

# ADVANCED TAU TACTICA COMMUNITY TAU LEXICON 2021 ver. 2.0

## *Toward a Tau Language: A Work In Progress*

<http://docdro.id/dwpTimc>

**Note:** *The Lexicon will be getting a revamp soon, so this is the last time it will be in this format.*

*Thanks – Editor*

### **Mission Statement**

This Advance Tau Tactica Community Tau lexicon is meant primarily as a tool for writers, would-be writers, and those creating background fluff for their Tau armies. And for all the hobbyists who want to know what that Tau phrase on their hammerhead or crisis battlesuit actually means, and then to spell it correctly!

### **Note on the Expanded Tau Lexicon**

As of the date of publication of the 2021 the Expanded Tau Lexicon, we no longer the only most lexicon available. However, we are still the most comprehensive and concise Tau lexicon available in the English language. The A.T.T. Community Tau Lexicon is meant to be a living document and is updated with new canonical words and definitions; as well as corrections on a regular basis. And it is constantly being updated, with players and authors are constantly creating new Tau words and phrases. Not something that occurs with other lexicons. Furthermore, many of these terms were laid out and defined in discussion threads on A.T.T. forum, and we are very thankful for the work of all of those who contributed to so far to this lexicon.

### **Tau'sia: An Invitation to the Whole Community to Help Create a Tau Language**

We on the Expanded Lexicon team are now extending an invitation to anyone and everyone to create your own *Tau neologisms!* Send them to me so they can be added to the growing Tau lexicon. And if you have ideas about how Tau grammar might work, jump in as well. How about those caste dialects? Air caste neologisms? Water caste neologisms? We on the Expanded Lexicon team would like to see this as a community effort, not just our work alone. If the whole community of A.T.T., joins in the effort then this will be a far better project and of course it will serve Tau'Va or The Greater Good.

## Canonical versus Non-canonical words

All terms and definitions that are not highlighted mean they are canonical, while non-canonical (new) terms and definitions are highlighted in either orange or blue. Words and definitions that are not yet 'translated' are not highlighted.

### Canonical words with definitions

All terms and definitions are not highlighted, and thus are canonical.

*Examples:*

- Doe: *adj.* The colour 'yellow'.  
Shi: *n.* 'victory'  
Y'eldi: *n.* {honorific} 'individual wing' or 'winged one'.

### Canonical words without definitions

Terms are not highlighted, but the definitions were created; and are thus shown as highlighted. They are considered canonical.

*Examples:*

- Jhi: *n.* misaligned', 'twisted', 'cracked' or 'broken'  
R'varna: *n.* {antique} 'burning rain' *lit.*  
Tau'kon'seh: {folklore} *n.* 'harvest', name of the traditional Tau harvest festival, *lit.* 'earth/soil' + field work + 'fruit' (seh is a contraction of se'hen – 'seed pod' or 'fruit of the crops').

### Canonical definitions without words

Definitions are not highlighted, but the terms were created; and thus are shown highlighted. They are considered canonical.

*Examples:*

- Anuk'erija(ii): **1.** *n.* {biology} 'erija birds', a type of bird indigenous to Bork'an and which are found in the orchards of the Aun'bork'an'retha, the precincts of the Ethereal Council of Bork'an.  
Ol'nan: *n.* 'Brightsword', the name of the infamous fire caste commander from Tash'var; and hero of the battle of Nimbosa.  
To'kak: {phrase} 'By the Sands!  
Xusa: *n.* a modern variation of the traditional Tau beverage with considerably less salt and considerably more alcohol.

### Non-canonical words and definitions

Both the word and definition are highlighted as they were created; and as such are not considered canonical. (But really should be!)

*Examples:*

- An'muk'xux'ten'grii: *n.* {historical} 'Land of the Eternal Blue Sky'.  
Mont'kauyon: *n.* 'Patient Killer' *lit.* 'war + patient hunter' *i.e.* an 'assassin'.  
Xumxa: *n.* {zoology} 'hare' or 'rabbit', *lit.* 'thumper', any species of long legged rodent inhabiting the T'au homeworld.

## Canonical words with additional definitions added

Terms and definitions are not highlighted, but the additional definitions were created; and thus are shown highlighted. They are still canonical, but the additional definitions are not.

*Examples:*

- Fu'llasso: **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'.
- Tinek'la: **1.** *n.* Name of a Farsight Enclave world; **2.** *n.* {folklore} 'The Crystal Diamond (Being) Woman', a fairy queen of incredible beauty whose realm was deep beneath the mountains.
- Var'sin'da: *n.* 'Dark People Raiders' *i.e.* Dark Eldar raiders. Expression for the Dark Kindred or the Dark Eldar. [See **Ar'cea** – T.E. And **Mon'sin'var** – F.E.].

## Canonical words with totally *snae'ta* definitions

Terms and definitions that are so mangled, torturous, and nonsensical that nothing less than a total overall was necessary to even consider putting them in the lexicon. NOTE: As the 'translation' of the definition is invented, they are not canonical; but anyone with two working brain cells really should consider them conical.

*Example:*

Da'lthe'vral: (original) *n.* 'Mirror codex' (*Seriously, how did you get there from here?*)

Da'lthe'vral: (new) *n.* {phrase} 'dark' + 'awareness of' + 'to undercut [lessen?] + 'all' = "*greater knowledge to overcome one's enemy*" *lit.* "The lessening/undermining of previously unknown information which gives advantage to over ones enemies". [mistranslated as '*mirror codex*].

## Canonical words with no definitions whatsoever

Terms and definitions are not highlighted as there is no translation yet. They are still canonical, even if we don't know what they mean.

*Example:*

Me'drek: [No translation available].

## Final Note

*You do not have to agree with any of our interpretations, translations, neologisms, folklore or mythological lore enclosed here! If it doesn't fit your view of the T'au Empire or the Farsight Enclaves, then by all means feel free to 'chuck it out the airlock'. However, but then don't be whining, complaining, or grousing about 'how canonical' any of this. You try doing a lexicon for a six years and see how well you do. Bet you won't be whining after that!*

# TAU PRONOUCIATION

<b>a:</b> as in <b>A</b> deptus Astartes	<b>o:</b> as in <b>O</b> rks
<b>b:</b> as in Da <b>B</b> oyz	<b>p:</b> as in <b>P</b> rimarch
<b>c:</b> In the initial position 'c' is soft 'k' sound, otherwise it is a hard 'k' 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> quig
<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> root	<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> ahra
<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.

## DOUBLE-VOWELS

Double vowels are not pronounced as individual sounds. Rather when two consonants are put together it indicate that the vowel sound is a long vowel sound.

**Example:** Kinjuu: *Amethyst*. The letter 'u' is normally pronounced a 'u' sound, but the double-consonant 'uu' is pronounced as a long 'u' sound, or 'oo'.

# ABBREVIATIONS, LANGUAGE AND SUBJECT TITLES

## 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>	Literally
<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>	<b>T'AU EMPIRE*</b>
<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>	<b>FARSIGHT ENCLAVES*</b>	<b>xeno term.</b>	Xeno terminology

\* NOTE THESE NOTATIONS MARK WORDS OR PHRASES THAT BELONG TO EITHER THE T'AU EMPIRE OR THE FARSIGHT ENCLAVES ONLY.

## LANGUAGE AND SUBJECT TITLES

### *Language*

archaic	jargon
antique	mil. term.
colloquial	prefix
dialect	suffix
derogatory	synonym

### *Subject Titles*

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

# A.T.T. COMMUNITY TAU LEXICON

## A

### A

- A-: {prefix} below or under in relation to status.  
-A: {suffix} [No translation available].  
A'tila: *n.* {archaic}, below (Small) father or little father also {synonym} grandfather [See *Tila*].

### AC

- Acaya: *n.* '=master.  
Acaya'Va'denta: **T'AU EMPIRE** *n.* Master of the Undying Spirit; honorific name, reserved exclusively for the Ethereal Aun'O'Va [Et.c.].  
Ainqaw: *adj.* naive.  
Aiski: *n.* hand **-var.** *aisk*.  
Aiski'yeb: [contr.] **1.** *n.* {folklore} derived from 'aski'yebe'geli, *lit.* 'hand-walker', any one of the small fairies from Tau folklore; who having no feet, walk instead on their hands; **2.** **FARSIGHT ENCLAVES** *n.* {colloquial} human, (man-in-the-street usage) [Replaced the term Gue'la in the F.E.].  
Airag: *n.* beer a Tau brewed alcoholic beverage made from cooked grains, which involves the fermentation of starches, mainly derived from cereal grains — mostly nim'ko, although tutar'ga, kuris and guru'chi are also widely used. Type of Tau beer: *dom'airag* – golden-brown beer, *mon'airag* – black beer (stout) and *okar'airag* – bronze beer (red ale).

### AJ

- Ajii: {informal} *n.* dad, papa, or pop (father) [See entry for *Oajii'ta*].  
Aji'ta: {formal} *n.* father *lit.* male relative-father [See entry for *Ajii*].

### AK

- Akil'a: *n.* {philosophy} Filial Piety, one of the four secondary virtues of the Tau'va or Greater Good.  
Aku: **1.** *n.* sense or feeling; **2.** *n.* sensation; **3.** *n.* whim or passing thought.  
Aku'bra: *n.* N'dras slouch hat.  
Aku'tsurg: {colloquial} *n.* an expression for a non-corporeal sense of danger, *lit.* sixth feeling. [F.c.]  
-Al: {suffix} *adj.* small.

### ALA

- Alai: *v.* keen edged, sharpened.  
Alag: *v.* to stab or to slice.  
Alag'anuk'la: *n.* {zoology} hawk, *lit.* slicing bird, a raptor native to T'au, which somewhat resembles an ancient Terran hawk.  
Alag'ki: *n.* {phrase} murderer, *lit.* cut to bleed.  
Alag'ki'savon: **1.** *n.* keen-eyed murderer; **2.** *n.* {synonym} sniper or marksman, *i.e.* a stone-cold killer.

### ALM

- Alm: *n.* axe, a two handed, single edged tool or weapon.  
Almal: *n.* small axe, a small one handed, single edged tool *i.e.* hatchet.

### ALO

- Alo: *n.* 'old' a variation of aloh [See *Aloh*]

Alo'rra:	<b>1.</b> <i>n.</i> {folklore} 'cold (winter) spirit', a malevolent spirit that comes at night in the winter to slay with its icy cold breath. [Note 'Alo' is a variation of the word 'Aloh', though they appear similar the two words are pronounced differently] <b>2.</b> <i>n.</i> a personal name <b>var.</b> – <i>Alo'erra; Alo'erra'la.</i>
Aloh:	<b>1.</b> <i>adj.</i> 'cold'; <b>2.</b> <i>adj.</i> 'not moving' or 'not alive' [as referenced to mechanical devices].
Aloh'sha:	<b>1.</b> <i>n.</i> 'cold wind'; <b>2.</b> <i>n.</i> 'ice storm'; <b>3.</b> <i>n.</i> a personal name (current name of Shas'O'Kais)
Aloh'taal:	<i>n.</i> 'cold preserve' <i>i.e.</i> cryo-freeze or cryogenic sleep.
Aloh'tadie:	<i>n.</i> 'cool breeze' <i>lit.</i> 'a cold breeze' <i>i.e.</i> a 'cool refreshing breeze'.
-Alts:	<i>adj.</i> 'gleaming' or 'sparkling'.
Am:	[No translation available].

## AN

-An:	<b>1.</b> <i>n.</i> {suffix} <i>adj.</i> 'location', in relation to a specific place; <b>2.</b> <i>n.</i> land or place.
An'muk'xux'ten'grii:	<i>n.</i> {archaic} 'Land of the Eternal Blue Sky' [Name for steppes region the T'au homeworld].
An'yang:	<i>n.</i> {archaic} 'Heavenly Land' <i>lit.</i> 'Place of Joyfulness' From an early Tau religion signifying a place of unimaginable joy and peace, <i>i.e.</i> 'Paradise'.
Anan:	[No translation available].
Anda:	[contr.] <i>n.</i> 'battle brother/sister' contraction of the term <i>anda'ta'lissera</i> as in a covenant or bond brother/sister.
Anda'ta'lissera:	<i>adj.</i> 'covenant brother/covenant sister' or 'battle brother/sister'.
Angr:	<i>adj.</i> the colour 'orange' or 'orange red'.
Ansh:	[No translation available].
Ant:	<i>v./adj.</i> to separate or separate.

## ANU

Anuk:	<b>1.</b> <i>n.</i> {biology} 'bird', any feathered Tau avian; <b>2.</b> <i>adj.</i> 'birdlike' or 'flying feathered creature'.
Anuk'erija:	<b>1.</b> <i>n.</i> {biology} ' <i>erija birds</i> ' a type of bird indigenous to Bork'an and which are found in the orchards of the Aun'bork'an'retha, the precincts of the Ethereal Council of Bork'an. <b>-var.</b> <i>Erija'hui'la; Erija</i> [Note usually referred to as <i>Erijabirds</i> in Gothic]
Anukla'esavon:	<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'auk'cka'la:	<i>n.</i> {colloquial}, 'mutant vulture', or 'the 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:	<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, <i>anuk</i> 'birdlike' + <i>jit(la)</i> 'carrion creature' + <i>hui'la</i> '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>
Anuk'xun'hui'la:	<i>n.</i> 'swan' a Tau water avian which somewhat resembles the extinct Terran goose.
Anzen:	[No translation available].
Anzen'dan:	<i>n.</i> {mil. term.} 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'.
Ar'cea:	<b>T'AU EMPIRE</b> <i>n.</i> 'high civilized ones' <i>i.e.</i> the Eldar [Note refers to all Eldar communities: Craftworld, Dark Kindred and Exodite. See also <b>Var'sin'da</b> – Dark Eldar; <b>FARSIGHT ENCLAVES</b> <b>Ol'cea'sin</b> – Craftworld Eldar; <b>Ol'res'sin</b> – Exodite Eldar,
Arda:	<i>adj.</i> upright, trustworthy, or honorable.
Arits:	<i>v.</i> 'to separate'
Arrxir'ax:	{onomatopoeia} ' <i>Grrr</i> ' The growling sound a tau canid makes. Example: ' <i>Arrxirax!</i> she snarled baring her teethplates at him.'

## AS

Asa:	[No translation available].
Aslo:	[No translation available].
Ata:	{psychology} <i>n.</i> 'hallucinatory' or 'imaginary' <i>i.e.</i> a hallucination.
Atsik:	<i>n.</i> {geology} The mineral 'blue hemimorphite'.

## AU

Au:	<i>n.</i> 'age' or 'era' or 'a period of time'.
Au'taal	<b>1.</b> <i>n.</i> 'age of preserving/time [of] scholarship'; <b>2.</b> <i>n.</i> name of Tau sept world.
Auk:	<i>adj.</i> 'impure', as related to the physical attributes of an object or thing.
Autaku:	<i>n.</i> 'data technician', " <i>Xantj, was a placid autaku</i> " ( <i>Sanctuary of Wyrms</i> by Peter Fevervari).
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> first caste.
Aun'bork'an'retha:	<i>n.</i> 'Ethereal Bork'an University'.
Aun'chia'gor:	<b>1.</b> <i>n.</i> 'The Celestial Round Table' a council of all four castes under the chairmanship of an ethereal or etherals: <i>"The Aun'chia'gor had become a sensible paradigm for the meeting of the castes: wherever the five aspect pathways of the race were represented its simple procedures were rigidly observed. The table was a ring – a halo of artfully decorated materials, each appropriate to a single caste."</i> ( <i>Firewarrior</i> by Simon Spurrier)
Aun'kor'vattra:	<i>n.</i> 'ethereal space fleet', <i>lit.</i> ethereal air caste fleet.
Aun'erra:	<b>1.</b> <i>n.</i> {mythology} 'a celestial spirit' or an 'angelic spirit'; <b>2.</b> <i>n.</i> 'demi-god'.
Aun'faan:	<i>n.</i> 'Ethereal caste'.
Aun'ii:	<i>n.</i> {mythology} 'celestial beings' (god/gods).
Aun'reka:	{antique} <i>v.</i> an older ceremonial gesture used to honour a member of the Ethereal (Aun) caste. Tau who are ranked below - <i>U</i> or lower tuck their legs under their body and press their heads to the ground; while higher ranks of - <i>Vre</i> bow at the waist.
Aun'sho'la:	<b>T'AU EMPIRE</b> <i>n.</i> {mythology} 'celestial energy being' [Angelic being or Daemon being <i>i.e.</i> Warp daemon (meaning?)].
Aun't'au'retha:	<i>n.</i> 'Ethereal T'au Council', the chief council of the Ethereal caste based on the Tau home world of T'au.
Aun'ten'an:	<i>n.</i> {mythology} 'celestial heaven', <i>i.e.</i> 'Home of the gods'
Aun'ten'grii:	<b>1.</b> <i>n.</i> {astronomy} 'celestial heavenly dome', or 'ethereal heavenly abode', <i>i.e.</i> 'The night sky'; <b>2.</b> <i>n.</i> {mythology} 'celestial heavenly beings' (god/gods).
Aun'ten'grii Upt'Retha:	<i>n.</i> 'Celestial Mountain Academy', <i>lit.</i> 'Heaven Mountain Academy'. The famous fire-caste academy on the system world of Tinek'la in the Farsight Enclaves.
Auxa:	<i>n.</i> {philosophy} 'Strength' or 'Endurance' One of the three 'heroic traits' of the Tau'va or 'Greater Good'.
<b>AV</b>	
Avdar:	{mil. term} <i>n.</i> [shape] square or box.
Avra'tsarai:	<i>v.</i> to save face or to regain one's reputation or honor.
Avarga:	<b>1.</b> <i>n.</i> 'champion'; <b>2.</b> <i>n.</i> 'avenger'.
Avax:	{antique} <i>n.</i> 'retribution' or 'revenge'.
-Ay:	{suffix} <i>adj.</i> 'fine' or 'excellent'. avaga'ax – uncle avaga'eg – aunt
Avaga'ax:	{formal} <i>n.</i> uncle.
Avag'aah:	{colloquial} <i>n.</i> uncle.
Avaga'eg:	{formal} <i>n.</i> aunt
Avag'eeg:	{colloquial} <i>n.</i> aunty.
Azarga:	<b>1.</b> <i>n.</i> {agriculture} <i>n.</i> 'stallion' a male rat'laa ; <b>2.</b> <b>FARSIGHT ENCLAVES</b> <i>n.</i> a personal name.



## B

### B

B-:	1. <i>n.</i> {prefix} 'shepherd'/'guide'; 2. <i>n.</i> 'basic'.
B'bap:	1. <i>n.</i> 'saviour' or 'rescuer' <i>lit.</i> 'Shepard of the Lost'; 2. <i>n.</i> 'one who rescues'.
B'bap'la:	<i>n.</i> 'rescuer', a member of a Fire caste Search and Rescue team.
B'bap'rua:	<i>n.</i> 'rescue squad' or 'flying squad' a fire caste Search and Rescue team.
B'kak:	<i>n.</i> {archaic} 'sand herder' or 'guide of the sands'.
B'kak'fannor:	1. <i>n.</i> {archaic}, 'guide of the sands varavan' <i>i.e.</i> 'master of the caravan' traditional title of the nomadic caravan leader; 2. Water-caste leader of a trading caravan.
B'kor:	1. <i>n.</i> {colloquial} 'air herder' or 'guide of the air', <i>i.e.</i> an Air/Space traffic controller [Not current usage – <b>alter. phrase</b> ]; 2. <i>n.</i> a person who guides others through troubled situation, or a person who acts in the capacity as an advisor; 3. <b>FARSIGHT ENCLAVES</b> <i>n.</i> an adviser on spiritual matters.
B'nim:	<i>n.</i> 'basic foodstuff' a staple food much like wheat, potatoes, or rice.
B'por:	1. <i>n.</i> {archaic}, 'water herder' or 'guide of the water', <i>i.e.</i> 'a harbour pilot'; 2. <i>n.</i> an experienced water-caste member who initiates the negotiation, then turns it over to a lesser negotiator; 3. <i>n.</i> {colloquial} an experienced water caste member who steps in at the end of a negotiation to 'close the deal'; 4. <b>FARSIGHT ENCLAVES</b> <i>v.</i> {colloquial} the technique of 'closing' a negotiation [W.c.].
B'sha:	1. <i>n.</i> {archaic}, 'smoke/fume herder' or 'guide of the forge', <i>i.e.</i> a blacksmith's assistant or 'the one who operates the bellows'; 2. <i>n.</i> {jargon} Laboratory technician [Er.c.]; 3. <i>n.</i> {colloquial}: any less experienced mechanic or technician <i>i.e.</i> a <i>Fio'la</i> [Er.c. Not derogatory meaning, but is but an alternative word for technician].

