Any cutting tool.  
 Nan'erra: [comp.] **1.** *n.* {honorific} 'Shadow-blade' or 'Spirit-blade', personal name; **2.** *n.* {mythology} The sword belonging to one of the 'Five Immortals'. The Immortal *Wise Golden* was said to carry a weapon made from the 'invisible powers', such as 'the shadow of the moon'. The Shadow-blade was said to be, "*Strong enough to cut a mountain in two, but subtle enough to split a single strand of a woman's hair lengthwise.*"  
 Nan'sha: [comp.] *n.* {honorific} 'Wind Sword', personal name.  
 Nan'sha'is: [comp.] **1.** *n.* 'Sword Gas Movement' or 'Sword Wind' in reference to a rapid change in movement; **2.** Martial art technique; **3.** *n.* {mil.term.} An attack made by Craftworld Eldar forces.  
 Ng: *n.* {archaic} 'dagger-scythe' or 'dagger-axe'. One of the weapons of ancient tau. Originally made of bronze and later iron and having two blades, one a 'dagger' and the other an 'axe'.

**NAR**

Nars: **1.** *n.* 'Stone' or 'Rock'; **2.** *n.* 'Concrete' or 'Cement'.

**NED**

Ned: *n.* {archaic} 'Guardian' or 'House Guard' [Term for the house guard of the ancient T'au Imperial Court].  
 Ned'keli: [comp.] *n.* 'Bright haired guardian' a personal name for boys [Note name of famous 'Bandit' or 'Highwayman from ancient T'au. Name very popular in F.E., and the sept world of N'Dras].  
 Nek: **1.** *v.* 'To trot or scramble'; **2.** *n.* 'Trotter', personal name; **3.** *n.* {colloquial} 'a sure footed person or 'Surefoot'.  
 Nem: **1.** *adj.* 'Piercing'; **2.** *v.* 'To pierce'.  
 Nersu: **1.** *n.* {geology} The mineral aquamarine; **2.** *adj.* The colour 'green-blue'.

**NE'T**

Ne't'sedo: [comp.] *n.* 'Name Knot' *lit.* 'Bead of the name', a piece of carved wood, stone, bone or other material that is carved with the name, caste, rank, age and gender of the bearer. In ancient times it was used to identify children who may not be old enough to speak, or who spoke a different dialect. Still survives in sept worlds like Bork'an, Viro'la and the Farsight Enclaves. When a young tau reaches maturity and their head is shaved to reflect their change of status, the name knot is then removed. [Not a universal tau custom].

**NI**

Ni: {archaic} *n.* 'Life-Energy', traditional term for the force that inhabits the body and gives it life. [Compare with terran ideas of Prana, Pneuma, or Ki].  
 Nim: **1.** *n.* 'Foodstuff' or 'Food'; **2.** *n.* 'Staple meal'

- Nim'ko: [comp.] *n.* 'Starchy Food' Nim'ko is made into a green dough which is then pressed, cut, and then dried to make 'noodles' or 'pasta'.
- Nim'ko'an: [comp.] *n.* An eating establishment that specializes in 'nim'ko'nai' dishes. *i.e.* 'a noodle restaurant'.
- Nim'ko'nai [comp. + contr.] *n.* 'Worthy Starchy Food' *lit.* 'Starchy Food from Worthy Food Plant', a traditional green noodle dish that is a staple of the tau cuisine. [Contraction of the word *Nim'ko'io'nai*].

**NO**

- Nog: *n.* The colour 'Deep blue' [Note this colour is not visible by the human eye].
- Noh: [comp.] **1.** *n.* 'Doubtful' or 'Dubious'; **2.** *n.* 'Mystery' or 'Puzzle'.
- Noha: *n.* 'Talker' or 'Speaker'
- Noi: {archaic} **1.** *n.* 'Thing', 'Entity'; **2.** *n.* 'Small spirit' [not common usage].
- Noi'kek'e: [comp.] *n.* {folklore} 'She Daemon'; 'Thing' + Hell + Female = 'Female Hell-Thing'. [Note it is not known whether the *io'kek'e* is a legendary creature from tau folklore or an something else. A synonym for a deranged person(?)].
- Nont: *v.* 'To Doubt' or 'Question'.
- Nont'ka: [comp. & contr.] *n.* 'The Time of Questioning'; *lit.* 'Doubt + 'To strike' + 'Year' = Time of Questioning. [Note is a contraction of the phrase: '*nont'ka'cyr*'].

**NOY**

- Noyea **1.** *n.* {historical} 'Princess', a title from the period prior to the mont'au.
- Noyea'kirsa [comp.] **1.** *n.* {folklore} 'Princess Fox' or 'Lady Fox' is the deity of wine, song, and illicit pleasure in the ancient tau mythology. **2.** *n.* {synonym} a *hedonist*, [Note if directed specifically at a female it means '*slut*'].

**NY**

- Ny: *n.* 'Fur' or 'Hair'.
- Ny'oni: [comp.] *n.* 'Fur-covered'.

**NU**

- Nuni: *n.* {Informal} *i.e.* 'Thanks' or 'Thank You'.

**O****O**

- O-/o: **1.** {suffix} *adv.* 'First' In reference to placement; **2.** {prefix} *n.* 'High Commander/Leader' or 'Heroic Commander/Leader' [Note this suffix in denotes the highest caste rank that a tau can achieve].
- O'anuk'la: [comp.] *n.* {mythology} 'Lord of the Birds' an incarnation of one of the 'Five Immortals'. Believed to have been a separate deity at one time. Figures prominently in the ancient tau epic poem: '*Journey of the Five Brothers*'.
- O'ejii: [comp.] *n.* {formal} 'Grandmother'.
- O'erue: [comp.] *n.* 'Bright Rivalry', a bright rivalry is a 'friendly rivalry' between two or more friends, meant as a way to encourage greater performance from each other. This kind of rivalry is often promoted by faculty and staff of a fire caste academy.
- O'ran: **1.** *n.* 'High(er) Heart', 'Spirit' or 'Energy', *i.e.* '*Courage*', an act of heroism.

O'ranerra'Acaya'm'va'denta:

[comp.] *n.* {colloquial} 'High Immortal Demon-spirit Lord of Ghouls', the tau name for *The Emperor of Mankind* [See entry for *Ran'erra'm'denta*] maybe translated as the 'Zombie Ghoul Lord of the Un-dead'.

O'res'es: [comp.] **1.** *n.* 'Braggart' *lit.* 'Heroic' + 'Barbaric' + 'Full of himself'; **2.** *n.* 'Ork Warboss' [T.E.].

O'res'la: [comp.] **1.** *n.* 'Heroic Barbaric Beings' *i.e.* 'Ork Raiders' [T.E.]; **2.** *n.* {archaic} Any one of the various nomadic tribes or mountain clans that opposed Imperial rule on ancient T'au [T.E. & F.E.]; **3.** *n.* {derogatory} Any tau that belongs to the Farsight Enclaves, or their supporters within the Tau Empire [T.E.].

O'shasanuk'la: [comp.] *n.* {folklore} 'Lord Firebird', the legendary bird of fire that was the sun as it moved across the daytime sky; but whose true form could only be seen in the red sky at dawn or dusk. [See entry for 'The Red Firebird' *Vi'shasanuk'la*].

O'yi [comp.] *n.* {history} 'The Royal Flower'. Symbol of sovereignty and divinity for the ancient T'au emperors. The seven-coloured *Shas'ka'yi* is considered to be 'The Royal Flower' [Similar to the symbolism of the Chrysanthemum, the Rose, or the Fleur-de-lis. See entry for '*Shas'ka'yi*']

## OI

Oi: *adj.* 'Shine' or 'Reflect' (as in a reflection of light).

Okar: **1.** *n.* {metallurgy} 'Bronze', the metal resulting from mixture of tin and copper; **2.** *n.* The colour 'bronze'.

## OL

Ol: *adj.* 'Bright', as in relation to light intensity.

Ol'nan: [comp.] *n.* 'Brightsword' The name of the infamous fire caste commander from Tash'var; and hero of the battle of Nimbosa. Shas'O'Ol'nan was a follower of the outlaw O'Shova. Rumoured to have been assassinated by Colonel Schafer of the Imperial Guard; but also said to still be alive in the Farsight Enclaves.

Ol'cea'sin: [comp.] *n.* 'Bright Enlightened People' *i.e.* The Craftworld Eldar. **-var.** *Ol'sin* - 'The Bright People'

Ol'yi'sin: [comp.] *n.* 'Bright Wild People' *i.e.* The Exodite Eldar **-altr.** *Res'sin* - 'The Wild People'.

Olku: *n.* 'Decision' or 'Choice'.

## ON

On: *n.* 'Sight' or 'The ability to see'.

Oni: *v.* 'Covered' or 'To Cover.'

Onu: **1.** *v.* 'To see'; **2.** 'To visualize or conceptualize'; **3.** *v.* 'To notice' or 'discover'.

## OR

Or: **1.** *adj.* 'Compelling' or 'Authoritative'; **2.** Life-Energy (Er.c. dialect) Derived from ancient t'au word *orte* - 'Life Force' [See entry for Ni].

Or'gorxa: [comp.] *n.* 'Fortress' or 'Castle' *lit.* 'Fort' + 'Authoritative' = Castle.

Or'es: [comp.] *n.* 'Forcefully Compelling' or 'Powerful' or 'Charismatic', personal name [F.c. - T.E. & F.E.].

Or'es'ka: [comp.] *n.* {honorific} 'Forcefully Compelling Strike', personal name [- All].

Or'es El'leath	[comp.] <i>n.</i> 'Authoritative Noble Deep Space Vessel', tau navy carrier SX-58-2 [Imperial designation 'Custodian'].
Or'mon'kor:	[comp.] <b>1.</b> <i>n.</i> 'Authoritative Black Air' or 'Powerful Dark Air', a reference to the 'power' of the gun drones to pin down enemy soldiers; <b>2.</b> <i>n.</i> Name for a Sniper Drone [Type of drone depends on context].
Or'mon'kor'rua	[comp.] <i>n.</i> {mil.trm.} Name for a Sniper Drone Team.