### BA

Bacitai:	<i>adj.</i> cunning.
Babanna:	{onomatopoeia} 'ba-ban-na' the sound made by a <i>segeneka</i> or Tau goat.
Balai:	1. <i>adj.</i> 'stupid, or 'ignorant'; 2. 'intellectually-blind'; 3. 'morally-blind'; 4. 'a dark mind'.
Bap:	<i>n./adj.</i> 'lost'.
Bap'tsarai:	<i>v.</i> loss of face or to lose face <i>i.e.</i> to lose one's reputation.
Bariul:	<i>n.</i> {agriculture} 'shank', the forelimb of domesticated animal.
Baruk:	<i>v.</i> 'to seize'.
Baryaci:	<i>n.</i> {folklore} 'midwife', 'bone setter', or 'wise-woman'.
Baryaci'Egeg:	<i>n.</i> {folklore} 'bower wife', <i>lit.</i> '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 – <i>First Night</i> ritual in the T'au Empire. Known as the 'Trial By Flowers' in the Farsight Enclaves. [See the entry for <i>Honuxla'o</i> ].
Barxar'eldi'la:	{biology} 1. <i>n.</i> Proud Wing a crane-like avian, known for its noble appearance.
Barxar'eldi:	1. <i>adj.</i> a symbol of both understated and unboastful pride; 2. <i>n.</i> an honorific name.
Basiin:	<i>n.</i> 'town' or 'hamlet'
Basuuta:	<i>n.</i> an evaluation.
Bauutaa:	<i>n./adj.</i> one who judges wisely.
Basuutx:	<i>n.</i> evaluator, the individual who act as test or examine evaluator.
Bayn:	[No translation available].

### BE

Be:	<i>adj.</i> {xeno term.} 'simple' or 'uncomplicated' [meaning(?) an uncommon expression. [See <i>Be'gel</i> ].
Be'gel:	<i>n.</i> {xeno term.} 'Simple creatures', <i>i.e.</i> Orks [Note phrase is maybe a borrowing from the Eldar language(?)]. <b>-var.</b> <i>Bhe'ghaal</i> .

Be'klasu: *n.* 'iron creatures' *lit.* 'simple armoured'. Name for the heavily armoured Orks (Nobs?). (*Fire and Ice* by Peter Ferhervari)

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

## BI

Biyei or Biyee: **1.** *n.* the body; **2.** *n.* {medical term} the physical body, in a general sense.

Bikur: *adj.* honor.

Bikur'kune: {antique} blood honor a defilement of honor that requires defending in blood.

Bikur'sti: *v.* to show honor.

Bikur'bi: *v.* to show reverence.

## BEN

Bentu: *adj.* 'wise' or 'gifted' or 'gracefully intelligent'.

Bentu'cea'la: **1.** *n.* 'graceful and enlightened person' *i.e.* 'a cultured person'; **2.** {antique} *n.* a 'Gentleman' or 'Lady'; **3.** *n.* the 'gentlemen' spoken about in the writings of the First and Second Ethereals.

Bentu'sin: **TAU EMPIRE** *n.* 'wise-gifted ones', *lit.* 'wise-gifted group/kin. *i.e.* the Demiurg. This is the Tau expression for their auxiliary ally [Term is of unknown origin possibly Eldar(?)].

Beobe'kil: *v.* to snicker.

Beobe'kilib: *v.* to giggle.

Beobeo: *v.* to laugh.

## BI

Bilig: *n.* 'wit', 'intelligence' or 'wisdom'.

Bilig're: *n.* 'wise strength'.

Biryuu: *n.* {geology} The mineral blue apatite.

Biryuz: **1.** *n.* {geology} The mineral 'turquoise'; **2.** *n.* the blue-green colour of turquoise.

Bhe'ghaal: *n.* {xeno term.} 'Simple creatures', *i.e.* Orks [See *Be'gei*].

## BO

Bongor'la: **FARSIGHT ENCLAVES** {biology} *n.* any number of small tree dwelling rodents, reminiscent of an ancient terran squirrel. - **var.** *bongor*.

Bog: **1.** *v.* to flash; to shine brightly; **2.** *adv.* 'brilliance', the refraction from any mirror-like surface.

Bog'dan: *n.* 'the flashing one' *lit.* 'brilliance mirror-like' + 'fish jump', a personal name. Invokes the brilliance flash of the tutu fish as it leaps to catch insects.

Bogi: *n.* {meteorology} 'frost' or 'sleet'.

Bogi'erra: *n.* {folklore} 'frost shadow (spirit).

## BOR

Bor: *n.* 'brown'.

Bork: **1.** *n.* 'snow' or 'ice'; **2.** *n.* {synonym} 'wisdom' *e.g.* 'White like snow is the hair of the wise elder'.

Bork'an: **1.** *n.* 'place of snow' or 'snow world'; **2.** *n.* Name of Tau sept world. -**alt.** 'place of wisdom'.

Bork'erra(ii): *n.* 'snow sprite', or 'snow devil' [*i.e.* a snowman]

Bork'sha: **1.** *n.* {honorific} 'ice-wind', a personal name; **2.** 'breath of wisdom' [Et.c. W.c.].

Bork'erri: *n.* {honorific} 'snow mane', a personal name.

## BU

Bur: *n.* {mythology} 'divine' [archaic].

Bur'xan(i): *n.* {mythology} 'divine-being(s) (god/gods) [archaic].

Byas: *n.* {food} any of a number of traditional cheeses made from either the milk of qoy or segneka.

## C

### C

Cal:	<i>adj.</i> 'hard' or 'tough', as in the physical properties of a material
Caor:	{ <i>xeno term.</i> } <b>1.</b> <i>n.</i> 'spinner' or 'weaver'; <b>2.</b> <i>n.</i> { <i>archaic</i> }: 'creator' [Possible Eldar borrowing(?)].
Cano:	<b>1.</b> <i>v.</i> 'to yearn for' or 'to long for'; <b>2.</b> { <i>prefix</i> } <i>adv.</i> 'yearning'.
Cano'var:	<b>1.</b> <i>n.</i> 'to yearn for' + 'purpose' = 'yearning for purpose (to gain knowledge); <b>2.</b> <i>n.</i> Tau colony world lost to the Dark Eldar.
Cea:	<i>adj.</i> 'civilised' or 'enlightened', as referenced to the philosophy of Tau'va or 'The Greater Good'.
Cea'la:	<b>1.</b> <i>n.</i> 'a civilised person'; <b>2.</b> <i>n.</i> One who follows the path of Tau'va.

### CH

Cha:	<i>n.</i> 'purpose' or 'action'.
Ch'ay:	<i>n.</i> { <i>honorific</i> } 'achievement', 'ch' – <i>Action</i> + 'ay' – <i>Excellent = Achievement</i> , an honour awarded to firewarriors denoting them as elite graduates from their fire caste academy.
Cha'tsaya:	<i>n.</i> 'aim or purpose of [one's] desire'.
Cha'so'vharra:	[ <i>contr.</i> ] { <i>colloquial</i> } <i>n.</i> 'Strange Red Monsters', a compound word used to describe Tyranids [Meaning: 'hungry monsters'].
Che:	<i>v.</i> 'ride' [Meaning unclear].
Che'lel'ty'fio:	{ <i>expression</i> } 'Riding the Lightning to the Ground', said when riding a drop pod to the ground.
Che lel:	{ <i>partial phrase</i> } 'Riding the lightning' (?).
Chel:	<i>n.</i> 'pain', 'injury' or 'wound'.
Chia:	{ <i>archaic</i> } <b>1.</b> <i>n.</i> 'table'; <b>2.</b> <i>n.</i> 'altar' or 'sacred spot'.

### CHO

Cho:	[No translation available].
Chok:	<b>1.</b> <i>n.</i> 'imbibe'; <b>2.</b> [ <i>contr.</i> ] { <i>colloquial</i> } 'Drink! derived from <i>Choxta</i> 'to drink', a cheer used at social gatherings to encourage the drinker <i>e.g.</i> 'Chok! Chok! Chok!'.
Choxta:	{ <i>antique</i> } <i>v.</i> 'to drink'.
Ci:	<i>adj.</i> 'obscured' or 'hidden from sight'.
Cigeci:	<i>n.</i> { <i>philosophy</i> } 'integrity', one of the five primary virtues of the Tau'va or 'Greater Good'.
Cir:	[No translation available].
Cir'etz:	<i>n.</i> { <i>biology</i> } scales which run along the spine of a Tau. [Purpose?] " <i>Raising the cir'etz scales along his spine and neck with a shiver.</i> " ( <i>Fire Warrior</i> , by Simon Spurrier) [Meaning?]
Cka:	<b>1.</b> <i>adj.</i> Stock or pedigree, as in animal husbandry [meaning?]; <b>2.</b> Lineage or line-of-descent, as in a family or clan.

### CO

Co:	{ <i>prefix</i> } <i>adj.</i> a negative in a terms of placement within word. Denotes what is negative. example: <i>Eg'Co'cha</i> means 'Bad Purpose'.
Co'arda:	<i>adj.</i> dishonest, untrustworthy.
Co'bikur:	<i>adj.</i> dishonorable, without honor.
Co'ge:	<i>adj.</i> not or neither.
Co'ge'arda:	<b>1.</b> <i>adj.</i> dishonorable, disrespectful; <b>2.</b> <i>n.</i> one who is considered ridiculous.
Co't:	<i>adv.</i> 'but' or 'in contrast to' or 'not alike to'.
Co'monat'sio:	<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> ]; <b>2.</b> <i>v.</i> To act on one's own behalf, <i>i.e.</i> 'self-promotion'
Cova:	<b>1.</b> <i>v.</i> 'to break'; 'to shatter'; or 'to dismantle'; <b>2.</b> <i>v.</i> { <i>synonym</i> } 'to destroy'.
Cyr:	<i>n.</i> 'time/cycle', an arbitrary period of time, slight less in number of days to the Terran calendar year.

## D

### D

- D-: {prefix} *n.* 'twin' or 'together'; **2.** *adj.* 'double'.
- D'havre: *n.* {philosophy} a collection of meditations on the Tau'va in sutra/psalm like verses. [See also *Sio't* and *Yie'rla'rettan*]. "*Drift with the current. Be not concerned with that which you cannot control.*" From the D'havre (*Fire Warrior* by Simon Spurrier.)
- D'yi: *n.* 'bottom cheeks' or 'buttocks'. [Meaning?]
- D'yanoi: *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: *adj.* 'dark orange-red' a colour in the infra-red spectrum.
- Da'cova'ran: **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' or 'fate', destiny'; **3. FARSIGHT ENCLAVES** *n.* {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'erra: *n.* {folklore} 'a dark or malevolent spirit' *lit.* 'dark spirit'. **-var.** *Mon'erra*.
- Da'erue: *n.* 'dark rivalry' is a rivalry in the human sense of the word and it emphasises 'victory' over one's competitor, but implies no overt hostility.
- Da'karra: 'incident' *lit.* 'unclear picture'.
- Da'lthe'vral: **1.** *n. n.* {phrase} 'dark' + 'awareness of' + 'To undercut [lessen?] + 'all' = "*Greater knowledge to overcome one's enemy*" *lit.* "The lessening/undermining of previously unknown information which gives advantage to over ones enemies". [Mis-translated as '*Mirror codex*']; **2.** *n.* "[Like] a mirror that shows the weakness," a tactic of Commander Puretide.
- Da'noh: *n.* dark mystery *i.e.* a conundrum.
- Da'ty: *n.* dark serenity, a personal name.
- Dagshu: *adj.* terrible.
- Dai: {suffix} *adj.* 'dark' or 'darker' as in reference to shade of colour. *e.g.* *vida* = dark red, *vi* = red + *dai* = dark

### DAL

- Dal'yth: **1.** *n.* 'market port'; **2.** *n.* name of Tau sept world.
- Dal: *n.* 'trade' or 'commerce, *lit.* 'market square' or 'bazaar'.
- Dalain: *n.* 'sea', 'a mid sized salt sea' [Comparable to the *Black Sea* or the *Red Sea* of ancient Terra].
- Dala'yolwas: **FARSIGHT ENCLAVES**{historical} **1.** *n.* name of famous sea pirate on T'au; **2.** *n.* honorific name (Salash'hei – F.E.).
- Dala'yolwas'eo: {biology} *n.* Sea Panther, a mammalian sea predator, somewhat resembling an ancient terran sea lion on T'au.
- Dall: *v./n.* to be at a place or location.
- Dalusha: *n.* {geology} The mineral 'black spinel', a smoky black coloured gemstone.

### DAN

- Dan: **1.** *n.* 'fish jump' or 'fish jumping'; **2.** *v.* 'to leap like a fish'.
- Dao: **1.** 'affirmative', *i.e.* 'yes'; **2.** *adv.* 'to accept' or 'to receive' or 'be given'.
- Daryo: *n.* 'river'.
- Dayus: {antique} *n.* 'gigolo' or 'male prostitute' (Still in current usage in F.E.).

### DE

- Del: *n.* {agriculture} 'mane', the hair on the neck / head of an animal.
- Demlok: **1.** *n.* 'canyon' or 'gorge'; **2.** *n.* 'cut waterway', *i.e.* 'a canal'.

Dene:	<b>1.</b> <i>n.</i> a carcass or corpse; <b>2.</b> <i>n.</i> a dead body (animal or sentient).
Denta:	<i>n.</i> 'spirit'; <i>lit.</i> 'breath' [as pertains to living creatures].
Diklun:	<i>n.</i> reward or payment.
<b>DO</b>	
Do:	<b>1.</b> <i>v.</i> {archaic} 'to sit'; <b>2.</b> <i>v.</i> 'to receive instruction' from the phrase: ' <i>Do't yebii'acaya</i> - ' <i>Sit at the feet of the Master</i> '; <b>3.</b> <i>n.</i> 'instruction' or 'teaching' or 'lesson'; <b>4.</b> <i>n.</i> 'place of enlightenment'.
Doe:	<i>adj.</i> The colour 'yellow'.
Doean:	[contr.] <i>n.</i> 'steppe', contraction of 'Li'doe'an' or 'wild yellow place'.
Doean'hui'la:	<i>n.</i> 'steppe hen' a Tau animal that resembles ground dwelling Terran avians like the pheasant.
Doean'search'maa:	<i>n.</i> 'steppe hare', a Tau animal that resembles the Terran marsupial wombat.
Doean'yowla:	<i>n.</i> 'short-tailed steppe cat', a Tau animal that somewhat resembles a terran bobcat.
Doh:	[No translation available].
Dok: (1)	<i>adj.</i> 'deep green' [Note this colour cannot be seen by human eyes].
Dok: (2)	<i>n.</i> 'jumping mouse', Tau animal resembles an extinct Terran 'kangaroo mouse'.
Dom:	<i>adj.</i> 'light brown' or 'golden brown'.
Dom'airag:	<i>n.</i> 'golden-brown beer [a favourite of Bork'an beer halls].
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:	<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:	<b>FARSIGHT ENCLAVES</b> <i>n.</i> {philosophy} 'Calm Mind School', a philosophical discipline with strict ascetic practices and meditation. Resembles ancient the Terran practice of Zen Buddhism. [Note: It is considered to be deviant by the Ethereal caste].
Dorsal:	<i>n.</i> {mil. term.} Name of the Tau AX-78 naval heavy bomber [meaning?].
Dov:	<i>n.</i> 'hill' or 'mound'.
Dovos:	<i>n.</i> 'truth'.
<b>DRA</b>	
Draig:	<i>n.</i> {folklore} 'basilisk', a mythical creature said to haunt mountain passes and dark forests. Like the Sphinx of ancient Terran folklore, an unfortunate traveller encountering the Draig, would have to answer the creatures questions, or be killed and eaten.
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> <i>n.</i> 'treasure'.
Dras'faan:	'Metal/Stone caste' {colloquial} [Meaning depends on context with one hundred possible derivations!] A short list: 'orphan'; 'castaway'; 'rebel'; 'homeless'; 'lost'; 'nomad'; 'bandit'; 'hermit'; 'non-conformist'; 'unburied' (i.e. 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 thus has remained part of the Tau lexicon for millennia].
Dras'shas'saal:	{colloquial} 'orphaned cadet child' or 'child soldier' <b>-var.:</b> <i>Dras'shasa</i> ; <i>Dras'sha'saal</i> .
Dras'por:	<b>1.</b> <i>n.</i> {chemistry} 'distilled mineral spirits'; <b>2.</b> <i>n.</i> any chemical distillate.
<b>DRE</b>	
Drek:	[No translation available].
Druu:	<i>n.</i> 'hot wind desert wind' [like the ancient Terran term <i>sirocco</i> ].
<b>DU</b>	
Du-:	{prefix} <i>adv.</i> 'position' in relation to a physical place or object.
Du'a:	<i>adj.</i> 'down' or 'under'.
Du'ai:	<i>adj.</i> 'in' or 'inside'.

Du'eio: *adj.* 'high' or 'taller'.  
Du'oc: *adj.* 'up' or 'above'.

## DUA

Dua'a: *adj.* 'behind' or 'in back of'.  
Dua'eio: *adj.* 'front' or 'in front of'.  
Dua'vr: *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].

Duusa: *v.* 'to overrun'.

Duu'chin'rat'laa: **1.** *n.* {phrase} *The Horse Singer*, a person capable of communicating with or calming animals specifically rat'laa, morin, or rakuda; **2.** *n.* a folk belief common among the ancestors of contemporary fire caste, that certain individuals have a spiritual connection to animals of steppe nomads.

## E

### E

-E: {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'au dialect 'E' is masculine and is translated as *son*; 'Ye' is used for daughter in this dialect].

E-: {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'm'tsarai: *n.* very-not-right-face or one of very dubious one's reputation.

E'obro'tsarai: *n.* a more honorable reputation.

E'r'ka'sha: *n.* 'the sniper' a personal name [an honorific when the contraction of the emphatic prefix 'Ea' is added to the composite word ea'r'ka'sha' – *marksman* [See entry for *R'ka'sha*].

E'st'rus'cyr: {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'AU EMPIRE**, or the '*Trial By Flowers*', **-var.** *E'st'rus* and *Es'rus'cyr*'.

E'tibor: *v.* attention seeking.

### 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 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].

Eaji'ma: *n.* {formal} 'mother' *lit.* 'female relative-mother' [See entry for *Ejii*].

Ea'eia: **1.** *n.* {colloquial} 'fat', 'fatty', or 'fatso'; **2.** *adj.* 'large' or 'fat'.

Ea'eia'Auk'Dras'la: **FARSIGHT ENCLAVES** *n.* {colloquial} 'fat bastard', *lit.* '*obese orphan*', 'fat' + 'impure' + 'orphan'. Name is a humorous self-deprecating appellation of an infamous Shas'El of the F.E. [Note the Tau do not have the concept of 'illegitimate' or 'bastard'. Name is therefore rendered as '*Obese Orphan*'].

Ea'Qim:	<b>1. n.</b> {philosophy} 'The Silence' <i>lit.</i> 'The Void' or 'The Emptiness' a state of nothingness in which no evil can exist. See quote: "Just as an empty valley can carry a resounding voice, so must the person who follows the Way of the Tau'Va must make himself void or empty by ridding himself of all self centredness & greed. Make yourself empty within, but upright without. This is the real meaning of the 'empty' in the Tau'Va." – <i>Writings of The First Ethereals.</i> <b>2. n.</b> 'The Silence', a region of Tau space around the Sept world of Sha'draig which was destroyed by the Tyranids.
Ea'savon:	<i>v.</i> 'to see faraway', 'to see at distance'.
<b>EF</b>	
Efuu:	<i>n.</i> 'afraid'
Effu:	<b>1. n.</b> 'bridge'; <b>2. n.</b> {colloquial} 'landing' or 'place where boats are beached'; <b>3. n.</b> 'ferry'.
Effu've:	<b>1. n.</b> 'bridgehead' <i>lit.</i> 'bridge section'; <b>2. n.</b> 'pontoon bridge'; <b>3. n.</b> {suffix} 'Place name' + effu've – <i>bridgehead</i> = 'Place Name' First Bridgehead <i>e.g.</i> <b>Mu'gulath'effu've</b> – <i>Mu'gulath First Bridgehead</i> [Note although the prefix for 'first' is not part of this phrase, it is implied by the placement of <i>effu've</i> as a suffix. All other sites would simply carry the suffices for – <i>second</i> , – <i>third</i> , – <i>fourth</i> , etc.].
Egeg:	<i>n.</i> '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:	[contr.] <b>1. n.</b> 'love wound/scar' <i>lit.</i> 'bower scar'. Refers to the scars given to Tau men by their wives or girlfriend accidentally kick them with their hooves during sex. Contraction of the term <i>Egeg'run'ka'mesa</i> . [Note scars are frequently to the head and face].
Egeg'run:	<i>n.</i> 'bower', a special shelter or protected room for young women to have their 'First Night' or 'Trial By Flowers' ritual.
Egong'kwa:	<b>1. n.</b> the desire to be in large crowds; <b>2. n.</b> jovial [E.c.].
<b>EIA</b>	
Eia:	<i>adj.</i> 'wide' or 'large horizontally'.
Eio:	<i>adj.</i> 'tall' or 'large vertically'.
Eio'ko'io:	<i>n.</i> {botany} 'tall plant' or 'tree'.
Eio'run:	<b>1. n.</b> 'tall building', [meaning a 'skyscraper'(?)]; <b>2. n.</b> {archaic} 'keep' or 'tower' [a castle keep].
Eir:	<b>1. n.</b> 'world', 'globe' or 'ball'; <b>2. n.</b> 'spherical shaped'.
<b>EJ</b>	
Eje:	<i>n.</i> {archaic} 'fate' or 'destiny'.
Ejii:	<i>n.</i> {informal} 'mom', 'mum', 'mommy' or 'mummy' [See entry for <i>Eaji'ma</i> ].
Ejii'yi:	<i>n.</i> {informal} 'gramms', 'granny', or 'grandma' [See entry for <i>O'eaji'ma</i> ].
Ek'kles'kyata:	{phrase} <i>Bastion of Knowledge</i> , used as an identifier for Tau research facilities, usually followed by a number in the Tau numeral system. <b>example:</b> <i>Ek'kles'kyata Niam Tsa Tsa</i> - Research Facility 800.
<b>EL</b>	
-El:	{suffix} <b>1. n.</b> When placed after a caste title it indicates: Kor'el – 'Captain' (A.c.); Por'el – 'Diplomat' (W.c.); Shas'el – 'Noble-Knight' (F.c.); Fio'el – 'Engineer' (Er.c.); Aun'el – 'Holy' (Et.c.); <b>2. adj.</b> 'very important', The second highest rank among the Tau society [see entry for <i>Tau Caste Rank System</i> ].
El'anuk'la:	<b>1. n.</b> {zoology} 'eagle' a large Tau raptor similar to size to the ancient Terran golden eagle; <b>2. n.</b> {history} Heraldic symbol of several ancient Tau kingdoms.
El'rannon:	<i>n.</i> {archaic} The season of Autumn <i>lit.</i> 'Noble spirit-energy waning'.
El'Yis'ten:	<b>1. n.</b> {archaic} 'high heavenly bough', <b>2. n.</b> {mythology} <i>The World Tree</i> or axis mundi (world axis) of the middle world; <b>3. n.</b> a personal name [fem. W.c., Er.c., F.c.].

<b>ELA</b>	
Elan:	<i>adj.</i> strong, sturdy, support.
Elan'gu'cha:	<i>n.</i> '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:	<b>1.</b> <i>n.</i> 'support mind'; <b>2.</b> <i>n.</i> 'skull' [less common usage].
Eldi:	<i>n.</i> 'wing' in reference to a physical limb of a creature [less common usage].
Eldi'erra:	<i>n.</i> {folklore} 'winged spirit', believed to be a folk memory of the time when the people who would become the air caste flew on the membranes of skin. Like the Sirens of ancient Terran mythologies, these beings of the blue sky swept away mortal beings with the beguiling beauty.
Elta:	<i>n.</i> forsaken.
Elro:	<b>1.</b> <i>n.</i> 'to have a voice'; <b>2.</b> <i>v.</i> 'to speak' [less common usage].
<b>EN</b>	
En'kai:	<i>n.</i> 'a large fresh water lake' (inland sea) [Think the <i>Great Lakes</i> of ancient Terra].
En'yoë:	<i>n.</i> 'lake' any small fresh water lake.
Elsy:	<i>n.</i> 'rapture' or 'paradise'.
Elsy'eir:	<b>1.</b> <i>n.</i> 'paradise world'; <b>2.</b> <i>n.</i> name of Tau sept world.
<b>EO</b>	
-Eo:	<i>n.</i> {suffix} 'aquatic creature/plant'. Has much the same meaning as <b>-La</b> , except it refers to all aquatic life: invertebrate, vertebrate and plant alike.
Eoro:	<i>n.</i> 'to lead' or 'to guide'.
Emarr:	<b>1.</b> <i>v.</i> {archaic}, 'to carry an official missive'; <b>2.</b> <i>n.</i> 'a messenger'.
<b>ER</b>	
Er:	[contr.] <i>n.</i> 'fur', specifically from the 'Kinot'kir' whose fur was prized for its deep dark colours and glossy sheen [Contraction of <i>Kinot'kir</i> (?)].
Er'ex:	<b>1.</b> <i>n.</i> 'mantle' or 'cape' <i>lit.</i> 'fur cloak'; <b>2.</b> <i>n.</i> {archaic}, a nomad's fur cloak.
Erge:	<b>FARSIGHT ENCLAVES</b> {agricultural} <i>n.</i> ram <b>-var.</b> xoni'erge.
Ergi:	<i>adj.</i> fierce.
Erdem:	<i>n.</i> {philosophy} 'knowledge' or 'sagacity'. One of the five primary virtues of the Tau'va or 'Greater Good'.
Erija'hui'la(ii):	<i>n.</i> 'Erija birds' a type of bird indigenous to Bork'an and which are found in the orchards of the Aun'bork'an'retha, the precincts of the Ethereal Council of Bork'an. <b>-var.</b> Anuk'erija'la.
-Era:	{suffix} 'many' or 'several' <i>e.g.</i> <i>Cha'era</i> 'for many purposes'.
<b>ERR</b>	
Erra:	<b>1.</b> <i>n.</i> 'shadow' or 'reflection'; <b>2.</b> {folklore} <i>n.</i> 'shade', <i>i.e.</i> 'ghost' or 'spirit'; <b>3.</b> <i>n.</i> {psychiatric} 'an hallucination'.
Erra'la:	<b>1.</b> <i>n.</i> 'scarecrow', <i>lit.</i> 'shadow man', a mannequin set up to scare away animals, or to warn persons of danger; <b>2.</b> <i>n.</i> {archaic} 'guardian spirit', an architectural ornament in the form of an <i>Erra'la</i> , used to guard temples, palaces, and common houses from evil spirits, <i>i.e.</i> 'a chimera'; <b>3.</b> <b>FARSIGHT ENCLAVES</b> <i>n.</i> {colloquial} a personal name.
Erra'nan:	<b>1.</b> <i>n.</i> 'Shadow Blade/sword' or 'spirit sword', a personal name; <b>2.</b> <i>n.</i> {mythology} a sword belonging to <i>Wise Golden Hair</i> , one of the 'Five Immortals'. The Shadow Blade was said to be made from the 'invisible powers', such as 'the shadow of the moon' and was, " <i>Strong enough to cut a mountain in two, but subtle enough to split the hair of a woman lengthwise.</i> "
Erra'nan'is:	<i>n.</i> {martial arts} 'Shadowblade', a martial arts technique.
Err'erra:	<i>n.</i> {honorific} 'Shadowmane', a personal name.



Erra't'eur'ii:	<b>1.</b> <i>n.</i> 'ghost tears' or 'spirit tears', a heavy dew on the ground when none was expected. <i>i.e.</i> any ground condensation; <b>2.</b> {folklore} Belief that the dew was the tears of the faeries or woodland spirits; <b>3.</b> <i>n.</i> {folklore} 'a portent of danger or calamity', an ancient belief that condensation inside a building was the tears of a deceased person. Seen as warning.
Erri:	<b>1.</b> <i>n.</i> 'long fur' or 'long hair'; <b>2.</b> <i>n.</i> 'mane (of hair)'; <b>3.</b> <i>n.</i> {colloquial} 'a scalp lock'.
Ershogi:	<i>adj.</i> furious.
Eruk:	<i>n.</i> 'dung' or 'excrement'.
Ervashi:	<i>adj.</i> ferocious.
Ervee:	<i>adj.</i> {biology} 'fluttering thing'.
Ervee'xei:	<i>n.</i> {biology} 'butterfly insect', a Tau insectoid which resembles similar Terran insects.

## ES

Es:	<b>1.</b> <i>n.</i> 'forceful' or 'domineering'; <b>2.</b> <i>n.</i> {colloquial} 'full (of) him/herself'.
Es'Gue'la:	<i>n.</i> {derogatory} 'arrogant/boastful human'.
Es'Gue'la'elro:	<i>n.</i> {colloquial} 'arrogant human politician', <i>i.e.</i> any Imperial Governor.
Es'la:	<i>n.</i> 'arrogant/boastful person'.

## ESA

Esakruai:	[contr.] <i>n.</i> 'perceptive', <i>lit.</i> 'the keenest listener' [from <i>ea'sav'krua</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:	<i>n.</i> 'foresight'.
Esavon:	[contr.] <i>n.</i> 'keen sight'.

## ET

Etz:	[No translation available].
Eur'ii:	<i>n.</i> {colloquial} 'eye moisture'. " <i>Eur'ii moisture covering his eyes</i> " ( <i>Firewarrior</i> by Simon Spurrier).
Eurk:	<i>n.</i> 'excrement' or 'dung', refers to the excrement of animals rather than people.

## EX

Ex:	<b>1.</b> <i>n.</i> 'cloak' or 'hood'; <b>2.</b> <i>n.</i> 'cape'.
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## F

### F

Fa'ta'kn:	<b>1.</b> <i>n.</i> 'tree' + 'soul' + 'babble', <i>lit.</i> 'whispering tree soul' [Meaning uncertain?]; <b>2.</b> <i>n.</i> 'tree spirit' [Meaning? Possible residual from animistic beliefs?]; <b>3.</b> <i>n.</i> 'reproductive organs' (as part of the phrase?); <b>4.</b> <i>n.</i> 'process of reproduction'(?); <b>4.</b> <i>v.</i> The act of reproduction [plant reproduction?].
-Faan:	<b>1.</b> <i>n.</i> 'people' or 'brotherhood' [Used as form of address]; <b>2.</b> <i>n.</i> 'kindred', 'kin' or 'clan', <i>lit.</i> 'extended family'; <b>3.</b> <i>n.</i> 'caste' appears in such forms as <i>Fio'faan</i> – <i>Earth caste</i> ; <i>Shas'faan</i> – <i>Fire caste</i> [Note this is the Tau word that Sister Verity translated as 'caste' when creating the first Tau-Gothic lexicon.]
Fal: (1)	<b>1.</b> <i>n.</i> {biology} <i>lit.</i> 'large stand of trees', 'woods', or 'forest'; <b>2.</b> <i>n.</i> 'wood' or 'wood products'; <b>3.</b> <i>n.</i> 'wood' as one of the seven primary elements.
Fal: (2)	<b>1.</b> <i>n.</i> {arts & archaic}: 'wood caste', or 'artisan caste'; <b>2.</b> {archaic}: 'sixth caste'; <b>3.</b> <i>n.</i> <i>colloquial</i> : an artist, poet, or singer; [Note: Historically the 'wood caste' existed for only a mere thousand years.] <b>4.</b> <i>n.</i> {colloquial} any person with artistic talent.

<i>Fal'shia</i> :	<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.
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.
Fay:	{mil. term} <i>n.</i> line in file.
<b>FE</b>	
Fejel:	<b>1. n.</b> {geology} mineral silver; <b>2. n.</b> colour silver, <b>-var.</b> <i>Vejei</i> .
Fejel'fri:	<i>n.</i> 'tongue of silver, or <i>lit.</i> 'silver mouth' [To speak well, or to be a gifted speaker].
Fejel'Ksi:	<b>1. n.</b> 'Silver Chance', meaning 'Good Fortune'; <b>2. n.</b> a personal name.
Felde:	<b>1. n.</b> {geology} mineral gold; <b>2. adj.</b> colour gold, <b>-var.</b> <i>Velde</i> .
Felde'Rat'laa: (1)	<b>1. T'AU EMPIRE</b> <i>n.</i> 'Golden Horse', a breed of rat'laa known for their beauty, strength, and steadiness under fire. The preferred mount for ancient Tau cavalymen; <b>2. n.</b> {archaic} 'War-horse'.
Felde'Rat'laa: (2)	<b>1. FARSIGHT ENCLAVES</b> <i>n.</i> {honorific} 'War-horse', <i>i.e.</i> 'to be brave and stalwart', a typical 'praise name' given to young Enclave fire warriors, as a method to bolster their morale [F.c.]; <b>2. n.</b> {colloquial} 'an exquisitely beautiful young man', [Er.c.]; <b>3. n.</b> {colloquial} a young man who is an older woman's paramour [W.c.]; <b>4. n. colloquial:</b> 'male prostitute' <i>i.e.</i> 'a gigolo' [All].
<b>FI</b>	
Fi:	<b>1. n.</b> 'flake of stone'; <b>2. n.</b> 'rock chip'; <b>3. n.</b> 'pip' or 'pit' <i>i.e.</i> 'seed'.
Fi'saal:	<i>n.</i> {agriculture} 'crop seed', <i>lit.</i> 'pip' + 'child' = <i>seeds for planting</i> .
Fi'rios:	<b>1. n.</b> 'rock chip matrix' or 'flake of stone array'; <b>2.</b> Name of Tau sept world.
Fial:	<i>n.</i> 'grit' or 'fine grain sand'.
<b>FIR</b>	
Firbi'la:	<i>n.</i> {zoology} a breed of large Tau felinid similar to the extinct Terran leopard. Several species exist the <b>Fibri'Fal'la</b> – <i>Forest Leopara</i> and <b>Upt'Fibri'la</b> – <i>Mountain leopara</i> .
<b>FIO</b>	
Fio:	<b>1. n.</b> 'earth' one of the seven primary elements; <b>2. n.</b> 'fourth caste'.
Fio'diklun:	<i>n.</i> worker's reward a form of digital currency used by the earth caste.
Fio'dr:	<i>n.</i> 'earth fabric' "(S)eeping into the <i>fi'o'dr</i> of his regs." quote refers to fire caste military fatigues. ( <i>Firewarrior</i> by Simon Spurrier).
Fio'faan:	<i>n.</i> 'Earth caste'.
Fio'sorral:	<i>n.</i> 'The earth caste artistic aesthetic' [Note the sense of the expression is that of mainstream Tau artwork or architecture].
Fio'tak:	<b>1. n.</b> 'earth caste material'; <b>2. n.</b> any building or construction material. " <i>Instead he sprinted onwards, sensing the <i>fi'o'tak</i> haemorrhaging behind him in an eruption of plasma and shrapnel.</i> " ( <i>Firewarrior</i> by Simon Spurrier).
Fio'toros'tai:	<i>n.</i> an earth caste slaughterhouse district; <i>lit.</i> 'earth caste' + 'district' + 'death' = earth caste white district. "[O]nly to be slaughtered for meat in the <i>fi'o'toros'tai</i> abattoir districts."
Fio'suam:	<b>1. n.</b> 'earth flame'; <b>2. FARSIGHT ENCLAVES</b> <i>n.</i> {honorific} a personal name [Er.c. & F.c.].
<b>FR</b>	
Fir'e'tae:	<i>n.</i> {derived from Gothic} 'Truth' The Tau rendering of the name of Sister Verity of the Ordos Dialogus. Sister Verity is seen as a cultural hero in the T'au Empire, as her work on the Tau lexicon was seen as a bridge to greater understanding between Humans and Tau. <b>- var.</b> <i>Farit, Ferut, Ferete</i> .
Fisik'e / Fisik'i:	<i>n.</i> {agriculture} 'young goat' or 'kid'; -e: male; -i: female.
Foyo:	<i>n.</i> {colloquial} 'lazy' or 'tired (animal), may apply to either domesticated or wild animals.
<b>FR</b>	
Fra:	<b>1. n.</b> {antique} 'wise'; <b>2. v.</b> 'to be wise' [W.c.].
Fra'k:	<i>n.</i> 'doofus' or 'nitwit', <i>lit.</i> 'fleeing wisdom' <i>i.e.</i> 'an idiot' [W.c.].

**FRI**  
 Fri: *n.* 'mouth'.  
 Fri'k: *n.* {antique} 'cheeky' *lit.* 'fleeing mouth', *i.e.* 'talking back' [W.c.].  
 Fri'kKirsa'erra: **1.** *n.* {folklore} a 'cheeky fox spirit' is a licentious trickster spirit that takes the form or a 'fox' to seduce or otherwise molest an attractive man or woman [See **Kirsa'erra**]; **2.** *n.* a derogatory term for a man or woman.

**FU**  
 Fu'lasso: **1.** *n.* {humorous} *lit.* 'a cursed mind knot' a kind of diversion or game.; **2.** *n.* {colloquial} 'a curious calamity' or 'a political mess'(?); **3.** *n.* {colloquial} a bureaucratic entanglement *i.e.* a "Catch 22".

Fukos: **1.** *n.* {humorous} an eating utensil that combines aspects of both a spoon and a fork; **2.** **FARSIGHT ENCLAVES** *n.* {colloquial} 'a curious oddity' [W.c.]; **3.** **FARSIGHT ENCLAVES** *n.* {slang} 'a piece of non-functional equipment; which nonetheless is required for some structural or aesthetic purpose [Er.c.]'.

## G

**G**  
 G-: {prefix} *n.* 'self'.  
 -G: {suffix} *v.* 'to drink'  
 G'ant'tsaar dall: {expression} *adj.* loneliness *lit.* the self separate at a place of emptiness.  
 G'arits'lik: *adj.* isolated or alone *lit.* the self separate and cut off.  
 G'sav: *adj./n.* to be nearsighted or nearsightedness.  
 Gak'hai'eo *n.* 'porpoise', a Tau aquatic cetacean resembling ancient Terra porpoises. **-var.** Gar'hai.  
 Gal: *n.* to explore or to discover.  
 Gal'leath: *n.* discoverer deep space vessel, a Tau navy SX-58 Battleship, [Impr. Designation 'Explorer'].  
 Galtsu: *adj.* brutal.  
 Gala: *n.* 'sparrow hawk', a small Tau avian similar to the ancient Terran small raptors known as 'sparrow hawks'. Note there a variety of sub-species which are called 'gala'; **2.** *n.* a personal name.  
 Galudd: *n.* 'lagoon' a part of the sea cut off the rest of the ocean.  
 Gan'ro'is: *n.* {martial arts} 'Steal the Mind Technique', a martial art technique. In this technique the practitioner redirects the opponent's attention. In unarmed combat systems, the *gan'ro'is* technique might be nothing more than a stomp of the hooves, a snap of the fingers, or a hand thrown in front of the opponent's face. The momentary pause that results was all that is needed to stop the opponent, and then either strike or throw them.  
 Gax'suu: *v.* to be unable to control one's bowels, to be incontinent.

**GE**  
 Ge: *adv.* 'and' or 'with'.  
 Ge'ta: *n.* [made] with soul(?), a traditional Tau flatbread [meaning?].  
 Geka: *adj./adv.* 'greatly', 'magnificently' or 'grandly'.  
 Gel: *n.* {xeno term.} 'creature' or 'animal' [borrowing from the Eldar language?].  
 Geli: *v.* 'to move' or 'travel'.

Gerosh'i: [meaning?] 'seeking a t'repa in a gerosh'i' → 'Needle in a haystack' "It was like seeking a t'repa in a gerosh'i." (Firewarrior by Simon Spurrier)

## GH

Ghal: **1. n.** The mineral copper; **2. adj.** The colour 'copper'.

Gharial: *n.* 'diplomatic spaceship' [meaning?].

Ghoro: **1. n.** 'n. {colloquial} 'death' or 'annihilation'; **2. v.** 'to annihilate'.

Ghoro'k'ha: *n.* {mil. trm.} 'Death Hail'. Refers to the Ork battle tactic of used during the Arkunasha campaign. **-var.** *Ghoro'xa, Goro'xa.*

Ghurxul'hui'la: *n.* {zoology} 'nightingale', a Tau avian similar to the Terran nightengale.

## GI

Gi: *n.* 'a perfumed or delicious scent' (as in flowers).

Giin: *adj.* 'sweet' or 'sweetness' like that found in fruits, rather than that of refined sucrose.

Giin'ha: {folklore} **1. n.** sweet rain; **2. n.** personal name.

## GO

Gol: *adj.* 'smooth'.

Golin: *n.* 'a dry river bed', 'arroyo', or 'wadi'.

Golgor: *v.* 'to smooth, 'even out' or 'polish'.

Gor: {archaic} *n.* 'round' or 'oval shaped'.

Gorxa: *n.* 'fort', 'enclosure', or 'encampment'.

Gorxaal: *n.* 'little fort', *i.e.* a redoubt or bunker.

## GR

Grahl: **1. n.** 'n. 'gradual'; **2. adv.** 'slowly'; **3. v.** 'to go at a steady pace', [In terms of velocity].

Grath'im'la(ii): *n.* {biology} Term for any number of tau small prime-ungulate (primate) *i.e.* 'a monkey'. Like the higher prime-ungulate cousins the Tau, the grath'im are bipedal and have hooved feet, but also may have tails or small horns. **-var.** *Grath'im*; **2. adv.** {derogatory} a personal insult.

## GRE

Greh'Ii: *n.* {agriculture} a wild berry, a Tau fruit [Meaning?]

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.

Griy'na: *n.* {agriculture} a Tau fruit. [Meaning?]

## GU

Gu: **1. n.** 'frame', 'support' or 'lattice'; **2. n.** 'beautiful' or 'lovely'.

Gua: *adj.* 'handsome', can apply to either person or animal.

Gue: **1. n.** 'lowest', as referenced to social standing; **2. n.** 'younger(est) as in the younger brother /sister; [Concept from the 'Tau'va', *The Greater Good*]; **3. n.** 'a lesser alien race'.

Gue'anda: *n.* 'human brother', any human who follows the Tau'va and is a citizen of the Farsight Enclaves. [Note has replaced the term *gue'vesa* in the Enclaves.]

Gue'auk'sha: *n.* 'Chaos Space Marines'; *lit.*: 'mutant human warriors'.

Gue'aukal: *n.* 'small mutant beings' *i.e.* abhumans said to now be extinct [legendary squats?].