**ORU**

Oru:	<i>n.</i> 'Charismatic Presence'.
Oru'elan:	[comp.] <b>1.</b> <i>n.</i> 'Exceptionally Well Made' <i>lit.</i> 'Startling Built Structure', personal name; <b>2.</b> {phrase} Used to describe any assembled structure or construction; <b>3.</b> <i>adj.</i> {colloquial phrase} May apply to any physically healthy and attractive man or woman [Er.c - F.E.].
Orui:	<i>n.</i> 'Evening' as in 'Late in the evening' or 'At night'.
Oru'mi:	[comp.] <b>1.</b> <i>adj.</i> 'Startling Charismatic Presence' <i>i.e.</i> 'a stunning' or 'attractive person', <b>2.</b> <i>adj.</i> To be a 'ravishing beauty'; <b>3.</b> <i>n.</i> personal name [Note can apply to either sex F.c. & Er.c. - All].
Oru'mi'la(ii):	[comp.] <i>n.</i> {colloquial}, 'Startlingly Handsome Man', a term for an exceptionally attractive young male/males [F.c./W.c./A.c./Er.c.].

**OS**

Oshi:	<i>n./adj.</i> 'Unseen' or 'Invisible'.
Oshi'ranerra:	[comp.] <b>1.</b> <i>n.</i> 'Invisible Warrior', special warriors of the ancient tau empire, who were skilled in infiltration, sabotage, and intelligence gathering, <i>i.e.</i> 'a ninja'; <b>2.</b> <i>n.</i> {folklore} 'Unseen Demon-Ghost' [see entry for <i>Ranerra</i> ]; <b>3.</b> <i>n.</i> {mil.trm.} A firewarrior equipped with a XV-15 or XV-25 Stealth Suit.
Oshi'ranerra'rua:	[comp.] <b>1.</b> {mil. jargon} <i>n.</i> A XV-15 or XV-25 Stealth Suit team.
Oshi'erra:	[comp.] <b>1.</b> {folklore} <i>n.</i> 'Unseen spirit'; a sprite that torments its' victims by breaking items, knocking over baskets of grain, letting out the farm animals, etc.; <b>2.</b> <i>n.</i> {colloquial} To be plagued by excessive repetitive work <i>e.g.</i> 'Do a task, turn around, and then have to do it all over again!'.
Oshi'erra'la:	[comp.] <i>n.</i> {folklore} 'Demon-creature', an incarnation of a demon-spirit, <i>i.e.</i> 'a demon possessed person' [Note does not in anyway refer to Daemons of the Warp or a Warp daemon possessed person!].

**P****P**

P-:	<i>n.</i> {prefix} 'A place/There/In/At', a prefix denoting the physical placement of an object or area.
P'gri'saal:	[comp.] <i>n.</i> 'Training Dome' <i>lit.</i> 'Vaulted Place for [the] Trainee(s)' <i>i.e.</i> a training dome.

**PO**

Pok:	<b>1.</b> <i>v.</i> 'To move like water, <i>i.e.</i> 'to flow'; <b>2.</b> <i>adj.</i> 'To negotiate' <i>lit.</i> 'To flow/move like water'.
Pokrui:	[comp.] <b>1.</b> <i>n.</i> Translator; <b>2.</b> <i>n.</i> 'A clerk' or 'secretary'; <b>3.</b> <i>n.</i> {archaic}, a transcriber of texts, <i>i.e.</i> 'a scribe'.
Pokrui'tsuam:	[comp.] <i>n.</i> 'Arbitrator', <i>lit.</i> 'Translator in the middle'.
Pok'por'ret'ka:	[comp.] <i>n.</i> 'Flowing Water School', a Tau martial art system.

Pok'sha'ret'ka: [comp.] *n.* 'Flowing Wind School', a Tau martial art system.

**Por:** 1. *n.* 'Water' as one of the seven primary elements; 2. Any flowing liquid; 3. *n.* 'Water caste'; 4. Third caste.

Por'ret'ka: [comp.] *n.* An ancient martial art system, 'Water School'.

Por'sral: [comp.] {phrase} *n.* 'Propaganda campaign', *lit.* 'Water (Caste) operation'.

Porrui: *n.* 'Emissary'.

## Q (kw)

### Q

Qan: *n.* {archaic} 'Pure / White'.

Qan'kirsa'erra: [comp.] 1. *n.* {folklore} 'White Fox Spirit', a spirit said to guard temples and shrines and who often came to aid of the people in times of great distress; 2. *n.* {honorific} personal name [F.c., W.c. Er.c. F.E.].

Qan'suam: [comp.] 1. *n.* {archaic} 'Pure Flame'; 2. *n.* {honorific} personal name.

Qarsi: *n.* 'Fortress', 'Imperial Palace', or 'King's Residence'.

Qath: *n.* {dialect - A.c.} 'Guard'.

Qaxra: 1. *n.* {geology} The mineral amber; 2. *n.* The colour 'deep orange-brown'.

Qazdan: *n.* {folklore} Dragon, a great serpentine creature said to inhabit the wastelands and mountains.

### QQ

Qqhan: 1. *n.* {archaic}, 'Chieftain' or 'Cheiftainess's Husband'; 2. Tribal leader [term appears in several of the ancient languages of the T'au nomads].

Qqhune: *n.* {archaic}, 'Cheiftainess' or 'Chief's Wife'; 2. Tribal leader [term appears in several of the ancient languages of the Tau nomads].

### QU

Qul: *n.* The colour 'Grey-brown'.

## R

### R

R-/r: {prefix} *adj.* 'Long'; {suffix} *adj.* [meaning (?)].

R'alai: [comp.] [No translation available]

R'ka: [comp.] *n.* {honorific} 'Longstrike', personal name.

R'ka'sha: [comp.] 1. *n.* 'Sniper' or 'Marksman', *lit.* 'Long Striking Wind'; 2. *n.* {honorific} personal name [Note name becomes an honorific when the suffix is -ea is added. *e.g.* R'ka'sha'ea].

R'ka'jida: [comp.] 1. *n.* 'Long Striking Spear' *i.e.* 'Lance' or 'Pike'; 2. *n.* {mil.trm.} a name for a tau rail rifle.

R'mont'nan: [comp.] 1. 'Long War blade', a single edged weapon (one-a-half-hand) used by the ancient Tau equestrians. 2. 'Warrior's Soul' [See entry for *Shas'xa*].

R'myr: [comp.] 'Longknife' any two edged weapon (of various lengths), used by ancient tau infantry for dis-mounted warfare.

R'myr'riika: [comp.] *n.* Art of the long knife, an ancient tau martial art.

R'myr'sha'ret'ka: [comp.] *n.* 'Longknife Wind School', an ancient tau martial art school.

R'nan: [comp.] *n.* 'Longblade' any number of curved, single edged weapons (of various lengths) used by tau cavalry for mounted warfare.  
 R'nan'riika: [comp.] *n.* 'Art of the long sword' an ancient tau martial art.  
 R'yebe'geli: [comp.] *v.* 'To Stride' *lit.* 'Long' + 'Move by feet'.  
 R'yebe'geli'la: [comp.] **1.** *n.* 'Strider'; **2.** *n.* 'Wanderer'.  
 R'vahna: [comp.] **1.** *n.* {antique} 'Exploding Star' *lit.* 'R' - Long + 'Va'hna' - Tremendous Stirke' = 'To fall on the foe like a falling star (meteor strike)! [Note the the pre-mon'tau god of war divine weapon was the R'va'h'na - *The Destroyer of Worlds*]; **2.** *n.* {mil.trm.} Name for the XV-109 battle suit.

R'varna: [comp.] **1.** *n.* {antique} 'Burning Rain' *lit.* 'R' - Long + 'Varna' - To Massacre = 'A blaze of violence' or 'Burning Rain (of blows)' [Note the imagery here is poetic and comes from the pre-mon'tau epic poetry of the nomadic peoples]; **2.** *n.* {mil.trm.} Name for the XV-107 battle suit.

## RA

Ra: *n./adj.* 'Wrong'.  
 Rakuda: **1.** *n.* {biology} 'Camel' a large tau ungulate similar to the ancient terran camels or llamas, [Some breeds are as large as the Kroot knarloc!]; **2.** *n.* personal name.  
 Rai: *n.* 'Time'.  
 Raik: *n.* 'Time', The passing of and measurement of time.  
 Raik'aek: *n.* 'Quarter-month' Approximately twenty rotas.  
 Raik'orek: *n.* 'Quarter-month' Approximately forty rotas.  
 Raik'rotas: *n.* 'One tau month'.

## RAN

Ran: **1.** *n.* {biology} 'Heart' The organ that pumps blood; **2.** *n.* {folklore} 'Spirit' That which gives life to the body *i.e.* 'the soul' [animistic belief?]; **3.** *n.* {chemistry} 'Energy', the kinetic-caloric energy which gives the body life on the cellular level. [Derived from the older term *Ranui*].  
 Ranerra: [comp.] **1.** *n.* 'Demon-Shadow' *lit.* 'Spirit-Shadow'; **2.** *n.* {folklore} 'Demon-Ghost', The 'demon' of ancient tau folklore, that posses the living and devours them from the inside [Cancer(?)]; **3.** *n.* {jargon} 'a sensor ghost', that is a false-positive reading given by sensor unit; **4.** *n.* {folklore} a sprite.  
 Ranerra'm'denta: [comp.] **1.** *n.* {folklore} 'Un-dead Demon Ghost' or 'Immortal Demon Spirit' *lit.* 'Spirit-Shadow' + 'Un-Dead', A spirit of the dead who 'feeds' on the blood of the living to sustain its' presence on earth. [Most horrific demon in tau folklore, the equivalent of a Vampire]; **2.** *n.* {synonym} 'a criminal', *i.e.* 'a person who uses violence to achieve their own selfish ends'.  
 Ran'erra'Acaya'm'Va'denta: [comp.] *n.* {colloquial} 'The Un-dead Zombie Ghoul Lord', *lit.* 'Lord Demon-Ghost Master of Ghouls'. The Tau popular name for *The Emperor of Mankind*. As the tau do not understand either the Warp' or 'psychic ability', the ten-thousand year old *Emperor* is therefore some kind of monster. [See entry for *Ran'erra'm'denta* - T.E. & F.E.]  
 Ran'eoran: [comp.] **1.** *n.* {honorific} 'Heart of Courage', *lit.* 'Spirit of Noble Courage' *i.e.* 'Braveheart', personal name [F.E.]; **2.** *n.* an honorific name of Shas'O'Shova *e.g.* *Shas'El'Ran'eoran*.

Ran'rata'laa:	[comp.] <b>1. n.</b> {mythology} 'Spirit-horse' <i>i.e.</i> 'a star'; <b>2. n.</b> {synonym} 'A star' [poetic usage]; <b>3. {folklore}</b> <i>n.</i> 'a shaman's 'spirit guide', [The Shaman himself (?)].
Ran'ui:	[comp.] <b>1. n.</b> The season of Summer; <i>lit.</i> 'Spirit Energy'.
Rannon:	<i>n.</i> {archaic} 'Waning Spirit'.

**RAT**

Rat'laa:	[comp.] <i>n.</i> {biology} 'Horse', an animal comparable to the ancient terran <i>Equus ferus caballus</i> ; and which occupies the same biological, historical, and cultural place as the horse does on terra. However the tau animal <i>Equus cervus taus</i> most closely resembles the ancient terran animal called the 'moose' sans antlers.
Ras:	[No translation available]
Ray:	<i>n.</i> 'Walker', Any device or mechanism that 'walks' or moves upon legs.

**RE**

Re:	<i>adj.</i> 'Strength' or 'power' (physical).
Re'r'ka:	[comp.] <i>n.</i> 'Strong Longsword'; <b>2. n.</b> {honorific} personal name.

**RES**

Res:	<b>1. adj.</b> 'Barbaric' or 'Savage'; <b>2. adj.</b> 'Wild' or 'Fera'l (in behaviour); <b>3. adj.</b> 'Of an intense or exquisite quality'.
Res'kirsa:	[comp.] <b>1. n.</b> 'Savage Fox/Dog'; <b>2. n.</b> A <i>caniformia</i> (dog-like) species of tau 'wolf' smaller in size relative to the Kinot'kir, also called the 'Forest Wolf'; <b>3. n.</b> The animal from which all domesticated species of tau 'dogs' descend from.; <b>4. n.</b> {colloquial} A young woman seeking sex.
Res'la:	[comp.] <b>1. n.</b> {archaic} A barbarian, <i>i.e.</i> an ancient tau nomad; <b>2. n.</b> {colloquial} Any member of the Farsight Enclaves or their supporters in the Tau Empire [T.E.]
Res'rta'laa:	[comp.] <b>1. n.</b> 'Mustang', an undomesticated 'horse'; <b>2. n.</b> {slang} a young man seeking sex [See entry for <i>res'kirsa - wild fox</i> F.E.].

**RET**

Ret:	<b>1. v.</b> 'To Teach'; <b>2. v.</b> 'To Instruct'; or <b>3. v.</b> 'To Inform'; <b>4. n.</b> 'Place of Instruction' <i>i.e.</i> 'Shrine' or 'Martial arts studio' [Meaning depends of context].
Retal:	[comp.] <i>n.</i> <b>1.</b> 'Little Shrine'; <b>2.</b> 'Little Dojo'.
Ret'caya:	[comp.] <i>n.</i> 'Professor', any instructor at the secondary school level or higher. [Not to be confused with the tau word <i>namsai - teacher</i> .]
Ret'ka:	[comp.] <i>n.</i> Martial Art School / System, <i>lit.</i> 'Instruct in Striking'
Retha:	<b>1. n.</b> 'Temple'; <b>2. n.</b> 'University'; <b>3. n.</b> 'Council'; <b>4. n.</b> {colloquial} 'Shrine or School of martial arts' [Meaning depends of context].
Retha'ret'ka:	[comp.] <i>n.</i> 'Temple of Martial Arts' <i>i.e.</i> Martial art studio.

**RH**

Rhen:	<i>n.</i> {archaic}: 'To hammer or break' [Not used in modern tau].
Rhen'na:	[comp.] <b>1. adj.</b> 'Shattered' (rhen'- <b>na</b> ); <b>2. v.</b> 'To shatter' ( <b>rhen</b> '-na).

**RI**

Riika:	{suffix} Martial art ( <i>i.e.</i> -jitsu).
-Rios:	<i>n.</i> 'Matrix' or 'Array'.
Rotexi:	<i>n.</i> 'Week' Approximately ten rotaa.

Rus:	<i>n.</i> {biology} 'Egg' as part of the process of reproduction.
Rus'ko:	[comp.] <i>n.</i> 'Egg Food' any food source made from an animal ova.

**RL**

- Rlung'rat'laa: [comp.] **1. n.** 'Tornado'; **2. n.** {folklore} *n.* 'Wind Stallion' or 'Wind Horse'; The belief that a tornado was the 'Wind Horse' of the 'Sky Father'; which escaped to caused damage on earth; **3. n.** {folklore} A 'dijinn'.
- Rlung'rta'laa'ret'ka: [comp.] *n.* 'Wind Horse School' of tau martial arts.

**RO**

- Ro: *n.* 'Mind' or 'Brain'.
- Roi: *v.* 'To smell'.
- Rok: [No translation available]
- Ron: *n.* 'Genetics', having to do with, or pertaining to, genetics [Not from the tau word for Necron. See entry for *Ves'ron*].
- Ros: [No translation available]

**RRA**

- Rra: **1. n.** 'A shadow' as in 'When a light hits an object and casts a shadow'; **2. n.** 'Shade' or 'Under a shroud'; **3. n.** A spot of light on surface caused by reflection; or by light passing through a prism or lens i.e. *refraction*.
- Rra'a: [comp.] **1. v.** 'To cast a shadow'; **2. v.** 'To conceal or shroud from view'; **3. v.** 'To reflect' or 'To illuminate'.

**RU**

- Ru: [comp.] **1. n.** 'Built' or 'Crafted'; **2. n.** Any manufactured device.
- Ru'por'sho: [comp.] **1. n.** 'Fuel Cell', *lit.* 'Device Water Forge'; **2. n.** Generic term for any device that produces energy through a chemical process.
- Ru'shas'dras: [comp.] **1. n.** 'Motor' or 'Engine' i.e. 'Internal combustion engine'; **2. n.** {colloquial} Any non-fusion engine or device [Er.c.].
- Ru'shas'sho: [comp.] *n.* 'A solar panel'.
- Ru'suam'dras: [comp.] *n.* {archaic} 'An internal combustion engine'.
- Ru'fio: [comp.] *n.* {phrase} 'Earth caste built'.

**RUA**

- Rua: [comp.] *n. pl.* **1.** 'Band' (of hunters); **2.** 'Band' (of warriors); **3.** 'Mob' (of labourers); **4. n.** 'Crew' (of sailors); **5.** 'Flock' (of birds), *i.e.* air caste messengers. [Note expression comes from the ancient word: *Jida'rua* - 'A band of spears'].
- Run: *n.* 'Structure' or 'Building' [Note refers to strictures or buildings in general].
- Runal: [comp.] **1. n.** 'A small building'; **2.** 'A hidden building'; **3.** 'An outpost'.

**S****S**

- Sa: *n.* 'Well', 'Good', or 'Best'.
- Sa'cea: [comp.] **1. n.** 'Well civilised'; **2.** Name of Tau sept world.

**SAA**

- Saal/-saal: {suffix} **1. n.** 'Kid' *lit.* 'Young Child' [When used by itself can refer to a child of from two to seven tau'cyrs of age, (terran equivalent)]; **2. n.** When placed after a caste title it indicates: Kor'saal - 'Trainee' (A.c.); Por'saal - 'Intern' (W.c.); Shas'saal - 'cadet' (F.c.); Fio'saal - 'Apprentice' (Er.c.); Aun'sall - 'Adept' (Et.c.).

**SAB**

- Sabu [comp.] **1. n.** 'Sharp' or 'Needle-like'; **2. n.** 'Smart' or 'Clever'.  
 Sabu'ro [comp.] **1. n. lit.** 'Sharp Mind', i.e. 'Quick Witted' [Er.c./W.c.]; **2. n.** To be intelligent or an original thinker [F.c.; W.c.]; **2. n.** {synonym} 'Inventor' [Er.c.]  
 Saec'hum: [comp.] **1. n.** {antique} 'Dancing Bird', a courtesan name; **3. n.** a mon'keged - *dark name*. [Fem. F.c. Er.c. - F.E.].

**SAL**

- Salash: *n.* 'Breakers', 'Crashing Waves', 'Surf'. Invokes the onomatopoeia sound of the waves breaking along the beach.

*Salash'hei:* **1. n.** 'Breaker Coast' or 'Crashing waves beach'; **2. n.** Name of a the Farsight Enclaves world.

Sangr: **1. n.** {geology} The metal platinum; **2. n.** The colour of the metal 'platinum'.

Sarlugh: **1. n.** {biology} 'Yak' a large tau ungulate similar to the ancient terran *yak*, known for their meat, milk, and hair. Common herd animal of ancient tau nomads. **2. n.** personal name [Masc. F.E.].

Saum'ol: [comp.] *n.* 'Petroleum by products' i.e. promethium.

**SAV**

Sav-: {Future prefix}

Sav'cyr: [comp.] *n.* 'Time to come' or 'Future'.

Sav'ge: [comp.] *n.* 'Future Event' Something to happen in the future.

Sav'ta'lissera: [comp.] *n.* 'Future Soul-bond' or 'Future marriage' i.e. 'Betrothal or Engagement promise'.

Savon: [comp.] *adj.* 'Keen-eyed' or 'Good eyesight'.

**SAZ**

Saznai: [comp. & contr.] *n.* 'Mentor/Senior' derived from military term *Saz'nami'hai* Saznami or Saznai is roughly equivalent to the human concept of a mentor, while Xohnai is roughly equivalent to protégé. These terms may be translated as *senior* and *junior*, or as an *elder* compared with someone *younger* in the family, military unit or organization; [See entry for Xohnai].

Saz'nami'hai: [comp.] *n.* {mil.trm.} Senior Instructor [of] Training, 'Saz'-Senior + 'Nami'-Instructor + 'Hai'-Training.

**SE**

Se **1. n.** 'Drop', 'Droplet', 'Tear drop'; **2.** 'Seed pod'; **3.** 'Container'.

Se'hen: [comp.] *n.* 'Pod Container' *lit.* 'See Pod of Half-an infinite' A tau navy SX-06-2 Boarding Pod [Imperial designation?].

Segeneka: **1. n.** 'He-goat' *lit.* 'Jumpy trotting climber'; **2. n.** {biology} 'Goat', an ungulate creature that resembles a some breeds of ancient terran domesticated goats. Among the nomadic tau, segeneka were highly prized for their wool, milk and meat; **3. n.** 'Billy Goat', personal name for boys.

**SER**

Serch'maa: [comp.] **1. n.** 'Hare', *lit.* 'Jumping' + 'Twisting' = 'Leaper'. *Serch'maa* is a poetic name for the steppe hare [see entry for Xumxa]; **2.** Personal name for women [Note the serch'maa resembles the ancient terran marsupial the *wombat*, though its' behaviour is much like the ancient terran mongoose].