Gue'la: **1. n.** 'lowest (lesser) beings' *i.e.* humans not incorporated into T'au Empire; **2. FARSIGHT ENCLAVES** *adj.* {derogatory} a pejorative term for humans.

Gue'la'elro: *n.* 'lesser alien speaker' / 'human politician'.

Gue'la io'ra: *n.* {phrase} 'lesser alien flora wrong' [a human terraformed world?]

Gue'la'sia: *n.* 'lesser alien language' / 'Imperial Gothic' (human language).

Gue'ron'sha:	[contr.] <i>n.</i> 'Space Marines'; <i>lit.</i> 'genetically engineered human warriors' [Contraction of the Tau word <i>Gue'la'ron'sha</i> ].
Gue'vesa:	<i>n.</i> 'human helper, any human who serves the T'au Empire and follows the Tau'va.
Gue'vesa'la:	<i>n.</i> 'human helper soldier', a human firewarrior who serves with the Tau firecaste.
Gue'vesa'ui:	<i>n.</i> 'human helper veteran', any human squad leader who serves with the Tau firecaste.
Gue'vesaal:	<i>n.</i> 'small (lesser) beings' <i>i.e.</i> The extinct species of abhumans rumoured to be allies of the Farsight Enclaves (abhuman Dwarves? Squats? Runties?) [See entry for Gue'aukal].
Gue'vesa'vres:	<i>n.</i> trusted human helper, <i>lit.</i> translation.

## GUN

Gun:	<i>adj.</i> 'deep' or 'profound'.
Gu'maral:	<b>1.</b> <i>n.</i> 'Beautiful Fawn'; <b>2.</b> <b>FARSIGHT ENCLAVES</b> , a personal name [All]; <b>3.</b> <i>n.</i> {historical} Clan name of Shas'O'Dal'yth Kais.
Gun'ran:	<b>1.</b> <i>n.</i> 'deep heart' or 'deep spirit'; <b>2.</b> <i>n.</i> a person of great compassion and empathy'.
Gun'ran'la:	<i>n.</i> {colloquial} 'a troubled person'.

## GU

Gur:	{mil. term} <i>n.</i> [shape] triangle.
Guru'chi:	<i>n.</i> {agriculture} a red coloured, oat-like Tau grain.
Gusfan:	<b>FARSIGHT ENCLAVES</b> {agriculture} <i>n.</i> domesticated breed of Tau ungulate. (See entry for <i>xon</i> ).
Guunli:	<i>n.</i> {agriculture} mare, a female rat'laa or morin.

## GW

Gwial:	[No translation available].
Gyal:	<i>adj.</i> attention getting <i>i.e.</i> meaning similar to the expression: 'a real eye opener'.
Gyal'alt'san:	<i>adj.</i> {colloquial} 'flashy', 'sleek', 'exciting' (Note can applied to either males or females, and maybe either derogatory or complimentary depending on the context.)
Gyal'yal:	'to dazzle' or 'to bedazzle'.
Gyaltsi:	<i>adj.</i> 'to have a scintillant or a bedazzling quality'.
Gyaltsi'xai:	<i>adv.</i> scintillating', 'bedazzling' or 'glittering'.

## H

### H

H-:	<b>1.</b> {Prefix} Possessive prefix; <b>2.</b> <i>n.</i> It or We (depending on context).
H'acaya'vre'nan:	<i>n.</i> {historical} 'sword master.
H'bur'xan'ten'grii:	<b>1.</b> <i>n.</i> {mythology} Divine beings of Heaven' <i>i.e.</i> the gods.
H'er'ex'vre:	<b>1.</b> {phrase} 'Mantle of the Hero'; <i>lit.</i> 'Mantle of the Veteran'; <b>2.</b> <i>n.</i> {mil.trm.} a Tau firewarrior qualified to pilot an XV-8 Crisis Battlesuit; <b>3.</b> <i>n.</i> {historical} a fine cloak made from the fur of the <i>kinot'kir'la</i> , which was worn by the ancient Tau nomads.
H'erra'shas:	<b>FARSIGHT ENCLAVES</b> <b>1.</b> <i>n.</i> {folklore} the spirit of fire, <i>i.e.</i> an elemental; <b>2.</b> <i>n.</i> an honorific name.
H'esav'geka:	<i>n.</i> {phrase}' <i>We are better than you</i> , <i>lit.</i> <i>We see greatly farther (than you)</i> .
H'ka'sum'oi:	<i>n.</i> 'the spark or the flash from a striking bullet' <b>-var.</b> <i>H'ka'oi</i> .
H'kek'an:	<i>n.</i> {mythology} 'The Land of the Dead', or the ancient Tau underworld <i>i.e.</i> Hades or Hell.
H'r'jida'Tau'va:	<i>n.</i> {historical} 'The Lance of the Tau'va', title of Shas'O'Shaserra.

H'shas'saro:	<b>1.</b> <i>n.</i> 'fire spark' or 'a spark from a burning fire'; <b>2.</b> <i>n.</i> 'a spark of a flint striking iron'.
H'shon'airag:	{phrase} 'garden of beer', a popular drinking establishment unique to the Bork'an sept world.
H'tsaya'shayii:	{expression} 'Winds of Fate'.
H'Va'Mont'Kenyu'jev:	<i>n.</i> 'The Great War of Confederation.'
H'vre'nan'la:	<i>n.</i> 'experienced swordsman' <i>lit.</i> 'swordsman of experience' or 'veteran swordsman'
<b>HA</b>	
Ha: (1)	<i>n.</i> 'rain', 'dripping', 'mist'
Ha: (2)	<i>n.</i> {colloquial} 'beard / whiskers' [persons or animals].
Haha:	<b>1.</b> <i>n.</i> {colloquial} 'grandpa', an affectionate expression for an older male relative when the 'Ha' is rendered as a double noun 'Haha'; <b>2.</b> <i>n.</i> 'old man', a term of respect used with any older man [Meaning: 'dear grandfather'].
Hai:	<b>1.</b> <i>v.</i> 'to train'; <b>2.</b> <i>n.</i> 'training'.
Haido:	<b>1.</b> <i>adj.</i> 'burnished'; <b>2.</b> a personal name.
Hakhe:	<i>n.</i> {agriculture} the beard of a goat or any ungulate animal.
Han:	<i>n.</i> 'home', 'house', and 'household'.
Havre:	[No translation available].
<b>HE</b>	
He:	<i>n.</i> 'unlimited', 'without number', 'infinity'.
He'mal'shan:	<i>n.</i> 'tyranids' <i>lit.</i> 'unlimited insect army' <b>-alt.</b> term [See entry for <i>Y'he</i> ].
He'ra:	<b>1.</b> <i>n.</i> 'many wrongs'; <b>2.</b> <i>n.</i> 'misled'.
He'ra'i:	<i>v.</i> 'to mislead' or 'to deceive'.
Hei:	<i>n.</i> 'shore' or 'shoreline' [as in a lake or ocean shoreline].
Heiino:	<b>1.</b> <i>n.</i> {agriculture} an animal resulting from the cross breeding of species. For an example a mule would be called <i>heiino</i> , since it is created by breeding a male horse to a female donkey; <b>2.</b> <i>adj.</i> an unnaturally cross bred person or animal [Note refers to ancestry or having a severe birth defect <i>i.e.</i> 'an abomination' The sense here is of a half-caste or half-breed].
Helti:	[No translation available].
Hen:	<i>n./adj.</i> 'a large quantity', <i>lit.</i> 'half-an infinite' <i>i.e.</i> 'a very large number'.
<b>HES</b>	
Hesa:	<i>n.</i> 'numbers' [refers Tau number symbols].
Hey:	[No translation available].
<b>HI</b>	
Hii'aa:	<i>n.</i> {phrase} 'Hee-AHH! not a word but a sound; which carries a sense of disgust or revulsion, or simply 'WTF?.
Hiate:	<i>n.</i> {phrase} 'Hee-a-TAY', not a word but a sound, with the general sense of 'Oh, my!', 'I'll be damned!' or 'What-the-hell?' Exact meaning depends on context in which it is used, and how it is spoken.
Himoya:	<i>n.</i> {honorific} 'protector', a personal name.
<b>HO</b>	
Ho:	<b>1.</b> <i>n.</i> 'empathy'; <b>2.</b> <i>adj.</i> 'empathetic'; <b>3.</b> <i>v.</i> 'to be empathetic'.
Ho'or:	<b>1.</b> <i>n.</i> 'sympathetic'; <b>2.</b> <i>v.</i> 'to be sympathetic'.
Ho'or ata t'chel:	{phrase} 'sympathetic ghost pains', Hallucinatory pain of the limbs; which is often the symptom of Iur'tae'mont't'xar'vesa – <i>Battlesuit Neurosis</i> , where fire caste pilots 'feel' pain when there battlesuits are damaged in combat. <b>-var.</b> <i>Ho'or-Ata-T'chel.</i> ( <u>Fire Warrior</u> by Simon Spurrier)

<b>HOI</b>	
-Hoi:	<i>adj.</i> {suffix} denoting 'a quality of' or 'Having the characteristics of', e.g. <i>doe'hoi</i> – 'yellowish' or 'yellow like'.
Hoi:	{expletive} 'Whoa! Not a word, but a sound. e.g. 'Hoi, hoi, hoi! or 'Whoa, whoa, whoa!.
Hol:	[No translation available].
Honuxla:	<i>v.</i> 'an evening activity' <i>lit.</i> 'to spend an evening in some activity'.
Honuxla'o:	<b>1. T'AU EMPIRE</b> <i>n.</i> 'First Night' or 'The First Night of Marriage' <i>lit.</i> 'To spend the first evening together in [sexual] activity'; <b>2.</b> <i>v.</i> 'To consummate a marriage'; <b>3.</b> <i>n.</i> a young Tau woman's right-of-passage to adulthood. [Comparable to a 'Quincieros or 'Sweet Sixteen' rituals].
<b>HUI</b>	
Hui:	<i>n.</i> 'wing'.
Hui'la:	<i>n.</i> 'bird' <i>lit.</i> 'winged creature', a generic term for any feathered flying avian on the Tau homeworld.
Husch:	<i>v.</i> to stand watch.
Husch'on:	<i>v.</i> vigilance.

## I

<b>I</b>	
-I:	{suffix} [meaning?]
I-:	{prefix} [meaning?]
I'helti:	<i>n.</i> {cultural} Described as a cross between a diadem and a bandanna. " <i>The Aun stepped into the very centre of the circle and stared at each face in turn, the light never leaving his long, thin features and the decorous i'helti cap disguising the scar upon his brow.</i> " <i>Firewarrior</i> by Simon Spurrier.
Icho:	<i>n.</i> a stick used in non-lethal duels of the Ethereal caste(?). [meaning?]
Icho'la:	{sport} <i>n.</i> 'a cue-like pole used in Lasso'elr' <i>lit.</i> 'Lesser Combat Sticks. Fitted with aiming devices for enhanced gameplay, and name for their shapes similarity to staffs used by ethereals.
Idegi:	<i>n.</i> {philosophy} 'Loyalty', one of the secondary virtues of the Tau'va or 'Greater Good'.
Idegi'oen:	<i>adj.</i> 'loyal' as in 'the most loyal'
Iho:	<b>1.</b> <i>v.</i> 'to eat', 'to devour', or 'to consume'; <b>2.</b> <i>n.</i> 'one who eats or consumes'.
Iho'nen:	{phrase} 'Eater of Sins' or 'Eater of Deep Wounds'. <i>Iho is simply one who eats, but nen... It closed its eyes, considering. 'Nen is the wound that scars both the body and the mind. A betrayal of oneself or a fall from one's path.</i> <i>Fire and Ice</i> by Peter Ferhervari
-Ike:	{suffix} martial arts 'sport' (dō) 'combat fighting sport' e.g. <i>Nan'ka'tuk ike</i> .
<b>IL</b>	
Il:	<b>1.</b> <i>n.</i> 'plant organ', 'branch' or 'foliage'; <b>2.</b> 'network' or 'organization'; <b>3.</b> <i>n.</i> 'official' as in the term Il'Porrui meaning is something akin to 'Official Government Emissary'.
Il'emaar:	{mil. term.} <i>n.</i> 'official messenger' a Tau navy SX-23 Transport [Imperial designation: 'Courier'].
Il'fannor:	{mil. term.} <i>n.</i> 'official caravan' a Tau navy SX-33 Transport [Imperial designation: 'Merchant'].
Il'porrui:	{mil. term.} <i>n.</i> 'official emissary' a Tau navy SX-33-3 Utility Envoy [Imperial designation: 'Emissary'].
Il'Wolaho:	<i>n.</i> {phrase} 'place of bright colours', <i>lit.</i> 'brightly coloured branch'.

## IN

Inju: **1.** *adj.* 'pearl'; **2.** *n.* a pure white colour; **3.** *n.* a Tau coral whose skeletal remains resembles the shell material of many ancient Terran molluscs, and having a porcelain white appearance.

Inuvda: *n.* {geology} The gemstone 'opal'.

## 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].

Ioi'kek'e: **1.** *n.* {archaic/folklore} 'He-demon', *lit.* 'thing' + 'hell' + 'male' = 'male hell-thing'. [Note it is not known if the *ioi'kek'e* is also known as the *mont'au daemon*]; **2.** *n.* 'berserker, one who succumbs to battle rage. [Synonym for a deranged person(?)]; **3.** *v.* 'to go berserk', a state of insanity brought about by prolonged combat.

Ire: *n.* 'inlet'

Irex: *v.* to come in or to enter.

Intsi: *v.* to violate, wound, injure, insult, or humiliate.

## IS

Is/-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'sia. ['lack of movement an object' = 'cold']; **3.** *n.* {suffix} 'Technique' or 'Movement' as used in dance or martial arts. an individual and specific technique.

Iste: *n.* 'dance' or 'pattern'

Isla'su: *n.* {history} Home world of the Greet, an invertebrate race who joined the T'au Empire. Isla'su is considered to belong to the Fal'shia sept world. [Note Isla'su is a Tau rendering of the Greet term *Izzhxt'häzzúú – Home of the People Who Eat Nicely*].

Ishan: **1.** *v.* 'to immerse' or 'plunge'; **2.** *v.* 'to move vigorously'.

Isva: *n.* 'storm' **-var.** *-is.*

## IU

Iur: {psychology} *n.* 'mind' or 'mental' [as in mental processes].

Iur'mont: {mi.term.} *n.* 'psychological warfare'.

Iur'mont'sral: {mi.term.} *n.* 'psyops' or 'psychological warfare operations'.

Iur'tae'mont: {psychology} *n.* Combat Neurosis *i.e.* Post Traumatic Stress Disorder, *lit.* 'mind' + illness+ war' = 'War Mental Illness'. [Used in the T.E., compare with the term, 'Da'cova'ran' used in the F.E.].

Iur'tae'mont't'kor'eldi: {psychology + phrase} *n.* air combat neurosis.

Iur'tae'mont't'ten'grii: {psychology + phrase} *n.* space combat neurosis.

Iur'tae'mont't'xar'vesa: {psychology + phrase} *n.* battlesuit combat neurosis.

## J

### J

J: **1.** *v.* 'to reverse'; **2.** *v.* 'to reflect'.

J'cha: {expression} 'intention to reverse'.

J'hal: **1.** *n.* {biology} 'copper mirror' *lit.* 'to shine like copper' [Hal is derived from the Tau word ghal – copper] a red flower from the Tau homeworld, that was highly prized for its beauty, as well as its medicinal and nutritional properties; **2.** *n.* a high-energy drink made from fruit of the j'hal flower. [Note *j'hal* has been used used in the kit of the Tau military since long before the mont'au].



J'hal'yi:	{traditional} <i>n.</i> 'j'hal flower' a poetic name for traditional Tau <i>Courtesan</i> (female) or <i>Courtier</i> (male).
J'intsiq:	<i>n.</i> vengeance.
J'intsi'xom:	<i>v.</i> to carry out or obtain vengeance.
J'ka'ra:	<b>1.</b> <i>n.</i> 'injustice' <i>lit.</i> 'reflect a wrong strike'; <b>2.</b> <i>v.</i> 'to repudiate or reject a real or perceived act of injustice <i>i.e.</i> to 'fight injustice'; <b>3.</b> <i>n.</i> 'one who fights injustice', 'avenger', 'a vigilante.
J'kaara:	<b>1.</b> <i>n.</i> a mirror; <b>2.</b> <i>v.</i> to reflect an image, as the act of reflecting light; <b>3.</b> <i>v.</i> to make an identical or movement of another.
J'moq:	<i>v.</i> to deflect or divert.

## JA

Jagon'a:	<b>1.</b> <i>adj./n.</i> solitude, set apart, separated from others; <b>2.</b> <i>v.</i> to separate from others.
Jal:	<i>n.</i> a trident like tool for spearing aquatic animals.
Jidan:	<i>n.</i> the bearing of live weapons outside of a military theater, considered an honor. Note rarely accorded to anyone outside the fire caste.

## JE

Jeth:	[No translation available].
Jeth'ri:	<i>n.</i> {historical} a traditional type of iron tipped hunting spear. Use now in the hunt of clone beasts at the festival of T'pre'ta. " <i>Always away, running from the jeth'ri spears of its pursuers.</i> " ( <i>Firewarrior</i> by Simon Spurrier).

## JH

Jhi:	<i>n.</i> 'misaligned', 'twisted', 'cracked' or 'broken',
Jhi'kaara:	<b>1.</b> <i>v.</i> 'to reflect a broken image', as in 'an imperfect or misaligned reflection'; <b>2.</b> <i>n.</i> 'a broken mirror'.
Jhi'nan T'cha'yen'ka:	{phrase} 'a broken sword may still cut' <i>lit.</i> 'The broken sword may be (re)purposed to cut'.

## JI

Jida:	<i>n.</i> 'spear', a generic term, which can mean either a weapon or tool <i>e.g.</i> 'pike' or 'pruning hook'.
Jikita	[contr.] <i>n.</i> 'Kroot', contraction of the Tau word <i>Jikita'jit'la</i> , 'spike' + 'carrion' + 'creature' = 'spike carrion creature' <i>i.e.</i> a Kroot. [Tau word name for the xeno auxiliary race].
Jikita'faan:	<b>1.</b> <i>n.</i> the Kroot race; <b>2.</b> <i>n.</i> a Kroot kindred.
Jikit:	<b>1.</b> <i>n.</i> 'spike', 'spur' or 'point'; <b>2.</b> <i>n.</i> the toe spur on the inside of a Tau foot, which evolved from an inside hoofed toe.
Jil:	<b>1.</b> <i>v.</i> 'to yearn'; <b>2.</b> <i>n.</i> 'a yearning' or 'to have a yearning'.
Jil'tasya:	<i>v.</i> 'yearning for'(deep sexual desire).
Jil'xusel:	<i>v.</i> 'lusting for' (painful sexual desire).
Jil'yan:	<i>v.</i> 'yearn for happiness'.
Jing'asa:	<b>FARSIGHT ENCLAVES</b> <i>n.</i> {cultural} W.c. dialect, <i>lit.</i> 'round cover'. The traditional round conical hat of the water caste. [Note: the term <i>jig'asa</i> is used in the F.E. rather than the traditional term <i>po</i> . Drives from the name of an ancient infantry helmet.]

## JIT

Jit:	<i>n.</i> 'carrion' or 'carcass'.
Jit'la:	<i>n.</i> {zoology} 'carrion eater', a generic term applied to any vertebrate or invertebrate that feeds on primarily on carcasses.
Jit'la'hui'la:	<b>FARSIGHT ENCLAVES</b> {colloquial} <i>n.</i> 'double vulture', One of the Tau names for the 'aquila', the insignia of the Imperium of Man. (See entry for <i>Anuk'jit'hui'la</i> ) [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 <i>-La</i> . Thus the phrase must be considered 'slang'].

Jit'hui'la: **1.** *n.* 'crow' *lit.* *Jit'la + Hui'la* 'carrion eater' + 'bird creature'. Common name for any number of Tau carrion eating avians; **2.** **FARSIGHT ENCLAVES** *n.* a mon'keged – *dark name* [Er.c. & F.c.].

**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']].

Juntaa: **1.** *n.* {geology} The gemstone clinohumite; **2.** *adj.* a deep orange colour.

Juntas: *n.* {mil. trm.} port or left side (or an aircraft, naval or space vessel).

## K

### K

K-: **1.** *v.* {prefix} 'to touch', **2.** {suffix} *v.* 'to flee' or 'run off'.

K'ha: *n.* {meteorology} 'hail' or 'sleet'.

K'oyuga: *n./v.* confrontation *lit.* to touch and take a stand.

K'tadie: **1.** *n.* 'whirlwind' or 'dust devil' *lit.* 'running (twirling) breeze'; **2.** **T'AU EMPIRE** *n.* {honorific} a personal name [W.c.]; **3.** *n.* Name of famous water caste reporter Por'Ui'Elsy'eir'K'tadie.

K'yna: **1.** *n.* 'working herd dog', 'K' – 'louch' (working) + yna' – *Herd Dog*'; **2.** **T'AU EMPIRE** *n.* {honorific} a personal name [Er.c.]; **3.** *n.* name of famous ethereal, Aun'O'T'olku'K'Yna.

### KA

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

Ka'la: *n.* {synonym} the tau name for the Kroot, *lit.* 'striking creature'.