Serch'maal: [comp.] **1. n.** 'Bunny', *lit.* 'Hare' + 'Little' = 'Little-jumpy-twisty-thing', i.e. 'Bunny'; **2.** personal name for young girls or boys.

**SHA**

- Sha: **1. n.** 'Gas / Fumes or Smoke'; **2. v.** 'To Manufacture' or 'Engineer'.  
**3. lit.** 'To Forge' [meaning derived from the smoke of the blacksmith's forge]
- Sha'draig: [comp.] **n.** {folklore} 'Wind Basilisk', a magician's familiar created from the smoke of a fire; **2. n.** {honorific} personal name [T.E. & F.E.]; **3. n.** Tau colony world.
- Sha'is: [comp.] **n.** 'Gas Movement' i.e. 'Wind'.
- Sha'isva: [comp.] **n.** 'Wind Storm'.
- Sha'isva'ret'ka: [comp.] **n.** 'Wind Storm School', an ancient Tau martial art system.
- Sha'isva'yis: [comp.] **n.** **1. n.** {honorific} 'Storm of Leaves', personal name; **2. n.** praise name [F.E.]; **3. n.** A fighting style involving using two single edged long knives or Shash'xa at the same time.
- Sha'kan'thas: [comp.] **1. n.** 'Smoke + Measurement + Lava = 'a jet of volcanic gas', or 'a volcanic vent'; **2. n.** {honorific} personal name [Fc. T.E. & F.E.]; **3. n.** Renown instructor of Shas'O'Shova at the Mont'yr academy on Viro'la

**SHAN**

- Shan: **n.** {mil.term.} 'Army' [meaning?].
- Shan'al: [comp.] **n.** 'Small Army'. Term is usually translated as 'Coalition', and is the largest force in the Tau military. It includes multiple 'Commands' and has resources from all castes. [Equivalent to an Imperial Crusade? Army? Corp?].

**SHAS**

- Shas: **1. n.** 'Fire' one of the seven primary elements; **2. n.** 'Fire Caste';  
**3. n.** Second Caste.

**SHAS'A**

- Shas'anuk'la: [comp. & contr.] **n.** {zoology} **1.** 'Firebird', a large tau avian (raptor) known for its' coloured plumage. Varies in colour from an orange-golden to a dark red, usually with lighter tan to golden under plumage; **2. n.** {colloquial} 'A fireworks display. **3. n.** {mythology} O'shasnuk'la - 'Lord Firebird' an incarnation of one of the 'Five Immortals'. Believed to have been a separate deity at one time. Figures as prominently in the ancient tau epic '*Journey of the Five Brothers*'.
- Shas'ar'tol: [comp.] **n.** 'Fire Caste High Command'.

**Shas'd**

- Shas'dras: [comp.] **1. n.** 'Coal'; *lit.* 'Fire Mineral'; **2. n.** Any coal coal derived product
- Shas'dras'por: [comp.] **1. n.** 'Petroleum' or 'Promethium'; *lit.* 'Fire Mineral Water'; **2. n.** Any petroleum or petroleum by-product.

**Shas'k**

- Shas'ka: [comp.] **n.** 'Fire Caste Strike' or 'Star' [Meaning?].
- Shas'ka'demlok: [comp.] **n.** 'Fire Caste Strike Canyon' or 'Canyon of the Sun'.
- Shas'ka'yi: [comp.] **1. n.** 'Fire-Flower' or 'Star-Flower', a variety flowers indigenous to the T'au homeworld. Whose subtle multiple colours are visible mostly in the ultra-violet spectrum. [Also known as 'O'yi' or 'The royal flower'.  
**2.** {synonym} 'Beauty' or 'Beautiful'; **3. n.** {archaic}, a personal name for either a tau boy or girl [A popular girl's name in the F.E.].
- Shas'ka'yi'Fi'Saala: [comp.] **n.** 'Children of the Star-Flower' or 'Star-Flower Seeds'.

- Shas'ken'to: n. Fire Caste (Battle) Doctrine *lit.* 'Fire Caste Best Doctrine', the doctrine of the Tau military, to include tactics, strategy, deployment of forces and combined arms use on the 41st millennium's integrated battlefield.
- Shas'len'ra: [comp.] n. {honorific} 'Cautious Firewarrior', a personal name [F.c. T.E. & F.E.].

**SHAS'M**

- Shas'myr: [comp.] n. 'Fireknife'.
- Shas'myr'is: [comp.] n. 'Fireknife' Technique' A Tau martial art technique.
- Shas'myr'ret'ka: [comp.] n. 'Fireknife' School' An ancient Tau martial art system.
- Shas'nan: [comp.] **1.** n. {colloquial} 'Fireblade', An informal expression for a cadre Shas'nel [F.c. - T.E.]; **2.** 'Sergeant Major' Rough equivalent rank to the Imperial Guard. [F.c. - F.E.].
- Shas'ng: [comp.] **1.** n. {archaic}: 'Fire Dagger-scythe', Ancient bronze weapon of the early imperial era on T'au; **2.** n. {mil.trm.} Weapon system [F.E.]; **3.** n. personal name. [F.E. - F.c. & E.c. ].
- Shas'por'sha: [comp.] n. {archaic}: 'Steam Engine' *lit.* 'Fire water forge'.
- Shas'por'sho: [comp.] **1.** n. {archaic}: 'Electricity generated by steam power'; **2.** n. {archaic} 'Steam Power'.
- Shas'ran: [comp.] **1.** n. {archaic}: 'Fireheart', personal name; **2.** 'Praise name' [F.E.].

**SHAS'S**

- Shas'sha: [comp.] **1.** n. 'Firewind', personal name; **2.** n. {synonym} 'Fire Storm'
- Shas'sha'is: [comp.] n. 'Firewind', Tau martial art technique.
- Shas'sha'isva'suam: [comp.] n. 'Fire Gas Combustion' *i.e.* 'Firestorm.'
- Shas'sha'isva'suam'ret'ka: [comp.] n. 'Firestorm School' A tau unarmed martial art system [F.E.].
- Shas'shi: [comp.] n. 'Fire Caste Victory' or 'Victorious Warrior'.
- Shas'sho: [comp.] n. 'Solar energy'.

**SHAS'T**

- Shas'ta: [comp.] n. {archaic} 'Warrior's Soul' poetic metaphor for the sword of an ancient tau equestrian (Knight).
- Shas'ten'grii: [comp.] **1.** n. 'Fire-Sky', *i.e.* 'Sunset' [poetic name for the sky in the evening]; **2.** n. personal name.

**SHAS**

- Shaserra: **1.** n. 'Shadowsun', a mirage; **2.** n. {folklore} 'Shas' Fire/Sun + 'Erra' 'Shadow/Mirage'; *i.e.* 'Sun-Sprite', a dangerous half-seen spirit, whose shimmering presence is associated with heat waves (heat stroke?); **3.** n. {archaic} 'a vengeful spirit' **-var.** *Shas'erra.*

**SHASH**

- Shash: **1.** {physics} n. 'Flame', The ignited ionized gas that make up the visible portion of fire; **2.** {physics} n. 'Plasma' A quasi-neutral gas, of charged a neutral particles, which exhibit collective behaviour.
- Shash'xa: [comp.] **1.** n. 'Flame Sabre', a light single-edged curved weapon favoured by certain nomadic tribes of ancient T'au. Also called the *mont'r'myr.* Contraction of *Shas'ka'r'myr.* [F.c. - F.E.]; **2.** n. {jargon} A 'plasma cutter', any cutting tool that uses plasma energy to cut metal or other substances.
- Shasanuk'la'is: [comp. & contr.] n. 'Firebird Technique', a tau martial art technique.
- Shasanuk'la'ret'ka: [comp. & contr.] n. 'Firebird School', a tau martial art system.

**SHI**

Shi: *n.* 'Victory'

Shia: **1.** *n. lit.* 'Victory place' i.e. 'A place of victory', a rostrum from which a victory is announced; **2.** The stanchion or pedestal on which a monument is placed; **3.** *n.* {archaic} A standing stone used to mark a victory in battle.

Shi'mont'ka: [comp.] *n.* 'Victory War Strike'.

Shi'shi: [comp.] *n.* 'Double Victory', Chant or yell used to celebrate any achievement or accomplishment [All].

Shi'va: [comp.] *n.* {honorific} 'Victory Cause', *lit.* 'Victory Greater', personal name.

Shi'ur [comp.] *n.* {honorific} 'Quick Victory', personal name.

Shio'he: [comp.] *n.* 'Forehead bone' *lit.* 'The slit between the eyes of a tau'. [Note this is sometimes mistranslated as 'nostrils'; but since tau nostrils are inside the roof of the mouth this is incorrect. Instead the term refers to the forehead bone; which indeed may be also an olfactory sense organ. (Pheromones?)].

**SHO**

Sho: *n.* 'Energy', as referenced to the 'transfer of' and 'creation of' energy.

Sho'aun'or'es: [comp.] 'Source of power', 'Generator', 'Engine', and 'Drive'.

Sho'ka [comp.] 'Energy Strike' or 'Energy Weapon' or 'Plasma Weapons'(?).

Sho'kara: [comp.] **1.** 'Energy Image' **2.** 'Gate/Portal' i.e. Eldar Web Portal.

Shoh: [comp.] *n.* 'Inner Light' or 'Enlightenment'.

Shoh'la: [comp.] *n.* **1.** 'Seeker of enlightenment'; **2.** *n.* 'An enlightened person' i.e. a 'Bodhisattva' or 'Saint'.

Shon'gi'uki: [comp.] *n.* 'Erotic pillowbook'

Shovah: [comp.] **1.** *n.* 'Farsighted' or 'Prophetic'; **2.** *n.* {synonym} shaman; **3.** *n.* {honorific} Honour name of Temu'jin the Warleader of the Farsight Enclaves.

**SHT**

Shtlk: *v.* 'Defile' or 'Desecrate'.

**SIN**

Sin: *n.* 'Ones [own]'; 'Peoples'; or 'Group'.

Siral: *v.* 'Return'.

Sio: **1.** *n.* Premeditated; **2.** *v.* 'To act with intention'.

Sio't: [comp.] *n.* 'Premeditated aggression'.

**SIT**

Sitqu: *n.* {philosophy} 'Righteousness'. One of the five primary virtues of the Tau'va or 'Greater Good'.

**SK**

Skether: [comp.] *n.* {dialect - A.c.} 'Courier'.

Skether'qan: [comp.] **1.** *n.* {dialect - A.c.} 'Messenger', *lit.* 'White' + 'Courier' A tau naval SX-26 Escort; **2.** *n.* {archaic} An ancient imperial messenger or 'white courier'.