Ka'jida: *n.* 'strike spear', 'war spear' or 'lance'.

Ka'mesa: **1.** *n.* 'strike mark' or 'scar'; **2.** *n.* 'battle wound/scar'.

Ka'mais: *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: **1.** *n.* 'strike wrong'; **2.** *n.* 'exile' [Note exile is the only form of capital punishment for the Tau and is considered worst than death].

Kar'tyr: *n.* 'hunter of justice', a special type of water caste investigator (*Voice of Experience* by J.C. Sterns).

Ka'sa: *n.* 'the season of spring' *lit.* 'strike good' *i.e.* 'the rainy season'.

Ka'sti: *n.* orphan or abandoned child *lit.* strike out offspring.

Ka'tcova'toig'is: *n.* 'knee shatter technique' or 'kneecap' *lit.* 'to strike and shatter the knee'.

Ka'tcova'toxoi'is: *n.* 'shatter the elbow technique' or 'amputate the arm' *lit.* 'to strike and dismember the elbow'.

Ka'tuk'ike Tem'tsiin: *n.* 'a ka'tuk'ike tournament'.

### KA

Kaara: *n.* 'image' or 'picture'.

Kaaluu: **1.** 'to violently desire (sexually), 'having the intention to rape'; **2.** *v.* 'to take by force another person'; **3.** *n.* 'a person seized by desire so deep as they would commit an act of sexual violence'. [Note: This term carries so much weight that is considered to be a derogatory expression.]

Kaburk: {antique} *n.* 'musket' a smooth bore black powder musket.

Kabnuu: **1.** *n.* {geology} The gemstone 'citrine'; **2.** *adj.* a bright translucent yellow colour.

<b>KAI</b>	
Kai'rotaa:	<i>n.</i> {antique} 'Month' <i>lit.</i> 'Big month'.
Kai:	{prefix} <i>adj.</i> 'big' in relation to the size of something.
Kaigi:	<i>n.</i> 'sea', a small salt sea [Think the <i>Caspian Sea</i> of ancient Terra].
Kaikan'himi:	<b>1.</b> <i>n.</i> {literature} 'Dagger Princess', an infamous female assassin from the pre-mont'au Tau romance: <i>The Tale of Blue Tiger Moon</i> ; [Note this name is in the ancient water caste dialect] <b>2.</b> <b>FARSIGHT ENCLAVES</b> <i>n.</i> a 'dark name' or courtship name [Fem. W.c.].
Kais:	<b>1.</b> <i>n.</i> 'skilful' or 'expert' or 'competent'; <b>2.</b> <i>n.</i> {honorific} a personal name.
Kais'reka:	<i>n.</i> an ancient form of traditional Tau dance, <i>lit.</i> 'skilful grace'.
Kais'pok:	<i>n.</i> 'skilful negotiator'.
<b>KAK</b>	
Kak:	<b>1.</b> <i>n. n.</i> 'sands' or 'desert'; <b>2.</b> <i>n.</i> 'small [grain] sediment' or 'grain of sand'.
Kan:	<b>1.</b> <i>n.</i> 'measurement'; <b>2.</b> <i>v.</i> 'to measure'.
-Kan:	{suffix} 'Mister', <i>e.g.</i> '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'].
Kanchik:	<i>n.</i> {traditional} 'nomad'.
<b>KA</b>	
Kar:	<i>adj.</i> 'correct'.
Kara:	<i>n.</i> portal, gate, or enclosed entry.
Karae:	<b>1.</b> <i>n.</i> 'formation', 'alignment of parts', or 'congress' <i>lit.</i> 'The correct organization (of elements); <b>2.</b> any organized military unit (F.c.) or work team (Er.c.).
Karae'na:	<i>n.</i> {phrase} 'Formation Strike! <i>i.e.</i> 'Dismissed!' a military command.
Kar'tyr:	<i>n.</i> 'correct punishment?' or 'justice'.
<b>KAS</b>	
Kass:	<i>n.</i> 'personnel' or 'troops'.
Kass'l:	<i>n.</i> 'personnel carrier', <i>lit.</i> 'troop dropper', a Tau naval SX-16 Transport, [Impr. designation: <i>Orca</i> ].
<b>KAT</b>	
Kathl:	[No translation available].
Kathl'an:	[No translation available].
Kathr'yl:	[No translation available] from 'Kathr'yl desert reptile'.
<b>KAU</b>	
Kau:	<i>n.</i> 'hunter'.
Kau'savon:	<b>1.</b> <i>n.</i> 'keen eyed hunter', <i>lit.</i> 'the hunter with a keen eye'; <b>2.</b> <i>n.</i> {honorific} a personal name.
Kau'ui:	{mil. term.} <i>n.</i> 'Hunter Cadre'; contraction of older term, 'Kau'ui'rua' or 'Hunter Band' [Rough equivalent to an Imperial Guard company(?)].
Kau'ui'ecige:	{zoology} <i>n.</i> 'The Hunt Leader', <i>lit.</i> 'the veteran hunt father'. The alpha male in a 'wolf pack', who leads the pack on the hunt. <b>-var.</b> <i>Káu'ui</i> ; <i>Káu'ui'ec</i> .
Kau'yr:	<i>n.</i> {mil.term.} <i>n.</i> 'Prey Seeker', <i>i.e.</i> Pathfinder', [See entry for <i>Kau'yr'ejii</i> ].
Káu'yr'ejii:	{zoology} <i>n.</i> 'The Hunt Seeker', <i>lit.</i> 'The Experienced Hunt Mother', The alpha female who stalks and drives the prey toward the waiting <i>Káu'ui</i> (alpha male) and remaining wolf-pack. <b>-var.</b> <i>Káu'yr'ej</i> ; <i>Káu'ejii</i> ; <i>Káu'yr</i> .
Kauy'rua:	[contr.] <i>n.</i> {mil.term.} <i>n.</i> 'a pathfinder squad, from <i>kau'yr'rua</i> <b>-var.</b> <i>Káu'y'rua</i> [see entry for <i>Kau'yr</i> ].
Kauyon:	<b>1.</b> <i>n.</i> {mil.term.} 'Patient Hunter' or 'The Hunter that is patient'; a Tau battle tactic; <b>2.</b> 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: **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: *n.* Lustrous Plunging Technique' *i.e.* *The Tsunami Technique*. Tau martial art technique.

Ke'nan: *n.* {athletics} a split cane sword used in nan'ka'tuk'ike.

## KEG

Keged: **1.** *n.* 'name'; **2.** *n.* title. (See *sedo*).

Kek: *n.* {archaic} 'underworld' [See *H'kek'an*].

Kek'al: {expression} murderous revenge (old) *lit.* 'Hell's Hammer' **-syn.** for 'massacre'.

Kek'alw: {antique expression} murderous revenge or Hell's judgement *lit.* Hell's hammer-axe' **-syn.** massacre.

## KEL

Keli: **1.** *adj.* 'shinning' or 'sheen'; **2.** {synonym} *n.* 'bright hair'.

Keli'r'nan: **1.** *n.* 'shinning longsword', *i.e.* 'shinning sabre'; **2.** {honorific} a personal name.

Kelis: *n.* arrival.

Keluu: *v.* to arrive.

## KELL

Kell: *adj.* 'shimmering'.

Kell'h'kolkan'suam: *n.* {mythology} 'Shimmering shield of flame', one of the great weapons of the *Golden Hair*, one of the 'Five Tau Immortals'. Believed to be the whirling disk of the sun. Depictions of Golden Hair show his shield with solar symbols.

Kell'myr: **1.** *n.* 'shimmering knife'; **2.** a personal name.

Kell'por'is: **1.** *n.* 'shimmering water'; **2.** a martial art technique.

## KEN

Ken: **1.** *n.* 'method of'; **2.** *n.* 'morning', 'dawn' or 'sun rise'; **3.** *v.* 'to behead', 'to decapitate'.

Ken'rai: (1) *n.* {expression} Cut off the head and in time [the Body Will Die], meaning to kill an enemy leader or to attack to attack an enemy Head Quarters, so as to demoralize and defeat an enemy.

Ken'rai: (2) *n.* 'morning time' or 'the early time of the day'.

Ken'to: *n.* doctrine or methodology *lit.* proscribed or best manner.

Kenyu'jev: *n.* 'confederation'.

Kœdel: *n.* {philosophy} 'Action/transition' or 'In motion'. One of the two complimentary states' in the Tau'va or 'Greater Good'.

## KH

Khar: **1.** *n.* mineral lead; **2.** *adj.* lead colour.

## KI

Ki: *v.* 'to bleed'.

Kidou'tokai: *n.* {mil.term} a Tau navy SX-83 Orbital City/ Manufacturing/Docking Platform. [Meaning?]

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

Kike'xitomata: **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 Vi'Shas – *Red Fire*, the god of war and husband of Noyea'kirsa – *Lady Fox*, who was who took animal form

so as to keep an eye on his wayward wife; **2. FARSIGHT ENCLAVES** *n.* {honorific} a personal name [Meaning: to be ferocious and cunning in equal measure].

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

Kinjoo: **1. n.** {geology} the mineral amethyst; **2. adj.** the colour 'pink'.  
Kinot'la: *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 *Kinot*'s physical appearance most closely resembles that of the Terran Fox *Vulpes Vulpes* (though not in colouration).  
Kinot'erra: **1. n.** {folklore} 'Shadow-Wolf' or 'Demon-wolf', a fearsome monster that haunts battlefields and wild places. *i.e.* a 'Werewolf'; **2. n.** {history} 'Berserker', a warrior who surrenders to the 'blood lust' in battle; **3. n.** {synonym} 'Cannibal'.  
Kinot'fal'la: *n.* {zoology} 'Wolf' or 'Forest Wolf' [See entry for *res'kirsal'la*]  
Kinot'doan'la: **1. n.** {zoology} 'Steppe Wolf', is the fearsome cousin of the *Kinot'fa* and lives on the vast plains or steppes of T'au; **2. n.** {colloquial} a young man seeking sex from older women [T'AU EMPIRE - Viro'la F.c. & Er.c.; FARSIGHT ENCLAVES - All (except A.c.)].  
Kinot'ran: **1. n.** {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. FARSIGHT ENCLAVES** *n.* {colloquial} 'Wolf Heart', a '*praise name*' given to bolster moral of young fire warriors. [See entry for *Felde'Rat'laa*].  
Kinukar'la: *n.* {zoology} 'jackal', a *caniformia* (canid-type) animal indigenous to T'au. The *Kinukar* occupies the same ecological niche as the extinct Terran coyote (*Canis latrans*), which it resembles in size; but the *Kinukar*'s physical appearance most closely resembles that of the Terran dingo.

## KIR

Kir'hoi: *adj.* 'dog-like'.  
Kir'erra: {folklore} **1. n.** 'Dog Spirit' akin to, but not, the *kirsal'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} 'to be treacherous'.  
Kir'la: **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: *n.* {mil.trm.} 'Guard Hound', a Tau naval SX-28 Escort, [Imperial designation 'Defender'].  
Kir'shas'vre: *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 colour not visible to human eye.]  
Kireit'shi: *n.* 'Ultimate Victory' *lit.* 'ultra-violet' + 'victory' = 'Light of Ultimate Victory' *i.e.* 'Victorious'; **2. FARSIGHT ENCLAVES** *n.* {honorific} a personal name [F.c].

## KIRS

Kirsal'al: **1. n.** {zoology} 'little fox' or 'little dog', **2. FARSIGHT ENCLAVES** *n.* a personal name (female); **3. n.** {colloquial} 'vagina' a slang term for the female reproductive organ.  
Kirsal'erra: **1. n.** {folklore} 'Fox Spirit'; **2. {folklore} n.** The trickster spirit in Tau folklore [See *Fri'k'Kirsal'erra*]; **3. n.** {derogatory} 'a cunning person', a personal name.  
Kirsal'a: **1. n.** {zoology} 'fox', a *caniformia* (canid-type) animal similar to extinct Terran canids: fox, coyote, or dingo [See entry for *res'kirsal'*]; **2. n.** a personal name, young boy or girl.

## KIS

Kisun:	<i>n./adj.</i> 'blood'.
Kisun J'intsi:	{expression} <i>n.</i> 'blood vengeance'.
Kisun J'intsiq'om:	{expression} <i>v.</i> 'to carry out a blood vengeance'.
Kisun'aloh:	<i>n.</i> 'dead-dead' <i>lit.</i> 'ice blood' or 'cold blood'.
Kisun'erue:	<b>1.</b> <i>n.</i> {archaic} 'blood rivalry' to be the sworn enemy of another or to be in a feud or conflict with another family or clan; <b>2.</b> <i>n.</i> {colloquial} To be the 'sworn enemy' of another cadet or student; <b>3.</b> <i>n.</i> {historical} a kind of secret duel in which the participants swore to kill one another; but would do so surreptitiously so that outsiders will not know. [This is considered a terrible violation of the Tau'va!].
Kisun'sha'ea:	<i>n.</i> {expletive} 'Bloodwind! [Note means something like 'Bloody hell! or 'Bloody damn!]' <i>"Bloodwind... Men'he hissed beneath his breath, forgetting himself. (Fire Warrior by Simon Spurrier).</i>
Kisun'shas'ea:	{exclamation} <i>adj.</i> 'Blood fire! or 'Bloody hell!
Kisun Wuanxe:	<i>n.</i> {historical} 'Blood Empress', also called the Xux'Wuanxe – <i>The Blue Empress</i> [See entry for Tai'Lhas].
Kisun'xarok:	<b>FARSIGHT ENCLAVES</b> {folklore} <b>1.</b> <i>n.</i> blood scythe <b>2.</b> <i>n.</i> an honorific name.
Kisun'xun:	<i>n./v.</i> 'blood vendetta' (to personally carry out the vendetta).
Kisun'xux:	<i>adj.</i> '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:	<b>1.</b> <i>n.</i> 'blood flower' a flower known for its fragrance and beauty; which is comparable to the Terran rose; <b>2.</b> <i>n.</i> {historical} a courtesan name.

## KIV

Kiv:	<i>n.</i> decision.
Kiv'rai:	<i>v.</i> 'to decide' <i>lit.</i> 'decision' + 'Time' = 'To decided'.
Kiv'rai'ka:	<b>1.</b> <i>n.</i> 'decisive', 'decision' + 'time' + 'strike' = 'decisive'; <b>2.</b> <b>T'AU EMPIRE</b> <i>n.</i> {honorific} a personal name [All].
Kiv'rai't'xa:	<b>1.</b> <i>n.</i> {anthropology} 'decision ritual' a contemporary name for a number of ancient tribal <i>conflict resolution</i> rituals the steppes or plains peoples.
Kiya:	<i>n.</i> 'yard', 'garden' or 'small plot of land'.
Kiya'hui'la:	<b>FARSIGHT ENCLAVES</b> {agriculture} <i>n.</i> small domesticated avian whose meat is a stable food.

## KL

Klasu:	<i>adj.</i> 'armoured', 'to be clad in protective armour'. ( <i>Fire and Ice</i> by Peter Ferhervari).
Klin'la'i:	<i>n.</i> little f**kers <i>lit.</i> <i>little cusses.</i>
Kles:	<i>adj.</i> 'exceptionally', 'more than normal' or 'elevated'.
Kles'cha'kar:	<i>adj.</i> an upright or honorable action.
Kles'ro:	<i>n.</i> 'exceptional mind' or 'intelligent'.
Kles'tak:	<i>n.</i> 'intense explosive', a high explosive used in Tau auto-deploy mines. Comparable to the Imperium's demolition charge.
-Klkn/Klkin-:	<b>1.</b> {negative prefix, suffix, or a term on its own}; <b>2.</b> <i>v.</i> {colloquial} a comparable human swearing 'to curse or cuss'.

## KN

Kn:	<b>1.</b> <i>v.</i> 'mumble', 'babble', or 'whisper'; <b>2.</b> <i>n.</i> 'one who talks incoherently'(?)
Kna:	<i>adj.</i> 'silly' or 'stupid'.

## KO

Ko:	<i>v.</i> to be worthy or commendable.
Ko'arda:	<i>adj.</i> to be worthy of trust or respect.
Ko'cha:	<i>adj.</i> a worthy purpose.

Ko'cha'kar:	<i>adj.</i> a worthy or correct action.
Ko'chi:	[contr.] 'vagabond' from <i>koch'man'chi</i> .
Ko'tsin:	<i>n.</i> 'glare' 'a harsh reflection'.
Ko'io:	<i>n.</i> 'grain' or 'basic food plants' or literally 'plants worthy of being eaten'.
Ko'io'nai:	<b>1.</b> <i>n.</i> 'worthy food plants (that are) 'starchy'; <b>2.</b> <i>n.</i> 'cereal'.
Ko'ram:	<b>1.</b> <i>adj.</i> winsome or exquisite in terms of physical appearance; <b>2.</b> <i>n.</i> a personal name.
Ko'taal:	<i>n.</i> worthy of preservation' <i>i.e.</i> an 'important location/object/person that needs protection or preservation'.
Ko'vash:	<b>1.</b> <i>v.</i> 'to strive for' <i>lit.</i> 'a worthy cause' something that is commendable in Tau society; <b>2.</b> <b>T'AU EMPIRE</b> <i>n.</i> {honorific} a personal name (Er.c.)
Koch:	<i>n.</i> vagabond.
Koe:	<i>n.</i> 'bay'.
Koe'mu'galth:	<i>n.</i> Mu'gulath Bay.
Kolkan:	<i>n.</i> {archaic} 'shield', <i>i.e.</i> 'a shield carried into battle'.
<b>KON</b>	
Kon:	<i>n.</i> 'field labour' or 'agricultural labour'.
Kootai'la:	<b>FARSIGHT ENCLAVES</b> {agricultural} <i>n.</i> small domesticated reptilian whose eggs are a stable food.
<b>KOR</b>	
Kor:	<b>1.</b> <i>n.</i> 'air' as one of the seven primary elements; <b>2.</b> <i>n.</i> fifth caste.
Kor'faan:	<i>n.</i> 'Air caste'.
Kor'shuto:	<i>n.</i> {mil. term.} Orbital cities belonging to the Tau air caste, <i>lit.</i> 'air island'.
Kor'vesa:	<i>n.</i> 'air helpers' or 'drones' [Note the previous translation 'Faithful Helper' is inaccurate].
Korar:	<i>n.</i> 'airship' [meaning?].
Koreng'porwei:	<b>1.</b> <i>n.</i> {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 <i>n.</i> [See entry for <i>ten'grii'fio'va</i> ]; <b>2.</b> <i>n.</i> a style of architectural design which is based on the principles of Koreng'porwei.
Koreth:	<i>n.</i> 'stampede' or 'rout'.
<b>KORS</b>	
Korst:	<i>n.</i> 'death'; 'annihilation'; or 'oblivion' [See entry for <i>Ghoro</i> ].
Korst'erra:	<b>1.</b> <i>n.</i> {folklore} 'Death Spirit' or 'The Shadow of Death'; <b>2.</b> <i>n.</i> 'a premonition of death'; <b>3.</b> <i>n.</i> {folklore} To see a 'Korst'erra' is to have a foreshadowing of your own or another's death.
Korst'la:	<i>n.</i> {folklore} 'Death Being' or 'The Grim Reaper', the folk belief was that a person only saw the Korst'la at the moment of death. [Note the shadow of the Korst'la is the <i>Korst'erra</i> . See previous entry].
Kot:	<b>1.</b> <i>n.</i> {traditional} pedestrian foot bridge; <b>2.</b> <i>n.</i> gangway or access ramp; <b>3.</b> <i>n.</i> catwalk.
<b>KOU</b>	
Kou:	<b>1.</b> <i>adj.</i> 'faithful or 'constant'; <b>2.</b> <i>adj.</i> 'trustworthy'.
Kou'to:	<i>n. adj.</i> 'most faithful' <i>i.e.</i> 'a true-blue friend'.
Kou'to'vesa:	<i>n.</i> {honorific} 'most faithful helper'.
Koy:	<b>FARSIGHT ENCLAVES</b> {agricultural} <i>n.</i> domesticated breed of Tau ungulate (See entry for <i>xoni</i> ).
<b>KR</b>	
Kre:	<i>n.</i> 'traitor'.
Kre'ui:	<i>n.</i> {astrophysics} a world classification type. [a desert planet?] [Meaning?].
Kru:	<i>v.</i> 'listen' or 'hear'.

Kruai: v. 'to hear carefully' or 'listen closely' [to listen for prey, like a Kinot or *woli*].  
 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: **1.** n. {honorific} 'skilful listener' *i.e.* an 'empathetic person'; **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: **1.** n. 'Opportunities Un-foreseen'; **2.** n. Name of Tau sept world.

### KU

Kunas: *adj.* 'agile' or 'dexterous'.  
 Kunas'fri'k: n. 'cheeky' *lit.* 'dexterously disrespectful'.  
 Kuni: **1.** v. 'to expand', 'to stretch', 'to widen'; **2.** n. 'expansion'.  
 Kur: n. 'deep orange' [Colour cannot be seen by the human eye].  
 Kuris: n. {agriculture} a rice-like Tau grain. [Note there are several varieties of kuris.]

### KY

Ky: *prn.* 'Me' or 'I' in reference to self.  
 Ky'husa: **1.** n. {archaic} The whiskey-like liquor used in a Ta'lissera ceremony ritual; which is served steaming hot and served in traditional drinking bowls. [Note original meaning is unknown or lost. Possible corruption of the ancient fire caste phrase: 'Ky'h'Qy'xumis' or 'Ky'h'Qy'ta'lissera'xumis' – 'You and Me we are bonded (with this) Xumis! (fermented milk of the rat'laa)," an ancient toast or cheer to celebrate becoming bonded. This interpretation is however, hotly debated among water caste scholars!]; **2.** {colloquial} n. any strong drink used to celebrate a special occasion or event. Often shortened to *K'husa* or *Xusa* (depends on caste); **3.** {colloquial} n. a generic term for liquor, akin such Gothic words as 'Booze' or 'Hootch'.  
 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 *Ta*]; **3.** n. {synonym} 'Death'.  
 Kysdra: [comp.& contr.] **1.** *adj.* 'emerald' from *kys'uma'dras* – 'dark green mineral'; **2.** n. a personal name.  
 Kysdra'yse; n. 'emerald belt', a swath or belt of dense of vegetation at the equator of the planet N'vais.

## L

**L**  
 -L: **1.** v. {suffix} 'to carry or haul'; **2.** v. 'to drop' or 'to lay down'.  
 La- n. {prefix} 'hero' or 'divine-like', [Note may be derived from Tau religious belief(?)]  
 -La: n. {suffix} **1.** n. When placed after a caste title it indicates: Kor'la – 'Messenger'; (A.c.); Por'la – 'Bureaucrat' (W.c.); Shas'la – 'Warrior' (F.c.); Fio'la – 'Worker'; (Er.c.); Aun'la – 'Prince' (Et.c.); **2.** n. 'being', 'person', or 'creature'.  
 La'ran: n. {mythology/folklore} 'divine spirit/soul' (divine heart).  
 La'ran'setegl: n. {mythology/folklore} 'divine consciousness' (divine heart consciousness).  
 La'r'nan: n. {traditional} 'hero swordsman' *i.e.* 'Sword Saint'.  
 La'rua: n. 'heroes' spears' or 'warrior band' [roughly equivalent to an Imperial Guard squad].  
**LAR**  
 Lar: *adj.* 'valiant' or 'courageous'.



La'rshi:	<b>1.</b> <i>n.</i> {phrase/mil. term.} 'Valiant Victory', a kor'vatta naval SX-48 Cruiser [Imperial 'Hero']; <b>2.</b> <i>n.</i> 'hero', an individual's single act of heroism.
La'rshi'vre:	<b>1.</b> <i>n.</i> {phrase/mil. term.} 'Valiant Victory Veteran', a kor'vatta naval SX-48-2 Cruiser [Imperial designation 'Protector']; <b>2.</b> <i>n.</i> {honorific} a personal name [F.c.].
La'ten'gr'erra:	<i>n.</i> {mythology} 'divine heavenly spirit(s) <i>i.e.</i> 'angels' or 'demi-gods'.
<b>LAS</b>	
Lasso:	<i>n.</i> 'disaster' or 'calamity'.
Lasso'eir:	{sport} <i>n.</i> game similar to billiards or pool. The table is an eight-sided octagon for up to eight players.
Lat:	<i>n.</i> 'volume' or 'volume measurement'.
<b>LE</b>	
Leath:	<i>n.</i> 'deep space vessel' [Meaning?].
Lek:	[No translation available].
Lel:	[No translation available] From 'riding the lightening'.
Len:	[No translation available].
<b>LH</b>	
Lhas:	<b>1.</b> <i>n.</i> {geology} The mineral jade; <b>2.</b> <i>adj.</i> the colour of 'jade'.
Lhas'nan:	<i>n.</i> {mythology} 'The Jade Sword', one of the divine weapons of 'The Five Immortals'.
Lhas'rhen'na:	<b>1.</b> <i>n.</i> 'a noble sacrifice' <i>lit.</i> 'shattered jade'; <b>2.</b> <i>n. i.e.</i> 'suicide' or 'self-sacrifice'; <b>3.</b> <i>v.</i> {historical} 'to commit suicide (in a ceremonial fashion) [F.c. All]; <b>4.</b> <i>n.</i> {synonym} The Tau term for concept of 'The Nobility of Failure'.
<b>LI</b>	
Li/Ly:	<b>1.</b> <i>n. adj.</i> {prefix} 'wild' / 'natural'; <b>2.</b> <i>n.</i> {prefix} 'li- (female) and 'ly- (male).
Lik:	<i>v./adv.</i> to cut off or to cut away.
Li'an:	<b>1.</b> <i>n.</i> 'wild place' or 'wilderness'; <b>2.</b> <i>n.</i> 'a desert'.
Li'doe'an:	<b>1.</b> <i>n.</i> 'steppe', <i>lit.</i> 'wild yellow Place'; <b>2.</b> <i>n.</i> 'yellow desert' [See entry for Doean]; <b>3.</b> <i>n.</i> <b>FARSIGHT ENCLAVES</b> a personal name for girls. <b>-altr.</b> <i>Li'doan</i>
Li'sun:	<b>1.</b> <i>n.</i> 'Wild Burning/Shining'; a poetic name for the <i>Kirsa'la</i> or 'steppe fox', a <i>caniformia</i> creature native to the T'au which has a glossy golden-brown coat and fills the similar ecological niche to ancient Terran fox ( <i>Vulpes vulpes</i> ); <b>2.</b> <i>n.</i> 'Wild Burning', a famous general of the Seven Warring Empires period, heroine of the opera <i>Farewell My Consort</i> ; <b>3.</b> <i>n.</i> a personal name (female) [F.c.].
Li'sun'yi:	<b>1.</b> <i>n.</i> 'wild flower', <i>lit.</i> 'wild shining flower'; <b>2.</b> <i>n.</i> a personal name for girls.
Li'xiu:	{biology} <b>1.</b> <i>n.</i> 'Wild Evergreen Tree' or 'Wild Pine Tree'; <b>2.</b> <i>n.</i> {historic} a famous general from the <i>Seven Warring Kingdoms</i> period (the mont'au) who later became emperor and established the Kiu dynasty, also known as Noyea H'j'karra'nan – <i>Lady of the Mirror Swora</i> .
<b>LIS</b>	
Lissera:	<i>n.</i> union, bond or convent.
Lisseri:	<i>v.</i> to accept.
Lo'vada:	{mil. term.} <i>n.</i> a sash worn over one shoulder by Shas'saal to identify their position in a training team. worn only by the team leader and the team assistant leader. <i>Blue</i> indicates a team leader, and <i>orange</i> indicates the assistant team leader.
Lor:	<i>n.</i> verity, truth, or honesty.
Lor'erra:	<i>n.</i> {phrase} Shadow of Truth ( <i>Fire and Ice</i> by Peter Ferhervari)
-Los:	{suffix} <i>n.</i> children or descendants.

**LS**

Lshan:	[No translation available].
Lthe:	<b>1.</b> <i>n.</i> 'awareness' or 'knowledge of' [Note: not knowledge as in the sense of learning, but rather 'to know something of'; <b>2.</b> <i>n.</i> 'practical knowledge'.
Lthe'va:	<i>n.</i> {phrase} 'Greater Understanding' as in the teaching of the Tau'Va.
<b>LU</b>	
Lu:	{archaic} <i>n.</i> 'graceful' [Note not modern Tau].
Lu'val:	<b>1.</b> <i>n.</i> {astronomy} the first moon of T'au and the first moon to reached by the Tau; <b>2.</b> <i>n.</i> {mythology} 'Graceful Maiden', the name of the first moon of T'au. One of the twin Moon Maiden of early Tau mythology. Also called the 'First Maiden'.
Lub:	<b>1.</b> <i>n.</i> 'poise' or 'elegance'; <b>2.</b> <i>v.</i> 'composed'; <b>3.</b> <i>v.</i> 'to graceful and dignified'.
Lub'grahl:	<b>1.</b> <i>n.</i> 'graceful' <i>lit.</i> 'elegance' + 'steady movement' = 'graceful'; <b>2.</b> <i>n.</i> name of a the Farsight Enclaves world.
Lunsu:	<b>1.</b> {honorific} <i>n.</i> 'Tenacious', a personal name; <b>2.</b> <i>v.</i> 'to be tenacious'; <b>3.</b> <i>n.</i> Name of famous fire caste commander: Shas'O'Ksi'm'yen'Lunsu.
Lusha:	<b>1.</b> <i>n.</i> 'candle smoke'; <b>2.</b> <i>v.</i> 'to smoulder'; <b>3.</b> <i>v.</i> 'to rekindle a fire'; <b>4.</b> <i>n.</i> a personal name.
Lynu:	<i>n.</i> {philosophy} 'Steadfast' or 'Persistent', one of the 'Five Great Virtues' of <i>Tau'va</i> , 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'arda:	<i>adj.</i> uncertain or questionable trustworthiness.
M'bikur:	<i>adj.</i> uncertain reputation or uncertain of honor.
M'tsarai:	<i>adj.</i> not-right-face or one of uncertain one's reputation.
M'cova:	<b>1.</b> <i>n.</i> rigid or unbending, <i>lit.</i> unbroken; <b>2.</b> <i>adj.</i> a personality trait.
M'denta:	<b>1.</b> <i>n.</i> un-spirit, <i>lit.</i> un-breath, an unexpected scent or odour or a bad odour, (the smell of decaying biomass?); <b>2.</b> <i>n.</i> {synonym} Something that is 'dead' <i>i.e.</i> not breathing, [many apply to either living entities or mechanical devices, <i>e.g.</i> "That drone should be operational, but it is certainly m'denta (not breathing)." [See to entry for <i>Aloh</i> ].
M'denta'la:	<i>n.</i> {folklore} 'The Undead' <i>lit.</i> 'un-breathing creature', <i>i.e.</i> a zombie or ghoul. [Note this is what passes for daemons in Tau folklore.] See <i>Yaksha</i> .
M'lithe:	<b>1.</b> <i>v.</i> 'unable to understand' or 'unable to comprehend'; <b>2.</b> <i>n./adj.</i> 'confusion' or 'the confused'.
M'lthe'gue'la P'eurk'tugrii'ea:	{phrase} "The Gue'la don't know shit!" <i>lit.</i> "The Gue'la aren't aware there is dung on their hooves!"
M'lthe'gue'la L'eurk'tugrii'ea:	{phrase} "Gue'la don't know shit!" <i>lit.</i> "The Gue'la aren't aware they carry dung on their hooves!"
M'tsua'm:	<b>1.</b> <i>adj.</i> {engineering} 'un-middle' or 'imbalanced' <i>i.e.</i> 'to be out of balance' as in a mechanical device; <b>2.</b> <i>n./adj.</i> {psychology} 'unhinged' or 'unstable' <i>i.e.</i> a psychological state, 'to be emotionally unstable'.

### M'Y

M'yan:	<i>adj.</i> 'un-happy' / 'not quite happy' / 'sad'.
M'yen:	<i>adj.</i> 'un-forseen' or 'unexpected'.
M'yen'shi:	<i>n.</i> 'un-forseen victory' or 'unexpected victory'.

M'yio: **1.** *adj.* 'un-hear' To hear something unexpected; **2.** *v.* to hear wrong or incorrectly, *i.e.* 'to hear what you want to hear, instead of what was said'.

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

M'va'denta: *n.* {folklore} 'The Un-Greater Spirit', *lit.* 'un-immortal breath', a thing that is alive, (immortal) yet is not alive, *i.e.* 'vampire'. See *Ranerra'm'denta*.

M'Vash'la: *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: *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.* 'to twist'.

-Ma: {suffix} *n.* 'female relative'.

Mais: *n.* 'gorge' or 'deep valley'.

Maki: *v.* 'to sparkle or glitter while moving' [See *tira'maki*].

## MAL

Mal: *n.* {zoology} 'insect' or 'arthropod' [Sometimes translated as 'spider'].

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

Mal'kor: *n.* 'air insect' *i.e.* a Vespid. The Tau expression for an auxiliary ally.

Mal'hui: *n.* insufficient/insignificant news or information, *lit.* insect wing or insect messenger. (*Voice of Experience* by J.C. Sterns)

Mal'ra'shi: **1.** *n.* 'a meaningless victory' or 'a pyrrhic victory', *lit.* 'a cockroach victory'; **2.** *n.* 'the enemy who cannot be defeated', *i.e.* a stubborn enemy.

Mal'ra'xei: *n.* an insectoid creature similar to a Terran cockroach genus *blattoptera*. Unlike a cockroach though, these creatures can live for decades.

## MALK

Malk: *n.* {traditional} 'judgement', 'ruling', or 'verdict'.

Malk'la: *n.* {traditional} a ritual discipline meted out by the Ethereals to those deemed to have erred in judgement in regards to the Greater Good. malk - 'Judgement' + la - 'Man or person' = 'judgement upon the person'.

Mang: {suffix} **1.** *n.* 'hammer'; **2.** *v.* 'to hammer'.

Mar: **1.** *v.* 'to speak' or 'to talk'; **2.** *v.* 'to make word like sounds'.

Maral: *n.* 'Fawn'.

Maron: *n.* {geology} the mineral 'coral'; a deep orange-red coloured opaque gemstone.

## MAU

Mau: [No translation available].

## ME

Me: *n.* {agricultural} 'breed' or 'stock'.

Me'drek: [No translation available].

Me'lek: [No translation available].

## ME

Meem: *n.* {anatomy} – an engorged mammary gland of a Tau female.

Mein: [No translation available].

Melong: **1.** *v.* 'to throw (back) or 'to reflect back'; *i.e.* 'a mirror'. **2.** *n.* {archaic}, a metal bronze mirror used in ancient Tau animistic religions.

Mesa:	<i>v.</i> 'to mark' or 'to identify'.
Mesme:	<b>1.</b> <i>v.</i> 'to add, 'to combine', or 'to join'; <b>2.</b> <i>n.</i> 'combination'.
Mesme'j'karra:	<i>n.</i> {mil. term.} 'Wall of Mirrors', a Tau military tactic.
<b>MI</b>	
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> <i>n.</i> 'to be stopped in one's tracks'.
Mi'yo'ea:	{phrase} 'What did I just hear you say?', or 'I can't believe I just heard that?'
Mineka:	<i>n.</i> 'ambition'.
Miyamoto:	<i>n.</i> {archaic} a familial name from ancient T'au. 'the spear's or 'cutting [meaning?].
<b>MO</b>	
Mo'dac'ca:	<b>FARSIGHT ENCLAVES</b> {expression} 'more dakka' a borrowing from the original Be'gel language. Meaning to require additional firepower, or if having an insufficient amount of firepower, to request more. Note refers to the "quantity" not the "quality" of rounds fired.
Mokushi:	<i>n.</i> {poetic} 'The Silent Hunger' <i>i.e.</i> famine or starvation.
Moghai:	<b>1.</b> <i>n.</i> 'serpent' or 'snake', a legless Tau reptile similar to the ancient Terran reptiles; <b>2.</b> <i>n.</i> a personal name.
<b>MON</b>	
Mon:	<b>1.</b> <i>adj.</i> The colour 'black'; <b>2.</b> <i>n.</i> 'grey' or 'dark grey' [meaning <i>dark colour</i> (?)].
Mon'erra:	<i>n.</i> {folklore} 'a dark or malevolent spirit' <b>-var.</b> <i>da'erra</i> .
Mon'mal'nemal:	<i>n.</i> {biology} 'little black stinging scorpion', an indigenous insect to the Daly'th sept world.
Mon'erue:	<i>n.</i> 'black rivalry', a rivalry in the Terran sense of the word. It emphasises 'victory' over one's competitor, and is very much a hostile rivalry. [See Kisune'erue].
Mon'keged:	<i>n.</i> 'dark name'. Also called a 'bragging name' or 'courtship name'. During the time of courtship an individual takes a <i>mon'kegea</i> , or is given by a member of the opposite sex. [Note a <i>mon'keged</i> is similar to a 'bad boy' or 'bad girl' name among some human cultures].
Mon'kirsa'erra:	<b>1.</b> <i>n.</i> {folklore} 'Black Fox Spirit', one of two spirit said to guard temples and shrines and who often came to aid of the people in times of great distress. [See <i>Tai'kirsa'erra</i> ]; <b>2.</b> <i>n.</i> {legendary} This rakish figure of antiquity (fictitious?) was renown for his seduction of aristocratic Tau ladies <i>i.e.</i> a 'Cassanova'. [Comparable to the exploits of Commissar Caiphaz Cain!]; <b>3.</b> <b>FARSIGHT ENCLAVES</b> <i>n.</i> a <i>mon'keged</i> – <i>dark name</i> (male); <b>4.</b> <i>n.</i> {derogatory} 'a womanizer or seducer' when applied to male Tau. [All]
Mon'la:	<i>n.</i> The season of winter <i>lit.</i> The Grey One' <i>i.e.</i> 'Death'.
Mon'rat'laa:	<b>FARSIGHT ENCLAVES</b> <i>n.</i> {honorific} 'Dark Horse', a personal name [praise name].
Mon'cea'sin:	<b>T'AU EMPIRE</b> <i>n.</i> 'Black Enlightened People' <i>i.e.</i> Dark Eldar.
Mon'var'sin:	<b>T'AU EMPIRE</b> <i>n.</i> 'Black Raiding People' <i>i.e.</i> Dark Eldar [See <b>Var'sin'da</b> ].
Mon'wern'a:	<i>n.</i> 'deceptive assault 'black + **** + *****', a Tau battle strategy].
<b>MONA</b>	
Monat:	<b>1.</b> <i>n.</i> {mil.trm.} 'acts alone' or 'Individual acting for/by oneself', a combat team composed of a single XV-8 Crisis Battlesuit; Considered to be a form battlefield trauma similar to PTSD, characterized By "target fixation" and a disregard for personal safety; but also by the flaunting of the <i>Greater Gooa</i> , by putting of one's own desire for vengeance above the needs of the cadre or the mission; <b>2.</b> <i>n.</i> {phrase} Expression for any firewarrior(s) who acts independently from his unit; <b>3.</b> <i>n.</i> {colloquial} 'Going off alone', <i>i.e.</i> 'a person who is intentionally acts separate from others for selfish reasons'; <b>4.</b> <i>n.</i> a firewarrior who has gone mad with battle frenzy, <i>i.e.</i> the <i>mont'au daemon</i> [See Ioi'kek'e].
Monat'ai:	<b>1.</b> <i>n.</i> 'acts alone' + 'hand' = 'a free hand'; <b>2.</b> <i>v.</i> 'to act, live, exist without restrictions' [All]; <b>3.</b> <b>T'AU EMPIRE</b> <i>v.</i> 'licentiousness' or 'decadent behaviour'.
<b>MONT</b>	
Mont:	<i>n.</i> 'war' or 'battle'.

Mont'alm'nan:	<i>n.</i> {historical} 'axe war blade', a two handed halberd style weapon, having a single edged heavy blade and long shaft, used by ancient Tau infantry.
Mont'au:	<b>1.</b> <i>n.</i> '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> <i>n.</i> 'The Terror'; <b>3.</b> <i>n.</i> {term.} Expression used to describe three distinct periods in of social, political and economic upheaval in Tau history.
Mont'au'gue'la:	<i>n.</i> 'human age of war' <i>i.e.</i> 'The Horus Heresy'.
Mont'gue'la:	<i>n.</i> 'chaos humans' or 'chaos cultists'.
Mont'da:	<i>n.</i> 'war darkness' or 'fog of war'.
Mont'ka:	<i>n.</i> 'war strike' or 'killing blow', a Tau battle strategy.
Mont'ka'mesa:	<b>1.</b> <i>n.</i> 'war mark' or 'battle scar'; <b>2.</b> <i>n.</i> {honorific} Personal name [F.c.].
Mont'kauyon:	<i>n.</i> 'Patient Killer' <i>lit.</i> 'War + Patient Hunter' <i>i.e.</i> an 'assassin'.
Mont'la:	<i>n.</i> 'Battle Man' or 'Warrior', a masculine personal name [F.c.].
Mont'myr:	<b>FARSIGHT ENCLAVES</b> <b>1.</b> <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'; <b>2.</b> <i>n.</i> {historical} 'war knife', a one hand, single-edged sword, used in personal defence.
Mont'nan:	<b>FARSIGHT ENCLAVES</b> <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.
Mont'nanal:	<b>FARSIGHT ENCLAVES</b> <i>n.</i> 'small war blade' a small dagger carried by ancient Tau warriors.
Mont'r'myr:	<b>FARSIGHT ENCLAVES</b> <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 and in common use in the F.E.
Mont'r'alm:	<i>n.</i> {historical} 'long war axe', a long handled axe used by mounted ancient Tau nomadic cavalry.
Mont'r'nan:	<b>FARSIGHT ENCLAVES</b> <i>n.</i> 'war long blade', a two handed, single-edged or double edged weapon, intended for use in dis-mounted warfare and in common use in the F.E..
Mont're:	<i>n.</i> {honorific} 'war strength' or 'warlike'.
Mont'sel:	<i>n.</i> {mil. term.} a tactical infantry formation. [Meaning?]
Mont'shasaar:	{phrase} "War that Burns Dark", ( <i>Fire and Ice</i> by Peter Ferhervari)
Mont'yebgela:	<i>n.</i> {honorific} 'dark strider', contraction of ' <i>mont'yebe'geli'la</i> '.
Mont'yr:	<i>n.</i> {honorific} 'war experienced' or 'Veteran'.
<b>MOQ</b>	
Moq: (1)	<i>v.</i> 'bend', 'distort' or 'warp'.
-Moq: (2)	<i>v.</i> {suffix} 'immersion' or 'sink'
Mor:	[Meaning?].
Mor'tek-raik'an:	<i>n.</i> ***** + 'second' a unit of time [Meaning?].
Moriin:	<i>n.</i> a type of earth caste resin. [Meaning?].
Myr:	<i>n.</i> 'knife' or 'blade'.
<b>MU</b>	
Mua:	<b>1.</b> <i>v.</i> 'to banish'; <b>2.</b> <i>n.</i> 'banisher'.
Mu:	<b>1.</b> <i>v.</i> 'no [more] or 'cease'; <b>2.</b> <i>adj.</i> {archaic} <i>n.</i> 'gracious' [Note: not modern Tau].
Mu'mont:	<i>n.</i> {phrase & mil.trm.} 'Cease Fire! <i>lit.</i> 'No War'.
Muk:	<i>n.</i> 'eternal'.
Muk'xux'ten'grii:	<i>n.</i> {phrase} 'Eternal Blue Sky' [Expression used by steppe tribes on ancient T'au].
Mu'val:	[comp] <b>1.</b> <i>n.</i> {astronomy} the second moon of T'au; <b>2.</b> <i>n.</i> {mythology} 'Gracious Maiden', the name of the second moon of T'au. One of the twin Moon Maidens of early Tau mythology. Also called the 'Second Maiden'.