**SO**

So: *adj.* 'Artful'.

Sral: **1.** *n.* 'Operation' or 'Event' ; **2.** {synonym} *n.* 'a campaign'.

St: **1.** *n.* 'Topographic point' as in a geographic point on a map; **2.** *n.* A specific or precise location.

**SU**

Su:	<i>adj.</i> The colour 'grey'.
Suu:	<i>adj.</i> 'Majesty' or 'Magnificence'.
Suas:	<i>v.</i> 'Join in' or 'Become'.
Suam:	<i>n.</i> 'Fire' or 'Combustion' [the act of combustion]' References to fire and flame, as versus the word ' <i>Shas</i> or 'Fire'.
Suam'ten'grii:	[comp.] <b>1. n.</b> {mil. trm.} 'Burning Sky', a fire caste air-defence system; <b>2. n.</b> {poetry} a poetic expression for the sky after a storm.

**SUN**

Sun:	<b>1. v.</b> 'Shining' or 'Burning'; <b>2. v.</b> 'To glow'.
Sun'yi:	[comp.] <b>1. n.</b> 'Burning Flower' [meaning?] A plant found on <i>Tel'Oshi</i> . It has large and beautiful petals, but only lives for a little over a <i>Tau'cyr</i> (year); <b>2. n.</b> personal name for either a tau boy or girl.

**SY**

Syl:	<i>n.</i> [Ar.c. – dialect ] 'Way', 'Path', 'Track' or 'Trail'
Syl'kell:	<b>1. n.</b> [Ar.c. – dialect ] 'The way I must follow', 'Path' + 'Require(d)' = 'Way-I-Go'; <b>2. n.</b> {synonym} for the <i>Tau'va</i> or 'Greater Good'; <b>3. n.</b> Name of tau colony world;

**T****T**

T/-t:	<b>1.</b> {prefix} 'Of' or 'To'; <b>2.</b> {suffix} 'At'.
T'auk'cka:	[comp.] <i>n.</i> {phrase} 'Of Impure Stock?'; 'Hybrid'/'bastard'/'mutant' [meaning?].
T'ah:	[comp.] {phrase} An exclamation meaning: 'Ah', e.g. "T'ah, did I go?"
T'au:	<b>1. n.</b> 'Earth' <i>i.e.</i> 'The Land' or 'The World'; <b>2. n.</b> Home world of the tau race.
T'auk'cka'm'me:	[comp.] {phrase} <i>n.</i> 'Bastardised' or 'Not of an expected breed for its kind'.
T'auk'me:	[comp.] <i>n.</i> Tau term for Kroot hounds [Meaning?].
T'koreth:	[comp.] <i>n.</i> {astronomy} 'Galaxy' <i>lit.</i> 'The [Path of the] Stampede' [From tau mythology].
T'eh:	[comp.] {phrase} An exclamation meaning: 'Uh' or 'Eh' e.g. "T'eh? Yes did you go?"
T'n'cha:	[comp.] <b>1. n.</b> {phrase} 'Of second purpose' or 'On the other hand'.
T'oh:	[comp.] {phrase} An exclamation meaning: 'Oh!' or 'Ah-ha!' e.g. "T'oh, yes! Yes I did!"
T'olku:	[comp.] <b>1. n.</b> 'By Choice' or 'Decided / Have decided' [meaning?] <b>2. n.</b> Name of Tau sept world.
T'roi:	[comp.] <i>n.</i> 'A type of smell'.
T'suam:	[comp.] <i>n.</i> 'Of Fire' [Note the previous translation of 'Belt' is incorrect].
T'ten'grii'koreth:	[comp.] <b>1. n.</b> {astronomy}: The Milky Way galaxy; <b>2. n.</b> {mythology} ' <i>The Celestial Stampede of Heaven's Vault.</i> ' The great swath of stars seen in the night sky, was said to be the 'spirit-horses' that carried the souls to paradise.
T'xa:	[comp.] <i>n.</i> 'At the dagger' [Meaning 'At the deciding Point'(?)] The traditional tau board game which somewhat resembles ancient terran games like <i>Wei Chi</i> , <i>Baduk</i> , or <i>Go</i> .

T'yra:	[comp.] <b>1.</b> <i>n.</i> 'Bastion (of) Sanctuary' <i>lit.</i> 'Place of Refuge'; <b>2.</b> <i>n.</i> personal name.
<b>TA</b>	
Ta:	<i>n.</i> {religion/folklore} 'Soul'.
Ta'lissera:	[comp.] <b>1.</b> <i>n.</i> 'Marriage' or 'Covenant' <i>lit.</i> 'Soul-Bond'; <b>2.</b> <i>n.</i> The ceremony in which a Fire-caste or Earth-caste team is a bound to each other for life, as in a marriage; <b>3.</b> <i>n.</i> 'a marriage ceremony'; <b>4.</b> <i>n.</i> Any military or work unit/group which has been bound together in a ta'lissera ceremony <i>e.g.</i> "This cadre is my ta'lissera."
Ta'lissera'mont'nan:	[comp.] <i>n.</i> 'Bonding War Blade', A version of the larger 'mont'nan', that is carried as a 'bonding knife' by Firewarrior leaders in the Enclaves [F.E.].
Ta'lissera'myr:	[comp.] <i>n.</i> 'Covenant Knife' or 'Bonding Knife', Small ceremonial knife not intended for combat. Carried by a Firewarrior leaders to indicate his/her role as team leader, and to signify that the team is a bonded by the 'ta'lissera' ceremony.
Ta'lissera'mont'myr:	[comp.] <i>n.</i> 'Bonding War Knife', a version of the 'Bonding knife' which is intended for combat. Carried by a Firewarrior leaders to indicate his/her role as team leader, and to signify that the team is a bonded by the 'ta'lissera' ceremony. [F.E.].
Ta'mein:	[No translation available]
Ta'anan:	[No translation available]
Ta'ro'cha:	[comp.] <b>1.</b> <i>n.</i> {phrase} <i>lit.</i> 'Three minds, one purpose' [meaning: <i>lit.</i> 'Soul, Mind, and Purpose (Body)']; <b>2.</b> <i>n.</i> {mil.trm.} a XV-89 Crisis battlesuit formation. Being composed of a single team composed of three Crisis battlesuits. A standard deployment for the XV-89 battlesuits.
<b>TA</b>	
Taal:	<i>v.</i> 'To Preserve'.
Taal'Saal'Y	[comp.] <i>v.</i> 'To preserve one child', <i>lit.</i> 'To preserve the family lineage', [In the T'au Empire, when an individual Fire warrior is allowed to forgo military service; due to being the last in their family line].
Tadie:	[No translation available]
<b>TAI</b>	
Tai:	<b>1.</b> <i>n.</i> The colour 'White'; <b>2.</b> <i>n.</i> {archaic} Ancient colour of mourning for the ancient peoples of T'au. [See <i>Kyrn – Purple</i> ]; <b>3.</b> <i>n.</i> {synonym} 'Death'.
Tai'lhas:	[comp.] <i>n.</i> {historical} <i>White Jade</i> . Name of famous female assassin from ancient Tau history. Who slew the enemies of the Emperor and before killing him and taking the throne herself. Also known as <i>Xux'Wuanx'e – The Blue Empress</i> ; or as <i>Kisun'Wuanx'e – The Blood Empress</i> . [Last ruler of Wa empire before its' collapse brought about the era known as the <i>mont'au</i> ].
Tai'lhas'xa:	[comp.] <i>n.</i> {historical} 'White Jade Dagger', the weapon of choice to kill high nobility and royalty on ancient T'au. In later times to assassinate members of the Ethereal caste.
Tai'qazdan:	[comp.] <b>1.</b> <i>n.</i> {mythology} 'White Dragon', a protective spirit that was said to watch out for the common people, especially those without an advocate or protector; <b>2.</b> <i>n.</i> {folklore} 'God of the Waters '. The folk belief was that the tai'qazdan controlled the wind and rain; <b>3.</b> <i>adj.</i> {synonym} 'To have great compassion, like that of the tai'qazdan'; <b>4.</b> <i>n.</i> {historical} Ethereal saint who was known for his great compassion and empathy.

**TAK**

Tak:	<i>n.</i> 'Explosive'.
Taka'hui'la:	[comp.] <i>n.</i> 'Hawk', a tau raptor similar to the ancient terran class of raptors 'hawks'; <b>2.</b> <i>n.</i> personal name [F.E.].
Tangsu:	<i>n.</i> {philosophy} 'Altruism' or 'Compassion' One of the five primary virtues of the Tau'va or 'Greater Good'.
Tam:	[No translation available]
Tam'ya:	[No translation available]
Tarras:	<b>1.</b> <i>n.</i>
Tash:	<i>adj.</i> 'Endures' or 'Survives'.
Tash'var:	[comp.] <b>1.</b> <i>n.</i> [Meanings: 'Enduring Purpose'(?), 'Aim-to-Survive'(?)]; <b>2.</b> [comp.] <i>n.</i> Name of Tau sept world.

**TAU**

Tau'n	[comp.] <b>1.</b> <i>n.</i> 'Second (Earth) Tau'; <b>2.</b> <i>n.</i> Tau sept world.
Tau'noh'por:	[comp.] <b>1.</b> <i>n.</i> {W.c. trm.} The Tau Water caste Manner <i>lit.</i> 'Tau Water Speaking'; The Philosophy and Art of Rhetoric, to include public speaking, debate, negotiation, method of delivery and propaganda.
Tau'Shas'Va:	[comp.] <i>n.</i> '{mil.trm.} The Tau military' <i>lit.</i> 'The Greater Tau Fire Caste'
Tau'sia:	[comp.] 'Tau Speak' or 'Language of Tau'.
Tau'va:	[comp.] <i>n.</i> {philosophy} 'The Greater Good' <i>lit.</i> 'Tau Greater [Path/Way]'. The philosophy that puts the whole society above that of the individual. Characterised by the five cardinal virtues: <i>Altruism, Righteousness, Propriety, Knowledge, Integrity, and Steadfastness.</i>

**TE**

Tel:	<i>n.</i> {astronomy} 'Tide', The periodic variation in the surface level of the oceans caused by gravitational attraction of the moon and sun.
Tel'Oshi:	[comp.] <b>1.</b> <i>n.</i> 'Invisible Force' <i>lit.</i> 'Unseen Tide', One of the guiding principles of Tau ethics. [meaning 'the unseen (invisible) power that comes from righteous actions', akin to the concept of <i>social capital</i> ]; <b>2.</b> Name of Tau system world.