## N

### N

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

N'dras: **1.** *n.* {colloquial} 'Good Fortune'; **2. n. lit.** 'second look [for] mineral cache' *i.e.* 'to discover hidden wealth'; **3. n.** Name of former Tau sept world.

N'vais: **1. n.** 'second purchase'; **2. n.** Name of Tau colony world.

### NA

Na: **1. n.** {archaic} 'to strike' or 'to hit', comes from the 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 down heavily', 'a downpour'

Nahan: *n.* 'whale', a generic term for all T'au aquatic cetacean like creatures.

Nahan'jal: [contr.] **1. n.** 'a whaling harpoon' nahan – *harpoon* + *sjalan* – 'harpoon' = 'whaling harpoon'; **2. n.** {honorific} name 'Whalespear'.

Nai: *n.* {chemistry} 'carbohydrates' or 'starch' in reference to a foods nutritional content.

Nai'suu: **1. n.** the desire to be in large crowds; **2. n.** convivial [F.c.].

Nair: **1. adj.** warm and hearty friendliness or approval; **2. adj.** sincerely or deeply felt.

Nairsag: **1. v.** to show warmth and hearty friendliness while under duress; **2. adj.** showing a genuine warmth and magnanimity towards an enemy; **3. n.** to meet the enemy in battle without rancor, anger, or hatred.

Namsai: *n.* {colloquial} 'teacher'.

### NAN

Nan: *n.* 'sword' or 'hand blade'.

Nan'ka'tuk'ike: *n.* {martial arts} 'The Art of Blade, Strike, and Hoof', a combination of Tau hand fighting, foot work, and traditional blade styles. Originally used a method to teach hand-to-hand combat, the sport of *nan'ka'tuk'ike* has declined as fire caste tactics de-emphasised close combat in favour of ranged combat. [Note: *Nan'ka'tuk'ike* is still practised in the Farsight Enclaves.]

Nan'erra: **1. n.** {honorific} 'Shadow-blade' or 'Spirit-blade', a personal name; **2. n.** {mythology} The sword belonged to one of the 'Five Tau Immortals'. The Immortal *Wise Golden* was said to carry the Shadow-blade, which was made from the 'invisible powers', such as 'the shadow of the moons'. 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.*" **-var.** *Erra'nan*

Nan'sha: **FARSIGHT ENCLAVES** **1. n.** {historical} privateer' or a pirate for hire; **2.n.** {honorific} 'Wind Sword', a personal name.

Nan'sha'is: **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.

Nanal: **1. n.** 'small blade' *i.e.* 'small knife' or 'pocket knife'; **2. n.** 'workman's tool'; **3. n.** any cutting tool.

### NAR

Nars: **1. n.** 'stone' or 'rock'; **2. n.** 'concrete' or 'cement'.

Nars'cova: **FARSIGHT ENCLAVES** *n.* {honorific} 'Stone Breaker', a personal name.

### NE

Ne: *n.* 'bead' or 'knot'.

Ne't'kisun: *n.* {archaic} 'blood bead' or 'blood knot', derived from the older term *Xux'ne't'kisun*, the blood bead wore by pre-mont'au warriors to denote the number of enemy they've killed. The tradition now only survives in the Farsight Enclaves, where the Air caste marking "kills" with

small round markings on their aircraft. Some unconfirmed reports have Enclave firewarriors wearing 'blood beads' in their hair. [Note: These reports are unsubstantiated!] - **var.** *Xux'ne*.

Ne'tsedo:

*n.* {archaic} '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 have been 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, their head is shaved to reflect their change of status, and the name knot is then removed. [Note this is no longer a universal Tau custom].

## NED

Ned: *n.* {archaic} 'guardian' or 'house guard' [Term for the house guard of the ancient Imperial Court].

Ned'keli: **1.** *n.* 'bright haired guardian' a personal name for boys ; **2.** *n.* Ned'keli was the name of a 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', a personal name; **3.** *n.* {colloquial} 'a sure footed person or 'surefoot'.

Nen: **1.** *n.* 'deep wounds'; **2.** *n.* 'sins'. "*Nen is the wound that scars both the body and the mind. A betrayal of oneself or a fall from one's path.*" *Fire and Ice* by Peter Ferhervari.

Nem: **1.** *adj.* 'piercing'; **2.** *v.* 'to pierce'.

Nersuu: **1.** *n.* {geology} the mineral aquamarine; **2.** *adj.* the colour 'green-blue'.

Neyo: **1.** *n.* 'female servant'; **2.** *n.* 'female farmworker'; **3.** *n.* 'young female' (Er.c.)

Neyo't'airag: *n.* {colloquial} 'Beer Maiden', the female wait staff at a Bork'an *H'shon'airag* or 'Beer Garden' [Note a unique institution to the Bork'an sept world].

## NG

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'.

## 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 *chi*].

Niaa: **1.** *n.* 'silence'; **2.** *adj.* 'silent'; **3.** *v.* 'to be silent' or 'not to talk'.

Niaa'noh: {expression} 'Silent Mystery', meaning 'something that is profoundly secret'.

Nim: **1.** *n.* 'foodstuff' or 'food'; **2.** *n.* 'staple meal'.

Nim'ko: *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: *n.* an eating establishment that specializes in 'nim'ko'nai' dishes. *i.e.* 'a noodle restaurant'.

Nim'ko'nai [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

Noedel: *n.* {traditional} 'a nomad'.

Noedel'chin: *n.* {traditional} 'a nomadic herdsman' *i.e.* 'a pastoralist'.

Nog: *n.* The colour 'deep blue' [Note this colour is not visible by the human eye].

Noh: **1.** *n.* 'doubtful' or 'dubious'; **2.** *n.* 'mystery' or 'puzzle'.

Noha: *n.* 'talker' or 'speaker'.

Noi: {archaic} **1.** *n.* 'thing' or 'entity'; **2.** *n.* 'small spirit' [not common usage].

Noi'kek'e: *n.* {folklore} 'she daemon'; 'thing' + 'hell' + 'female' = 'female hell-thing'. [Note it is not known if the *noi'kek'e* is also known as the *mont'au daemon*]; **2.** *n.* 'berserker', one who has succumbed to battle rage. [a deranged person].

Nont: *v.* 'to doubt' or 'question'.

Nont'ka: [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: *n.* {historical} Lady' or 'Princess', a title from the period prior to the mont'au.

Noyea'kirsā: **1.** *n.* {mythology/folklore} 'Princess Fox' or 'Lady Fox' is the deity of wine, song, poetry, and illicit pleasure in the ancient Tau mythology. She is also the mother of all Fri'k'Kirsā'erra – *Cheeky fox spirits*. **-alter.** Noyea Yumiwalaho – *Lady/ Princess Rainbow*; **2.** *n.* {synonym} a hedonist.

## NY

Ny: *n.* 'fur' or 'hair'.

Ny'oni: *n.* 'fur-covered'.

## NU

Nu: [No translation available].

Nuga'la: *n.* {biology} generic name for any Tau water avian.

Num: {antique} *n.* 'bow'.

Nunco: *v.* 'welcome'.

Nunco'qy: {phrase} formal *i.e.* 'You're welcome'.

Nuni: {phrase} informal *i.e.* 'Thanks' [See Nuni'qy].

Nuni'qy: {phrase} formal *i.e.* 'Thank you'.

Nuux: *v.* 'to hide'.

## O

### O

-O: {suffix} *n.* When placed after a caste title it indicates: Kor'o – 'Admiral' (A.c.); Por'o – 'Ambassador' (W.c.); Shas'o – 'Commander' (F.c.); Fio'o – 'Planner' (Er.c.); Aun'o – 'Highest' (Et.c.).

O-: {prefix} *adj.* 'high' or 'lordly'.

O'anuk'la: *n.* {mythology} 'Lord of the Birds' an incarnation of one of the 'Five Immortals'. Believed to have been a separate deity at one time. The 'Lord of Birds' figures prominently in the ancient Tau epic poem: 'Journey of the Five Brothers'.

O'aji'ta: *n.* {formal} 'grandfather' *lit.* 'Male relative-grandfather' [See O'aji].

O'aji: *n.* {informal} 'grandpa' [See entry for O'aji'ta].

O'eaji'ma: *n.* {formal} 'grandmother' *lit.* 'female relative-grandmother'. [See entry for Eji'i'yi].

O'erue: *n.* 'bright rivalry', *lit.* 'a high rivalry'. An *o'erue* 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: *n.* {colloquial} Corpse Emperor *lit.* '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 'Zombie Ghoul Lord of the Un-dead' or Undead Zombie Lord, Master of Ghouls

O'res'es: **1.** *n.* 'braggart' *lit.* 'heroic' + 'barbaric' + 'full of himself'; **2.** **T'AU EMPIRE** *n.* 'Ork Warboss'.

O'res'la: **1.** **T'AU EMPIRE** *n.* 'heroic barbaric beings' *i.e.* 'Ork raiders'; **2.** *n.* {archaic} any one of the various nomadic tribes or mountain clans that opposed Imperial rule on ancient T'au; **3.** **T'AU EMPIRE** *n.* {derogatory} any Tau that belongs to the Farsight Enclaves, or their supporters in the Empire.



O'shasanuk'la:	<i>n.</i> {mythology} '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' <i>Vi'shasanuk'la</i> ].
O'yi:	<i>n.</i> {history} 'The Royal Flower'. Symbol of sovereignty and divinity for the ancient T'au emperors. The seven-coloured <i>Shas'ka'yi</i> is considered to be 'The Royal Flower' [Similar to the symbolism of the Chrysanthemum, the Rose, or the Fleur-de-lis. See entry for <i>Shas'ka'yi</i> ].
Oeki:	<i>n.</i> 'ocean' a large salt sea [Think the Mediterranean Sea of ancient Terra].
<b>OB</b>	
Obro:	<i>adj.</i> prestige.
Obro'tsarai:	<i>n.</i> a prestigious face, <i>i.e.</i> a person of honorable reputation.
Odam:	<b>1.</b> <i>n.</i> the flesh or muscle (of the body); {medical term} <b>2.</b> <i>n.</i> muscle tissue; <b>3.</b> <i>n.</i> meat.
Oi:	<b>1.</b> <i>adj.</i> 'shine' or 'reflect' (as in a reflection of light); <b>2.</b> <i>n.</i> 'a spark' or 'quick flash' [Meaning an electric spark, spark of static electricity, explosive flash]
-Oi:	{suffix} 'light' or 'lighter', as in reference to shade of colour. <i>e.g.</i> <i>suoi</i> = light grey, <i>su</i> = grey + <i>oi</i> = light.
Oims:	<i>n.</i> {traditional} 'stockings' or 'leggings'.
Okar:	<b>1.</b> <i>n.</i> {metallurgy} 'bronze', the metal resulting from mixture of tin and copper; <b>2.</b> <i>adj.</i> a bronze-like colour; <b>3.</b> <i>adj.</i> 'blond' - a rich gold metallic hair colour found among some Tau. [Note this word is often to applied to the 'blond' hair of humans or gue'la.
Ooen:	<i>adj.</i> 'true' or 'genuine'.
Ooen'vesa:	<i>n.</i> 'true friend' or 'genuine friend'.
Ooenech:	<i>n.</i> 'fidelity'.
<b>OL</b>	
Ol:	<i>adj.</i> 'bright', as in relation to light intensity.
Ol'erra:	<i>n.</i> {folklore} 'a benevolent spirit' <i>lit.</i> 'bright spirit'.
Ol'erue:	<i>n.</i> '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.
Ol'cea'sin:	<i>n.</i> 'Bright Enlightened People' <i>i.e.</i> The Craftworld Eldar. <b>-var. FARSIGHT ENCLAVES</b> <i>Ol'sin</i> - 'The Bright People'.
Ol'nan:	<i>n.</i> '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'Shovah. Rumoured to have been assassinated by Colonel Schafer of the Imperial Guard; but also said to still be alive in the Farsight Enclaves.
Ol'res'sin:	<i>n.</i> 'bright wild people' <i>i.e.</i> The Exodite Eldar <b>-var. FARSIGHT ENCLAVES</b> <i>Res'sin</i> - <i>the wild people</i> '.
Olku:	<i>n.</i> 'choice' or 'decision'.
Omya:	<i>v.</i> to engrave.
<b>ON</b>	
On:	<i>n.</i> 'sight' or 'the ability to see'.
Oni:	<b>1.</b> <i>v.</i> 'covered' or 'to cover'; <b>2.</b> <i>n.</i> 'eye-lid'.
Oni'ci:	<b>1.</b> <i>adj.</i> 'hidden'; <b>2.</b> <i>n.</i> 'Shadowborn', <i>lit.</i> 'from the hidden'; <b>3.</b> <i>n.</i> a personal name.
One/Onei:	<i>n.</i> 'eye' [Note includes the entire eye pupil and sclera.]
Onu:	<b>1.</b> <i>v.</i> 'to see'; <b>2.</b> 'to visualize or conceptualize'; <b>3.</b> <i>v.</i> 'to notice' or 'discover'.
Oon'selt:	<i>n.</i> {traditional} 'love bite' or 'love nip' (equivalent to a Terran kiss).
Oor'oov'tas'la:	<i>n.</i> 'stork' a Tau water avian, which somewhat resembles the extinct Terran Stork.
Oozen:	<i>n.</i> 'stream' or 'creek'.

## OR

Or:	<b>1.</b> <i>adj.</i> 'compelling' or 'authoritative'; <b>2.</b> Life-energy, derived from the ancient T'au word <i>orte</i> – 'Life Force' (Er.c. dialect) [See entry for Ni].
Or'gorxa:	<i>n.</i> 'castle' <i>lit.</i> 'fort' + 'authoritative' = castle.
Or'es:	<b>1.</b> <i>n.</i> 'forcefully compelling' or 'powerful' or 'charismatic'; <b>2.</b> <i>n.</i> a personal name [F.c.]
Or'es El'leath:	<i>n.</i> {phrase} 'authoritative noble deep space vessel', Tau navy carrier SX-58-2 [Imp. 'Custodian'].
Or'es'ka:	<i>n.</i> {honorific} 'forcefully compelling strike', a personal name [– All].
Or'mon'kor:	<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 depends on context].
Or'mon'kor'rua:	<i>n.</i> {mil.trm.} name for a sniper drone team.

## ORU

Oru:	<i>n.</i> 'charismatic presence'.
Oru'elan:	<b>1.</b> <i>n.</i> 'exceptionally well made', <i>lit.</i> 'startling built structure', a personal name; <b>2.</b> {phrase} Used to describe any assembled structure or construction; <b>3.</b> <b>FARSIGHT ENCLAVES</b> <i>adj.</i> {colloquial phrase} May apply to any physically healthy and attractive man or woman [Er.c.]
Orui:	<i>n.</i> 'evening' as in 'late in the evening' or 'at night'.
Oru'mi:	<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> a personal name [Note can apply to either sex F.c. & Er.c. – All].
Oru'mi'la:	<i>n.</i> {colloquial}, 'Startlingly Handsome Man', an exceptionally attractive young male [All].
Oru'vesa:	<b>1.</b> <i>adj.</i> charismatic helper ( <i>Voice of Experience</i> by J.C. Sterns); <b>2.</b> <i>n.</i> honorific name.
Oryek:	<b>1.</b> <i>adj.</i> starved, underfed; <b>2.</b> <i>n.</i> suffering from the condition of starvation.

## OS

Oshi:	<i>n./adj.</i> 'unseen' or 'invisible'.
Oshi'ranerra:	<b>1.</b> <i>n.</i> 'invisible warrior', special warriors of ancient Tau, 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' a sprite that torments its victims by breaking items, knocking over baskets of grain, letting out the farm animals, etc. [see entry for <i>Ranerra</i> ].
Oshi'ranerra'rua:	<b>1.</b> <i>n.</i> {mil. jargon} a XV-15 or XV-25 Stealth Suit team. <b>-var.</b> Oshi'erra
Oshi"erra:	<b>1.</b> <i>n.</i> {folklore} 'Unseen spirit'; <b>2.</b> <i>n.</i> {mil.trm.} a firewarrior equipped with a XV-15 or XV-25 Stealth Suit; <b>3.</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!.
Oshoo:	<i>v.</i> to seek, get, or strive for.
Oshoo'avax:	{antique expression} <i>v.</i> 'to get revenge' or 'to seek out revenge'.

## OV

Ovidu:	<i>n.</i> {biology} a tree with mauve blossoms that grows on Mount Kan'ji of the sept world Dal'yth.
Ovor'agar:	{antique} <i>n./adj.</i> scrounger ( <b>-var.</b> Ovor).
Oxin:	<i>n.</i> 'daughter'.
Oxus:	<i>n.</i> 'son'.
Oyuga:	<b>1.</b> <i>v.</i> to take a stand or to hold one's ground; <b>2.</b> <b>FARSIGHT ENCLAVES</b> <i>n.</i> {honorific} a personal name.

## P

### P

P-:	<i>n.</i> {prefix} 'a place/there/in/at', a prefix denoting the physical placement of an object or area.
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P'gri'saal: *n.* 'training dome' *lit.* 'vaulted place for [the] trainee(s) i.e. a training dome.

## PE

Pesh: **1.** *v.* 'to explore' or 'to discover'; **2.** *n.* 'one who discovers' or 'one who finds'.

## PO

Poi: [No translation available].

Poi'sell: [No translation available]. "*The first shot sliced open the Enduring Blade like a warm slab of poi'sell, melting its structure with colossal precision.*"

Pok: **1.** *v.* 'to move like water, i.e. 'to flow'; **2.** *adj.* 'to negotiate' *lit.* 'to flow/move like water'.

Pokrui: **1.** *n.* 'translator'; **2.** *n.* 'a clerk' or 'secretary'; **3.** *n.* {archaic}, a transcriber of texts, i.e. 'a scribe'.

Pokrui'tsua'm: *n.* 'arbitrator', *lit.* 'translator in the middle'.

Pok'por'ret'ka: *n.* 'flowing water school', a Tau martial art system.

Pok'sha'ret'ka: *n.* 'flowing wind school', a Tau martial art system.

Pol: *n.* {cultural} 'wide hat', the traditional round conical hat wore by the water caste. Depending on the Sept world, the shape and style can denote the rank of the wearer. [W.c. dialect].

## POR

Por: **1.** *n.* 'water' as one of the seven primary elements; **2.** *n.* any flowing liquid; **3.** *n.* third caste.

Por'faan: *n.* 'Water caste'.

Por'fri'ea: **1.** *n.* {phrase} 'a mouth full of water!' *lit.* 'water mouth!' Meaning: 'to flatter or compliment like one of the water-caste'. [Note phrase may be humorous, insulting, or complimentary; or it can be all three at the same time!]; **2.** *n.* 'a flatter'.

Por'hui: *n.* 'news' or 'information services', 'water' + 'wing' = newscast *lit.* 'water wing'. [Note derives from the time when the air caste were messengers. Therefore a 'wing' came to mean any news, alert, or broadcast.]

Por'ret'ka: *n.* an ancient martial art system, 'water school'.

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

Por'yi: {traditional} *n.* 'water flower' a poetic name for traditional Tau entertainers or 'geisha'. [Note a por'yi may be either male or female].

Porrui: *n.* 'emissary'.

## PRE

Pre: [No translation available].

## Q (kw)

### Q

Qan: *n.* {archaic} 'pure / white'.

Qan'kirsa'erra: **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.** **FARSIGHT ENCLAVES** *n.* {honorific} a personal name [F.c., W.c. & Er.c].

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

Qavi: **1.** *adj.* audacious; **2.** *v.* to be audacious.

Qavi'la: **FARSIGHT ENCLAVES** *n.* The Audacious One, honorific name.