**TEM**

Temur:	<i>n.</i> {archaic} 'Iron' [Word comes from the languages of an ancient tau nomadic tribes].
Temu'jin:	[comp.] <b>1.</b> <i>n.</i> {archaic} 'Forged (of) Iron' founs in numerous languages of the ancient tau nomads; <b>2.</b> The 'given name' or 'birth name' of Shas'O'Vior'la'Shovah – <i>Commander Farsight.</i>

**TEN**

Ten:	<i>n.</i> 'Heaven(s)'.
Ten'grii	[comp.] <b>1.</b> <i>n.</i> 'Dome/Vault of the Heaven' i.e. 'Sky'; <b>2.</b> <i>n.</i> {archaic}: 'Sky Diety'/'Sky Father'.
Ten'grii'rat'laa:	[comp.] <b>1.</b> <i>n.</i> {folklore} 'Sky-horse', the poetic name for ancient tau Shaman's drum; <b>2.</b> <i>n.</i> {mythology} A name for the 'Divine Horse of Heaven'.
Ten'grii'tol'an:	[comp.] <i>n.</i> {history}&{phrase} 'Mandate of Heaven', <i>lit.</i> 'Authority of (over) the land given by Heaven'. A ancient concept of the Tau'va, which states that a ruler or ruling caste, derives sovereignty from the people. If the ruler loses the support of the people, then their rule is said to be 'unjust'; and therefore loose their right to rule. They are said to have lost the 'Mandate of Heaven'.
Ten'grii'yebe'geil'la:	[comp.] {folklore} <b>1.</b> <i>n.</i> 'Sky Strider/Walker' personal name [W.c. – T.E. & F.E. ]; <b>2.</b> <i>n.</i> {archaic} Name for a tau shaman or medicine man.

- Tenxer:** **1.** *n.* {geology} The mineral sapphire; **2.** *adj.* The colour of 'deep blue'.
- Tenxer'kisun:** [comp.] *n.* 'The Sapphire Blood' legendary blue diamond, akin to the 'Hope Diamond'.
- Tenxer'suam:** [comp.] **1.** *n.* 'The Sapphire Flame' A state of insanity brought about by prolonged combat; **2.** *v.* 'To go berserk'. [Derives from ancient tau mythological heroes and heroines, who often said exhibit a 'blue flame' or 'blue light' when in the midst of a battle frenzy].

**TER**

- Terigun:** **1.** {archaic} *n.* 'Second-in-command'. Term derived from the ancient 'teriguic'r'ka'jida' or 'Chief of the Lance', a nomadic Chieftain's second-in-command or head of the household guard; **2.** *n.* {historical & mil. trm.} 'Primary of the Sergeants', Lead non-commissioned officer in a rifle company; **3.** *n.* {colloquial} 'Sergeant' an informal expression for the cadre Shas'nel (Shas'nan) [Note term has fell out of favour in T.E. Around the beginning of the second sphere expansion; but it still survives in the F.E.].

**TH**

- Thas:** **1.** *n.* 'Lava'; **2.** 'Molten metal'.

**TI**

- Tiia:** [comp.] *n.* {phrase} 'TEEYahh' Not a word but a sound, with the general sense of surprise or amazement, *i.e.* 'Oh my!'.
- Tila:** *n.* {archaic}, 'Father' [Not in common usage].
- Tinek:** **1.** *n.* 'Diamond' or 'Adamantine'; **2.** *v.* 'To shine brilliantly like a diamond'; **3.** *adj.* {synonym} 'As hard as a diamond' or 'Unbreakable'.
- Tinek'la:** **1.** *n.* {folklore} 'The Crystal Diamond (Being) Woman', a fairy queen of incredible beauty whose realm was deep beneath the northern mountains; **2.** *n.* Name of a the Farsight Enclaves world.
- Tio:** *n.* 'Group', 'Coterie', 'Assemblage'.
- Tio've:** [comp.] *n.* {mil.trm.} 'Contingent' or a 'Group of Cadres' lit. 'Assemblage' + 'Units' = 'Contingent' [Roughly the equivalent to an Imperial Guard battalion].

**TO**

- To-/to:** **1.** {prefix} Adds emphasis to any phrase that follows, much like adding an 'exclamation mark' or writing text in all CAPITAL letters]; **2.** {suffix} acts a modifier, 'best of' or 'having the most of that (quality)].
- To'muk'xux'ten'grii:** {phrase & colloquial} An expression meaning 'By The Eternal Blue Sky!' [Phrase akin to 'Oh my word!' or 'Oh My Emperor?'. {Meaning from context].
- To'tau'va:** [comp.] **1.** {phrase} 'Tau Greater' or 'By the Path!' [Note maybe translated as 'For the Greater Good!'].

**TOG**

- Togue'zebii:** [comp.] *n.* 'Bower booties', Padded bed shoes or slippers, which cover all the toes and spurs; and which are meant to protect the both the bedding and marriage partner from harm. Based on the traditional house slippers, which all ancient tau put on when entering a domicile to protect the wooden flooring from shod hooves; **2.** *n.* The pair of 'Bower booties' fixed to the door to indicate the couple is 'married'; **3.** *n.* {colloquial} 'Do Not Disturb', a signal to anyone that the occupant(s) of domicile or sleeping quarters, wish for privacy.

**Tokai:** [No translation available]

- Tol:** **1.** *n.* 'Office (of)'; **2.** *n.* 'Position (over)'; **3.** *n.* 'Authority (of)'.

Tol'tor: [comp.] **1.** *n.* 'Authority of the land' or 'Position of Power'; **2.** 'Mandate' or 'Authority to rule'.

**TOR**

Tor: *n.* 'Land' or 'Distance/Area'.

Tor'ils: [comp.] *n.* 'Land Measurement' roughly about a centimetre.

Tor'kan: [comp.] *n.* 'Land Measurement' roughly about one kilometre.

Tor'lek: [comp.] *n.* 'Land Measurement' roughly about one metre.

**TY**

Ty: **1.** *adj.* 'Quietude'; **2.** *adj.* 'Serenity'; **3.** *adj.* 'Tranquillity'.

Ty'res: [comp.] **1.** *n.* 'Wild Serenity' *lit.* 'Savage Quietude' [No good translation]; **2.** *n.* A personal name; **3.** *n.* a mon'keged - *dark name* for young women given during the time of courtship. Contradictory aspects of character? [See entry for *mon'keged* (fem.- F.E.)]

Ty'ten'grii [comp.] *n.* 'Tranquil Sky', personal name [A.c.].

**TU**

Tugura(ii): *n.* 'Hoof' or 'Toe'. The actual hoof portion (toes) of a tau [Note does not include the spur].

Tuuk: *v.* 'To kick', or 'To throw out a leg'.

**TS****TSA**

Tsaa: *n.* {mathematics} 'Zero' The number signifying the value of null.

**TSU**

Tsua *n.* {mathematics} 'Extreme Values' As relates to extremes of scale in numbers or mathematics.

Tsua'm: [comp.] **1.** *adj.* {mathematics} 'Not extreme' or a 'middle [value]'; **2.** *adj.* 'Normal (range)'; **3.** *n.* 'Fulcrum'; **4.** *adj.* 'To be at the fulcrum', describes a *person, thing* or *event* that makes everything happen. **5.** *n.* {honorific} 'Middle' a personal name; **-var.** 'The critical element'; 'Always where needed', 'In the middle of events (fight)'].

**U****U**

Uash'O: [comp.] *n.* 'Command', a tau military formation, which all the necessary fire caste forces for a planetary assault, including, all the supporting other castes and their resources. [Army? Uncertain as to its' equivalent in the Imperial Guard].

Ufa: *adj.* 'Breakable' or 'Fragile'.

**UI**

Ui: **1.** *n.* 'Team Leader' or 'Expert', second lowest tau caste ranking; **2.** *n.* {zoology} The 'Alpha male or 'Lead male of a tau wolf pack'.

Ui't: [comp.] *n.* 'Expert of' or 'Leader of'.

**UK**

Uk: [No translation available]

Ukos: *n.* 'Spoon'.

**UM**

Umrad: **1.** *n.* {geology} The mineral emerald; **2.** *adj.* The colour of emerald green.

Upt: *n.* 'Mountain'.

Upt'aun'la: [comp.] **1.** *n.* {archaic} 'Mountain Monk' or 'Hermit' *lit.* 'Mountain' + 'Ethereal' + 'Adept'. Ethereal mystics who inhabited mountains, deserts, or other wild places. [T.E.]; **2.** *n.* Exiled ethereal living in the Farsight Enclaves.

**UR**

Ur: *n.* 'Hasty', 'Urgent', or 'Quick'.

Ur'hui'la: [comp.] *n.* 'Quick wing', a tau avian similar to the ancient terran Road Runner.

Ur'riika: [comp.] *n.* 'Art of the quick draw (sword)', a tau martial art system.

**UY**

Uyl: *adj.* 'Sacred' or 'Holy'.

Uyl'upt: [comp.] 'Sacred Mountain' or 'Holy Mountain'.

Uyl'tau: [comp.] 'Sacred Earth' or 'Holy Earth'.

**V (FF in Tau)****V**

V: [No translation available]

V'rok: [No translation available]

**VA**

Va: *adj.* 'Greater' or 'Better' or 'Improved Upon'.

Va'denta: [comp.] *n.* 'Greater Spirit', *lit.* 'Immortal Breath'.

Va'mon'qazdan'h'mineka:

[comp.] **1.** *n.* {phrase} 'The Great Black Dragon of Ambition!' A poetic description of the evils of ambition; **2.** *adj.* {derogatory} Insult common applied to those whose personal strivings are considered socially unacceptable.

Va'yan: [comp.] *adj.* 'Happier'.

**VAH**

Vah: *n.* 'Personal'.

Vah'cha: [comp.] *n.* 'Goal' or 'Aim' *i.e.* 'One's personal intention' [Personal desire as opposed to that of society's].

Va'na: [contr. & comp.] *n.* {antique} 'Tremendous Strike' *lit.* 'Greater (of the) Cut' *i.e.* A single destroying attack. A contraction of 'Var'h'na': 'Va' - Great' + 'H' - 'Of' + Na' - Pommel, Downpour, Attack = Tremendous Strike.

**VAL**

Valroth: [No translation available]

Vanan: [No translation available]

Vangor: **1.** *n.* {geology} The mineral Lapis lazuli; **2.** *adj.* The colour 'deep blue and white mix'.**VAR**Var: *v.* {antique} 'To Raid' or 'Raiding'.Varna: [contr.] *n.* {antique} 'A massacre' *i.e.* To attack viciously or ferociously'.  
A contraction of 'Var'na': 'Va' - *To Raid* + 'Na' - *Downpour* = *To massacre*.Var'sin'da: [comp.] *n.* 'Dark Raiding People' *i.e.* Dark Eldar raiders.**VAS**Vash: *adj.* 'Between'.Vash'aun'an: [comp.] *n.* {phrase} 'Between Celestial Space' *i.e.* 'Warp Space', A tau navy SX-74 Monitor Waystation [Imperial designation(?)].Vash'ya: [comp.] **1.** *n.* 'Between Spheres'; **2.** *n.* Name of Tau sept world.Vash'run: [comp.] *n.* 'Bridge' *lit.* 'Between Structure'.Vattra: *n.* 'Fleet' In reference to spacecraft.**VE**Ve: *n.* 'Unit', 'Section' or 'Crew'.Vela: [comp.] *n.* {athletics} Tau football. A sport where the ball is kicked by the foot as opposed to Velu, where the ball is carried in the hands. Otherwise the games are identical.Velu: [comp.] *n.* {athletics} Tau rugby. A sport where the ball is carried in the hands as opposed to Vela, where the ball is kicked by the foot. Otherwise the games are identical.

Ves: [No translation available. See entry for Ves'ron]

Ves'ron: [comp.] {xeno term.} *n.* 'Necron' [Translation(?) Term maybe an attempt to render 'Necron' in the Tau language].**VES**Vesa: {suffix} **1.** *n.* 'Helper' [general use]; **2.** *n.* 'Companion' or 'Comrade';  
**3.** *n.* {colloquial} 'A good friend', *i.e.* 'Comrade' [Note meaning changes with placement and context **a.** {suffix} Means 'helper/assistant'; **b.** As a separate word it means a 'trusted companion'; **c.** *Informal:* 'He's a mate of mine'].

Vesu: [No translation available]

Vesu'R'alai: [No translation available]

**VI**Vi: *adj.* The colour 'red' or 'sanguine'.Vi'shasanuk'la [comp.] **1.** *n.* {folklore} 'The Red Firebird' [See entry for *O'shasanuk'la* 'Lord Firebird']; **2.** {honorific} personal name.Vi'Qqhan: [comp.] **1.** *n.* {historic} 'The Red (War) Chieftain' The commander of a tribal army among the pastoral peoples of ancient T'au. [See entry for Qqhan - 'Chieftain']; **2.** {honorific} Title of Shas'O'Vior'la'Shova, meaning 'The Red Warleader' or 'Commander-in-Chief'.**VIE**

Viel: [No translation available]

Vior: *n.* 'Aggressive' *lit.* 'Hot/Incendiary'.  
 Vior'la: [comp.] **1.** *n.* 'Aggressive Being' *lit.* 'Hot blooded one'; **2.** Name of Tau sept world.  
 Vior'los: **1.** *n.* 'Children of Aggressive Being' *lit.* 'Children of the hot blooded one';  
**2.** *n.* Name of a the Farsight Enclaves world.

**VO**

Vorcah: [No translation available]

**VR**

Vr: *adj.* 'Equal' or 'Next to' in terms of social standing.  
 Vral: [comp.] *n.* **1.** 'Undercut' as in fighting or swordsmanship; **2.** *n.* 'Undermine' or 'Demean' as in *undermining another's position with others.*  
 Vre: *n.* 'Champion' or 'Hero'.

**W****W****WA**

Walaho: **1.** *adj.* 'Bright colours' or 'a riot of colours'; **2.** *n.* 'A rapturous mood created by an intense (walaho) experience of colours in nature' [Note this is an approximate meaning to the Gothic word 'psychedelic']; **3.** *n.* {synonym} 'a rainbow'.

**WU**

Wu: *n.* 'Joyful'  
 Wu'ken: [comp.] *n.* 'Joyful Morning', a personal name [Fem. F.E. & T.E.].  
 Wuanxe: *n.* {archaic} 'Empress' [From one of the ancient tau languages].  
 Wuanxi: *n.* {archaic} 'Emperor' [From one of the ancient tau languages].

**X****X****XA**

Xa: *n.* {mil.trm.} 'Long Knife', a curved single-edged weapon.  
 Xagh: *n.* {agricultural} 'Pig' or 'Hog', a tau animal similar to the terran porcine animal, but often being the size of the ancient terran elephants!  
 Xan: *n.* {historical} 'Dagger', any variety of small single or double-edged weapons.  
 Xar: *adj.* 'Physical'.  
 Xar'vesa: [comp.] *n.* 'Physical Helper Suit', *lit.* 'Power-suit', usually refers to 'Battlesuit'.  
 Xauk: **1.** *v.* 'Create new life?'; **2.** *n.* 'Birth'; **3.** *v.* 'The act of giving birth'.

**XE**

Xe: **1.** *n.* 'Female Principle'; **2.** Dark negative energy; **3.** Half of the aspect of the *Ni* or Life-Energy, along with the male principle *Xi*.  
 Xesa: {Past prefix} [Meaning?].

**XI**

- Xi: **1. n.** 'Male Principle'; **2. n.** Positive light energy; **3. n.** Half of the aspect of the *Ni* or Life-Energy, along with the female principle *Xe*.
- Xitan: *n.* One of the ancient tribal regions of the Tau steppes.
- Xitan'la: [comp.] **1. n.** 'Man/Person from Xitan' or 'Man/Person (of the) Xitan tribe'; **2. n.** personal name.
- Xītomata: [comp.] *n.* {zoology} 'Sabre Tiger', a large feline that could be compared to the ancient terran tiger (*Panthera tigris*), but having extremely large canine teeth much like the pre-historic *Smilodon*; and occupying the same ecological niche. The (*xeno tigris tau*) varies in colour from green to grey-blue in colour.

**XO**

- Xohnai: [comp.] *n.* {suffix} 'Junior/Protégé' Xohnai is roughly equivalent to protégé. as part of the Sanzai and Xhonai (*senior* and *junior*) relationship. This is an important part of the Tau'va; where an *elder* is responsible for the protection and direction of the *younger* in the family, military unit, or organization.

**XU**

- Xumm: *n.* {historical} 'Drum', an ancient tau percussive musical instrument.
- Xumxa: *n.* {zoology} 'Hare' or 'Rabbit', *lit.* 'Thumper', any species of long legged rodent inhabiting the Tau homeworld and which resemble the terran wombat.
- Xup: *n.* {colloquial} 'Toe-hoof' *lit.* 'clap'.
- Xup'xup: [comp.] *n.* {onomatopoeia} The sound that hooped feet make, '*khup-khup*'. Comparable to the phrase 'clip-clop' in Low Gothic.
- Xutka: **1. n.** {zoology} 'Tusk' or 'Long tooth', An extended tooth of any indigenous animal [See entry for Yolwas'la]; **2. n.** {archaic}, 'Lance' or any long weapon.
- Xux: **1. adj.** The colour 'blue'; **2. n.** {synonym} 'Blood'; **3. n.** {synonym} 'Sky'.
- Xux'hui'la: [comp.] *n.* 'Blue bird', generic term for a family of small birds, known for their bright blue plumage. [Similar to ancient terran avians *jays*].
- Xux'gal'la: [comp.] *n.* 'Blue sparrow hawk', a small tau avian similar to the ancient terran small raptors known as 'sparrow hawks'; **2. n.** a personal name.
- Xux'kinot: [comp.] *n.* {antique} 'Blue Wolf'; infamous Shas'o from the early Enclaves.
- Xux'ten'grii: [comp.] *adj.* 'Sky-Blue' *lit.* 'Blood-sky' a popular brilliant blue colour.
- Xux'xitomata'h'tekiya: [comp.] **1. n.** {archaic} 'Blue Tiger of Jealousy' a poetic image of jealousy and envy; **2. adj.** {derogatory} An insult implying that the person is violently jealous of others. **-var.** *Xux'xitomata*.
- Xux'Wuanxe: *n.* {historical} 'The Blue Empress'. Also called the 'Kisun'Wuanxe' - '*Blood Empress*' [See entry for Tai'Lhas].

**Y****Y**

- Y: *n.* 'Individual(s)' or 'One'.
- Y'eldi: [comp.] *n.* {honorific} 'Individual Wing' or 'Winged One', a personal name [Arc. - T.E. & F.E.]
- Y'he: [comp.] *n.* 'Ever Devouring' *lit.* 'Individuals Without Number' *i.e.* Tyrannids
- Y'eldi'on(erra): [comp.] *n.* **1.** 'Winged Eye'; **2. n.** {colloquial} Slang term for civilian 'eyes in the sky' observation drones; **3. n.** {folklore} Any one of the many familiar spirits in tau folklore that accompany a shaman or wizard.

- Y'eldi'on'vesa: [comp.] *n.* 'Winged Eye Helper' *i.e.* An observation drone.  
 Y'Vahra: [comp.] **1.** *n.* {antique} 'Single Rain' *lit.* 'Individual' + 'Massacre' = 'An single massacre or 'Single Downpour'; **2.** *n.* {mil.trm.} Name for the XV-109 battle suit.  
 Y'xauk: [comp.] *v.* 'Individual Create?'; 'To breed' or 'To mate'.

**YA**

- Ya: **1.** *n.* 'Sphere'; **2.** *n.* 'World' or 'Planet'.  
 Yaksha: **1.** *n.* {folklore} 'Devil', a generic term for any malevolent spirit; **2.** *n.* a mon'keged – *dark name* [Masc./Fem. – All, F.E.].

**YAN**

- Yan: **1.** *n.* 'Happiness', or 'to be happy'; **2.** *adv.* 'Being happy' [emotionalstate].  
 Yang: *n.* {archaic} 'Joyfulness', from one of the ancient Tau religions.  
 Yanoi: **1.** *n.* Moon; **2.** *adj.* 'Luminescence' or 'Brilliance', As referenced to light; **3.** *n.* 'Giddiness'.  
 Yanoi'kais: [comp.] *n.* 'Luminous Expert' *i.e.* 'Genius'.  
 Yaxar: **1.** *n.* {geology} The mineral 'ruby'; **2.** *adj.* The colour 'ruby red'.

**YE**

- Ye: {suffix} When placed at the end of a name, indicates 'Child of' e.g. 'E So'ye', is translated as 'The Daughter of Artful'. [Note in formal T'au and Tau'n dialects 'Ye' is feminine and is translated as 'daughter'. In other dialects 'E' is used and is both masculine and feminine. See entry for 'E']  
 Yebe(ii): *n.* 'Foot' or 'Feet' [Note denotes entire lower leg, from the spur and heel, all the way down to the hoofed toes.  
 Yebe'geli: [comp.] *v.* 'to travel by foot' or 'to walk'.  
 Yebe'geli'la: [comp.] *n.* 'Traveller' or 'Strider'.

**YEG**

- Yege: *adj.* The colour 'violet'.  
 Yek: *adj.* The colour 'magenta'.

**YEN**

- Yen'yanoi'yan: [comp.] **1.** {phrase} *n. lit.* 'To ponder the Moon's happiness'. To vacillate between any two opposing emotions or ideas, e.g. between *giddiness* and *despair*, or *hope* and *cynicism*; **2.** *v.* To vacillate between two opposing possibilities; **3.** *v.* To have excessive mood swings.  
 Yen: **1.** *v.* 'To Imagine', or 'To Foresee'; **2.** *v.* 'To think ahead' or 'consider options'.  
 Yen'yan [comp.] **1.** *adj.* Sentimental; **2.** *adj.* Moody; **3.** *adj.* Brooding.

**YES**

- Yesolee: *n.* {philosophy} 'Propriety' or 'Correct Action'. One of the five primary virtues of the Tau'va or 'Greater Good'.  
 Yesuto: *n.* {philosophy} 'Resilience' *i.e.* 'Toughness, Reliable and Frankness' One of the three 'Heroic Traits' of the Tau'va or 'Greater Good'.

**YI**

- Yi: **1.** *n.* 'Petal' or 'Leaf'. Specifically of flowers or small plants; **2.** *n.* a flower; **3.** *n.* 'Cheeks' or 'Sides of the face' *i.e.* the jowls.  
 Yiingi: *n.* 'Mountain Goat', an ungulate animal that closely resembles the ancient terran Big Horn Sheep.  
 Yiingial: [comp.] *n.* 'Little Mountain Goat', a personal name.

- Yiyi:** **1.** *n.* {colloquial} 'Granny', an affectionate expression for an older female relative when the 'Yi' is rendered as a double noun 'Yiyi'; **2.** 'Old Woman', Term of respect used to address any older woman, regardless of familial relationship. [Meaning: 'Dear Great-grandmother'].
- Yis:** **1.** *n.* 'Leafy' or 'A full bough of leaves'; **2.** A wreath made of leaves or flowers
- Yis'ten:** [comp.] **1.** *n.* 'Heavenly Wreath' or 'Crown of Stars'; **2.** *n.* {astronomy} 'The Starry Crown' a constellation in the sky of the homeworld of T'au; **3.** *n.* {mythology} a circle of stars said to be the daughters of Ten'grii, the Sky Father; **4.** An old fashioned girl's name [Usage is still popular on Tau'n and F.E.].
- Yio:** *v.* 'To Hear' or 'Listen'.

**YN**

- Yna:** **1.** *n.* {agriculture} A *yna* is a breed of caniform animal, used by tau nomads to herd their flocks. Symbolism of the 'loyal sheep dog' (an ethereal) taking care of the flock (the people) is a common icon to illustrate the ethereal caste. **2.** *n.* {honorific} personal name [Er.c - T.E.]; **3.** *n.* Name of famous ethereal from T'olku, Aun'O'T'olku'K'Yna 'Touching (Herding) Sheep Dog'
- Ynege'kir:** [comp.] **1.** *n.* {folklore} In tau folklore a *ynege'kir* is much like an ogre or troll, but with an immense appetite for food, alcohol, and sex; **2.** *n.* {colloquial} 'Coyote-dog / Jackal-dog'. The term can be applied to either sex; and is synonym for a *pervert*.

**YOL**

- Yolwas/Yolwas'la:** [comp.] *n.* {zoology} 'Tiger' or 'Panther', a large feliform predator of the tau homeworld, found predominately in northern hemisphere. Resembles in appearance and size to the extinct terran Tiger [Onomatopoeia - *yolwa* (roar) is the sound that the animal makes].
- Yolwas'doan'la:** [comp.] {zoology} *n.* 'Steppe Tiger'.
- Yolwas'fal'la:** [comp.] {zoology} *n.* 'Forest Tiger'.

**YON**

- Yon:** *n.* {philosophy} 'Patience' One of the four *secondary virtues* of the Tau'va or 'Greater Good'.
- Yonai:** *v./adv.* 'To be Patient'.
- Yow'la:** [comp.] *n.* 'Cat', a felinid creature similar to a terran cat.

**YR**

- Yr:** *adj.* 'Experienced', *lit.* 'Hardened'.
- Yra:** **1.** *n.* 'Enclosure' or 'Barricade'; **2.** *n.* A refuge or sanctuary i.e. '*place of refuge*'; **3.** {synonym} *n.* 'A Trustworthy person', a personal name [mas. Er.c., F.c., W.c.]; **4.** *adj.* [meaning] 'Strong Willed'.
- Yth:** **1.** *n.* 'Port', 'Harbour' or 'Anchorage', *lit.* 'A sheltered bay or atoll'; **2.** {synonym} *n.* 'a trustworthy person', a personal name [fem. Er.c., F.c., W.c.].

**YU**

- Yurt:** *n.* 'Village' or 'Settlement'.

## TAU UNITS OF MEASURE

### Time

Raik'an:	Second i.e. 'Time location'
Raik'or:	Minute i.e. 'Time authoritative'
Dec:	Hour
Rotaa:	Day
Rotexi:	Week [Ten rotaa]
Raik'aek	Quarter-month [Twenty rotaa]
Raik'orek	Half-month [Forty rotaa]
Kai'rotaa:	Month
Tau'cyr	Year

### The Seasons

Ka'sa:	'Strike Good' .e. <i>The Rainy Season = Spring</i>
Mon'la:	'The Grey One' i.e. <i>Death = Winter</i>
El'ranon:	'Noble Spirit-energy Waning' = <i>Fall</i>
Ran'ui:	'Spirit Energy' = <i>Summer</i>

### Volume

Lat:	Volume or Volume Measurement
Lat'ils:	One millilitre approximately
Lat'tor:	One decilitre approximately
Lat'kon:	One litre approximately
Lat'kan:	One kilolitre approximately

### Distances

Tor:	Distance/Area or Land Measurement
Tor'ils:	One centimetre approximately
Tor'lek:	One metre approximately
Tor'kan:	One kilometre approximately

## TAU COLOUR WORDS

### Earth and Mineral Colours

1. Felde: Gold
2. Fejel: Silver
3. Ghal: Copper
4. Okar: Bronze
5. Sangr: Platinum
6. Mon: Black or Dark Grey
7. Su: Grey
8. Qul: Grey-brown
9. Tai: White
10. Bor: Brown
11. Dom: Light Brown or Golden Brown

### Chromatic Colours [Note colours marked with a '\*' are not visible to the human eye]

1. Kilaa\*: Deep Red (Infrared)
2. Yek: Magenta
3. Vi: Red
4. Kur\*: Deep Orange
5. Angr: Orange
6. Doe: Yellow
7. Kike: Green
8. Dok\*: Deep green
9. Xux: Blue
10. Nog\*: Deep Blue
11. Kyrn: Purple
12. Yege: Violet
13. Kireit\*: Ultraviolet

### Gem Colours - Translucent

1. Yaxar Ruby (red)
2. Cinjuu Amethyst (pink)
3. \*\*\*\* Clinohumite (orange)
4. \*\*\*\* Citrine (yellow)
5. Umrad Emerald (green)
6. Nersu Aquamarine (green-blue)
7. Tenxer Sapphire (blue)
8. \*\*\*\* Rhodonite Garnet (purple)
9. Tinek Diamond (white)
10. Qaxra Amber (deep orange-brown)

**Gem Colours - Opaque**

1.	****	Carnelian	(red)
2.	****	Coral	(orange)
3.	Vangor	Lapis lazuli	(deep blue w/white)
4.	****	Dumortierite quartz	(blue)
5.	Kikeirt	Turquoise	(blue-green)
6.	****	Chrysopase	(pale green)
7.	Lhas	Jade	(green)
8.	****	Malachite	(striped green)
9.	****	Onyx	(black)
10.	****	Pearl	(white)

## TAU EMPIRE - Caste Ranks

### Caste Ranks

#### Air Caste

Kor'saal:	Trainee
Kor'la:	Messenger
Kor'ui:	Carrier
Kor'vre:	Pilot
Kor'el:	Captain
Kor'o:	Admiral

#### Water Caste

Por'saal:	Intern
Por'la:	Bureaucrat
Por'ui:	Envoy
Por'vre:	Magister
Por'el:	Diplomat
Por'o:	Ambassador

#### Fire Caste

Shas'saal:	Cadet
Shas'la:	Warrior
Shas'ui:	Veteran
Shas'vre:	Hero
Shas'el:	Noble / Knight
Shas'o:	Commander

#### Earth Caste

Fio'saal:	Apprentice
Fio'la:	Worker
Fio'ui:	Senior
Fio'vre:	Overseer
Fio'el:	Engineer
Fio'o:	Planner

#### Ethereal Caste

Aun'saal:	Adept (son of a prince)
Aun'la:	Prince
Aun'ui:	Prelate
Aun'vre:	King
Aun'el:	Holy
Aun'o:	Highest

### Tau Empire Military Organization:

Name	Translation	I.G. Equivalent
La'rua:	Band	Squad
Kau'uí:	Cadre or Hunter Cadre	Company
Tio've:	Contingent	Battalion
*****	*****	Regiment [Has no tau equivalent]
Kavaal:	Commune or Strike Group	Division
Uash'o:	Command	Army
Shan'al:	Coalition	Crusade [Corp/Army]

## THE TAU'VA OR 'THE GREATER GOOD'

### The Five Virtues

1. Tängsu: Altruism
2. Sitqu: Righteousness
3. Yesolee: Propriety or Correct Actions
4. Erdem: Knowledge or Sagacity
5. Cigeci: Integrity

### The Four Accompanying Virtues

1. Idegi: Loyalty
2. Akila: Filial piety
3. Lynu: Constancy or Steadfastness
4. Yon: Patience

### The Three Heroic Traits

1. Yesuto: Resilience *i.e.* Toughness, Reliable, & Frankness
2. Begei: Courage, Bravery
3. Auxa: Strength, Endurance

### The Two Complimentary States

1. Doran: Calmness/Stillness – *At Rest*
2. Kœdel: Action/Transition – *In Motion*

### The Unifying Truth:

All is in the Ni, and the Ni is in all: *All is [in] Life and Life is [in] all.*