Qarsi: {archaic} *n.* 'royal 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' [Note: This is not Terran amber, but a gemstone with a similar colour and transparency.]

Qazdan: *n.* {mythology} 'dragon', a great serpent that inhabits the wastelands and mountains.

## QI

Qichikiri: {onomatopoeia} kwee**chi**-kweerie, the sound of domesticate fowl make.

Qiktsil: *n.* {geology} the mineral 'carnelian'; a deep red coloured gemstone.

Qim: **1.** *n.* 'stillness' or 'quietude'; **2.** *n.* 'void' or 'emptiness'; **3.** *adj.* 'absolute quiet' *i.e.* 'a perfect absence of sound, as in death or in the tomb'.

Qoy: **FARSIGHT ENCLAVES** {agricultural} *n.* domesticated breed of Tau ungulate (See entry for *xon*).

Qoy'lar: **FARSIGHT ENCLAVES** {agricultural} *n.* domesticated breed of Tau ungulate (See entry for *xon*).

Qulaxa: **FARSIGHT ENCLAVES** {biology} *n.* any number of tiny ground dwelling rodents, reminiscent of an ancient terran mice F.E.

## QQ

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

Qqhune: *n.* {archaic}, 'chieftainess' 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'.

Qulaxa'la: *n.* {zoology}, 'field mouse', a small Tau rodent similar to (still thriving in the 41st millennium!) Terran mouse. Having large eyes and a wide variety of fur types and colours.

Qurgha: *v.* 'dry' or 'arid'.

Qy(ii): *prn.* 'You' singular or 'You' plural.

# R

## R

R-: {prefix} *adj.* 'long'.

-R: {suffix} *adj.* meaning (?).

R'alai: *adj.* 'sharp' *lit.* 'long sharpened'.

R'alai'tadie: *adj.* {colloquial} 'sharp anger' or 'r'alai storm'. From the words for 'sharp' and 'whirlwind'.

R'sum kabusaro: *n.* 'Long Shot pulse rifle' *lit.* 'long round rifle'.

R'ka: *n.* {honorific} 'Longstrike', a personal name.

R'kaburk: {antique} *n.* 'rifle' *lit.* a long musket or black powder rifle.

R'kabusaaro: *n.* 'rifle' any firearm of a modern manufacture.

R'ka'jida: **1.** *n.* 'long striking spear' *i.e.* 'Lance'; **2.** *n.* {mil.trm.} a name for a Tau rail rifle.

R'ka'sha: **1.** *n.* 'sniper' or 'marksman', *lit.* 'long striking wind'; **2.** *n.* {honorific} a personal name [Note name becomes an honorific when the suffix is *-ea* is added. *e.g.* *R'ka'sha'ea*].

R'jida: **1.** *n.* 'long spear' *i.e.* 'pike'; **2.** *n.* {mil.trm.}

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

R'myr: 'long knife' any two edged weapon (of various lengths), used by ancient Tau infantry for dis-mounted warfare.

R'myr'riika:	<i>n.</i> 'art of the long knife', an ancient Tau martial art.
R'myr'sha'ret'ka:	<i>n.</i> 'Long Knife Wind School', an ancient Tau martial art school.
R'nan:	<i>n.</i> 'long blade' any number of curved, single edged weapons (of various lengths) used by Tau cavalry for mounted warfare.
R'nan'riika:	<i>n.</i> 'Art of the Long Sword' an ancient Tau martial art.
R'yebe'geli:	<i>v.</i> 'to stride' <i>lit.</i> 'Long' + 'Move by feet'.
R'yebe'geli'la:	<b>1.</b> <i>n.</i> 'strider'; <b>2.</b> <i>n.</i> 'wanderer'.
R'vahna:	<b>1.</b> <i>n.</i> {antique} 'exploding star' <i>lit.</i> 'R' – Long + 'Va'hna' – 'Tremendous Strike' = 'To fall on the foe like a falling star (meteor strike)! [Note the pre-mon'tau god of war divine weapon was the R'va'h'na – <i>The Destroyer of Worlds</i> ]; <b>2.</b> <i>n.</i> {mil.trm.} Name for the XV-104 battle suit.
R'varna:	<b>1.</b> <i>n.</i> {antique} 'Burning Rain' <i>lit.</i> 'R' – Long + 'Varna' – <i>To Massacre</i> = 'a blaze of violence' or 'a burning rain (of blows) [Note the imagery here is poetic and comes from the pre-mon'tau epic poetry of the nomadic peoples]; <b>2.</b> <i>n.</i> {mil. trm.} Name for the XV-107 battle suit.

## RA

Ra:	<i>n./adj.</i> 'wrong'.
Rak:	<i>n.</i> {mythology} 'sea'; name of the God of the Sea. (Wt.c.) Traditional Water caste.
Rak'e	<b>1.</b> <i>n.</i> {mythology} 'Son of Rak' (Sea god - W.c.); <b>2.</b> <i>n.</i> a personal name.
Rak'sha'la:	<i>n.</i> 'aurochs' a six-legged animal, similar to ancient Terran bovine species the auroch; and which lived on the vast plains of T'au. The species was known for producing a naturally-sweet meat that is considered a delicacy. <b>Var. - Rak'Sha.</b>
Rakuda:	<b>1.</b> <i>n.</i> {biology} 'camel' a large Tau ungulate similar to the ancient Terran <i>camels</i> or <i>llamas</i> , [Some breeds are as large as the Kroot knarloc!]; <b>2.</b> <b>FARSIGHT ENCLAVES</b> <i>n.</i> personal name. [All].
Rai:	<i>n.</i> 'time'.
Raik:	<i>n.</i> 'time', the passing of and measurement of time.
Raik'aek:	<i>n.</i> 'quarter-month' approximately twenty rotaa.
Raik'orek:	<i>n.</i> 'quarter-month' approximately forty rotaa.
Raik'rotaa:	<i>n.</i> 'one month' approximately eighty rotaa.
Railar:	<b>1.</b> <i>n.</i> 'breath taking' or 'stunning'; <b>2.</b> <i>v.</i> 'to loose one's breath', 'to be stunned' or 'to have the wind knocked out of you'.

## RAN

Ran:	<b>1.</b> <i>n.</i> {biology} 'heart' The organ that pumps blood; <b>2.</b> <i>n.</i> {folklore} 'spirit' That which gives life to the body <i>i.e.</i> 'the soul' [animistic belief?]; <b>3.</b> <i>n.</i> {chemistry} 'energy', the kinetic-caloric energy which gives the body life on the cellular level. [Derived from the older term <i>Ranu</i> ].
Ranerra:	<b>1.</b> <i>n.</i> 'demon-shadow' <i>lit.</i> 'spirit-shadow'; <b>2.</b> <i>n.</i> {folklore} 'ghost', <b>3.</b> <i>n.</i> {folklore} a spirit who possesses the body of a living person'. The ghost slowly devours the soul causing illness, madness, and eventually death. [Note does not refer to Daemons of the Warp or a Daemon possessed person.]
Ranerra'la:	<i>n.</i> {folklore} 'Demon-creature' <i>lit.</i> 'Spirit-shadow creature', The Ranerra'la was said to occur when a possessed person dies, and the ghost that possessed them now assumes their body. The Ghost-body or Ranerra'la will then strive to maintain its worldly form by devouring the flesh of the living. Often a Ranerra'la will become the Ranerra'm'denta or <i>Un-dead Demon Ghost</i> . [See <i>Ranerra'm'denta</i> ]
Ranerra'm'denta:	<b>1.</b> <i>n.</i> {folklore} 'Un-dead Demon Ghost' <i>lit.</i> 'Immortal Demon Spirit', a spirit who possesses the body of a deceased person and who then feeds on the blood and flesh of the living to sustain its presence on earth. [Most horrific demon in Tau folklore and the equivalent to a Vampire]; <b>2.</b> <i>n.</i> {synonym} 'a criminal', <i>i.e.</i> a person who uses violence to achieve their own selfish ends'.
Ranerra'yaksha:	<i>n.</i> {folklore} 'Ghostly Demon' a terrible demon associated with war. Said to haunt ancient castles and battlefields.
Ran'erra Acaya M'Va'denta:	<i>n.</i> {colloquial} 'Lord Demon-Ghost Master of Ghouls' or 'The Un-dead Zombie Ghoul Lord'. The popular name for <i>The Emperor of Mankina</i> . As the Tau do not understand either the 'Warp' or

'Psychic ability', the ten-thousand year old *Emperor* is therefore thought of as some kind of monster. [See entry for *Ran'erra'm'denta*].

- Ran'oran: **1. FARSIGHT ENCLAVES** *n.* {honorific} 'Heart of Courage', *lit.* 'Spirit of Noble Courage' *i.e.* 'Braveheart', a personal name; **2. n.** an honorific of Shas'O'Shovah *e.g.* *Shas'El'Ran'eoran*.
- Ran'rat'laa: **1. n.** {mythology} 'Soul-horse' *i.e.* 'a star'; **2. n.** {synonym} 'a star' [poetic usage]  
**3. {folklore} n.** 'shaman's 'spirit guide', [Shaman himself (?)].
- Ran'setegl: *n.* 'sentience' *lit.* 'heart consciousness'.
- Ran'ui: *n.* The season of summer; *lit.* 'spirit energy'.
- Rannon: *n.* {archaic} 'waning spirit'.

## RAT

- Rat'laa: *n.* {biology} 'horse', an animal comparable to the ancient Terran *Equus ferus caballus*; and which occupies the same biological, historical, and cultural place as the horse does on Terra. However the Tau animal *Equus cervus taus* most closely resembles the ancient Terran animal called the 'Moose' but sans the antlers.
- Rat'laa'erra: **1. n.** {folklore} 'ghost horse' or 'faerie horse, a spectral horse that takes the souls of dead warriors to the *H'kek'an* – The land of the dead; **2. n.** {folklore} The spirit horse that comes at the midnight hour to take the sleepless to the 'nether world' [Equivalent to the 'sand man'].
- Ras: [No translation available].
- Ray: *n.* 'walker', any device or mechanism that 'walks' or moves upon legs. [Er.c]

## RE

- Re: *adj.* 'strength' or 'power' (physical).
- Re'r'ka: *n.* 'strong longsword strike'; **2. n.** {honorific} a personal name.
- Re'shi: *n./adj.* {honorific} 'strong triumph' Name given to Shas'O'T'au Shi'ur at the at battle of Fio'vash.
- Rek'vesa: *n.* 'information assistant', an A.I. recording device that act as "black box" for Fire cast teams. May contain additional tactical combat information, as well as other pertain information such as Water caste *Cultural Translation Matrices*.
- Reka: *n.* {expression} an elegant traditional expression of profound gratitude, The term "reka", carries far more weight than the standard, Nuni't'qy – *Thank you*. Derives from the tradition of kais'reka dancing. [See *kais'reka*].

## RES

- Res: **1. adj.** 'barbaric' or 'savage'; **2. adj.** 'wild' or 'feral' (in behaviour); **3. FARSIGHT ENCLAVES adj.** 'of an intense or exquisite quality'.
- Res'cea: **T'AU EMPIRE n.** 'Wild Civilized Ones' *i.e.* Exodite Eldar [See *Ol'res'sin*].
- Res'kirsa: **1. n.** 'wild fox'; **2. n.** a caniformia (dog-like) species of Tau 'wolf' smaller in size relative to the Kinot'kir, also called the 'forest wolf'; **3. n.** The animal from which all domesticated species of Tau 'dogs' descended from; **4. FARSIGHT ENCLAVES n.** {colloquial} a young woman seeking sex [All].
- Res'la: **1. n.** {archaic} 'a barbarian', *i.e.* an ancient Tau nomad; **2. T'AU EMPIRE n.** {colloquial} any member of the Farsight Enclaves or their supporters in the T'au Empire.
- Res'rat'laa: **1. n.** 'mustang' or 'wild horse', an undomesticated Tau horse; **2. FARSIGHT ENCLAVES n.** {colloquial} a young man seeking sex [See entry for *res'kirsa* – wild fox].

## RET

- Ret: **1. v.** 'to teach'; **2. v.** 'to instruct'; or **3. v.** 'to inform'; **4. n.** 'place of instruction' *i.e.* 'shrine' or 'martial arts studio' [Meaning depends on context].
- Rettan: [No translation available].
- Retal: **1. n.** 'little shrine'; **2. n.** 'little dojo'.
- Ret'caya: *n.* 'professor', any instructor at the secondary school level or higher. [Not to be confused with the Tau word *namsai* – teacher].
- Ret'ka: *n.* 'martial art school' or 'martial art system', *lit.* 'instruct in striking'.

Retha: **1.** *n.* 'temple'; **2.** *n.* 'university'; **3.** *n.* 'council'; **4.** *n.* {colloquial} 'shrine or school of martial arts' [Meaning depends on context].

Retha'ret'ka: *n.* 'temple of martial arts' *i.e.* a martial art studio.

## RH

Rhen: *n.* {archaic}: 'to hammer or break' [Not used in modern Tau].

Rhen'na: **1.** *adj.* 'shattered' (rhen'-**na**); **2.** *v.* 'to shatter' (**rhen**'-na).

## RI

Ri: [No translation available].

-Riika: {suffix} 'martial art' (*i.e.* -jitsu).

Rios: *n.* 'matrix' or 'array'.

Rotexi: *n.* 'week' approximately ten rotaa.

## RL

Rla: [No translation available].

RLung'rat'laa: **1.** *n.* 'tornado'; **2.** *n.* {mythology} *n.* 'Wind Stallion' or 'Wind Horse'; a belief that a tornado was the one of the horse of the 'Sky Father', who himself is a horse; **3.** *n.* {folklore} a dijinn.

RLung'rat'laa'ret'ka: *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 related to the Tau word for Necron. See entry for *Ves'ron*].

Ron'nim'me'la(ii): *n.* 'genetically engineered food animal stock' *i.e.* 'clone beast'. The cloned livestock hunted by the fire caste and used for ceremonial consumption specifically for the festival of *Tau'kon'seh*. [Note these animals are genetically modified variants of ancestral Tau domesticated livestock. There are several such 'clone beast' breeds]. **-var.** *Ron'me'la*.

Ros: [No translation available].

Rotaa: *n.* 'day' a period of fifteen decs.

Rotexi: *n.* 'week' a period of ten Tau days or rotaas.

Rov: **1.** *n.* 'track' or 'trail'; **2.** *n.* 'animal tracks' or 'an animal trail'.

## RR

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*. **-var.** 'Erra'.

Rra'a: **1.** *v.* 'to cast a shadow'; **2.** *v.* 'to conceal' or 'shroud from view'; **3.** *v.* 'to reflect' or 'to illuminate'.

## RU

Ru: **1.** *n.* 'built' or 'drafted'; **2.** *n.* any manufactured device.

Ru'por'sho: **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: **1.** *n.* 'motor' or 'engine' *i.e.* 'Internal combustion engine'; **2.** *n.* {colloquial} any non-fusion engine or device [Er.c.].

Ru'shas'sho: *n.* 'a solar panel'.

Ru'fio: *n.* {phrase} 'earth caste built'.

## RUA

Rua: **1.** *n.* 'band' (of hunters); **2.** 'band' (of warriors); **3.** *n.* 'mob' (of labourers); **4.** *n.* 'crew' (of sailors); **5.** 'flock' (of birds), *i.e.* air caste messengers. [Derives from the ancient word: *Jida'rua* – 'a band of spears'].

Ruche:	<i>n.</i> 'creek'.
Run:	<i>n.</i> 'structure' or 'building' [Note refers to structures in general].
Runal:	<b>1.</b> <i>n.</i> 'a small building'; <b>2.</b> 'a hidden building'; <b>3.</b> 'an outpost'.
Rus:	<i>n.</i> {biology} 'egg' as part of the process of reproduction.
Rus'ko:	<i>n.</i> 'egg food' any food source made from an animal ova.

## S

### S

S-:	{prefix} [No translation available].
S'peiy:	<i>n.</i> 'a traditional type of bottle'.
Sa:	<i>n.</i> 'well', 'good', or 'best'.
Sa'cea:	<b>1.</b> <i>n.</i> 'Well Civilised'; <b>2.</b> <i>n.</i> name of Tau sept world.

### SAA

Saal/-saal:	{suffix} <b>1.</b> <i>n.</i> 'kid' <i>lit.</i> 'young child' [When used by itself can refer to a child of from two to seven Tau'cyrs of age, (Terran equivalent)]; <b>2.</b> <i>n.</i> 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'saal – 'Adept' (Et.c.).
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### SAB

Sabu	<b>1.</b> <i>n.</i> 'sharp' or 'needle-like'; <b>2.</b> <i>n.</i> 'smart' or 'clever'.
Sabu'ro	<b>1.</b> <i>n.</i> <i>lit.</i> 'Sharp Mind', <i>i.e.</i> 'quick witted' [Er.c./W.c.]; <b>2.</b> <i>n.</i> to be intelligent or an original thinker [F.c.; W.c.]; <b>3.</b> <i>n.</i> {synonym} 'inventor' [Er.c.]; <b>4.</b> <b>FARSIGHT ENCLAVES</b> <i>n.</i> a personal name [Er.c.].
Saec'hum:	<b>1.</b> <i>n.</i> {antique} 'dancing bird', a courtesan name; <b>2.</b> <b>FARSIGHT ENCLAVES</b> <i>n.</i> a mon'keged – <i>dark name.</i> [Fem. F.c. Er.c.].

### SAI

Sai:	<i>adj.</i> 'beautiful'.
Sai'run:	<b>1.</b> <i>n.</i> 'beautiful structure'; <b>2.</b> <i>n.</i> a proper name [Er. c.].

### SAL

Sal'gax:	<i>v.</i> 'release' or 'relaxing hold of (the grip)
Salash:	<i>n.</i> 'breakers', 'crashing waves', 'surf', invokes the sound of the waves breaking along the beach.
Salash'hei:	<b>1.</b> <i>n.</i> 'breaker coast' <i>lit.</i> 'crashing waves beach'; <b>2.</b> <b>FARSIGHT ENCLAVES</b> <i>n.</i> name of an Enclave world.
San:	{suffix} an intensifier that heightens what ever adjective it is attached too. Vi 'red' + san 'intensifier' = the reddest red!
Sanaa:	<b>1.</b> <i>n.</i> 'idea', 'thought'; <b>2.</b> <i>v.</i> 'to think'.
Sangr:	<b>1.</b> <i>n.</i> {geology} the metal platinum; <b>2.</b> <i>n.</i> the colour of the metal 'platinum'.
Sar:	{archaic} <i>n.</i> 'a small one-handed shield' or 'a small buckler'.
Sarlugh:	<b>1.</b> <i>n.</i> {biology} 'yak' a large Tau ungulate similar to the ancient Terran <i>yak</i> , known for their meat, milk, and hair. Common herd animal of ancient Tau nomads. <b>2.</b> <b>FARSIGHT ENCLAVES</b> <i>n.</i> a personal name (male).
Saro(ii):	<b>1.</b> <i>n.</i> 'sputtering flame', or 'crackling flame' [Meaning as in burning wood]; <b>2.</b> <i>n.</i> 'a spark'; <b>3.</b> <i>v/adj.</i> 'sparking' or 'ignition'.
Sarii'galaho:	{expression} 'sparks [of] bright colours'.

### SAU



Sau: [No translation available].  
 Saum'ol: *n.* {chemistry} 'petroleum by products' *i.e.* promethium.  
 Sav-: {Future prefix}.  
 Sav'cyr: *n.* 'time to come' or 'future'.  
 Sav'ge: *n.* 'future event' Something to happen in the future.  
 Sav'ta'lissera: *n.* 'future soul-bond' or 'future marriage' *i.e.* 'betrothal or engagement promise'.  
 Savon: *adj.* 'keen-eyed' or 'good eyesight'.  
 Sayoq: *n.* 'nomad'.

## SAZ

Saz: *n.* 'senior' or 'older'.  
 Saz'nami: *n.* 'bodyguard' (?) [Exact meaning unknown]  
 Saz'nami'hai: *n.* {mil.term.} Senior Instructor [of] Training, 'saz' - senior + 'nami'- instructor + 'hai' - training = 'senior instructor of training'.  
 Saznai: [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].

## SE

Se: **1.** *n.* 'drop', 'droplet', 'tear drop'; **2.** 'container'; **3.** 'seed pod'.  
 Se'hen: **1.** *n.* 'pod container' *lit.* 'See Pod of Half-an infinite', a single occupant Tau navy SX-06-2 Boarding Pod [Imperial designation?]; **2.** *v.* 'to sail or row' (a water craft); **3.** *v.* 'to surf' or 'wave ride'.  
 Se'hen Che lel: {phrase} 'to ride the lightning' or 'to surf the lightning'.

## SEB

Seb: **1.** *n.* {traditional} 'bedchamber' or 'bedroom'; **2.** *n.* {mil.term.} 'sleeping bay' on board a space vessel or in a barracks.  
 Sebke: *n.* 'dab' or 'spot'.  
 Sebke'te: *n.* 'freckle' or 'skin mark'.  
 Sedo: *n.* {archaic} 'name' or 'appellation' (See *keged*).  
 Seh: *n.* {agriculture} 'Seed pod' or 'Fruit of the crops' [May apply to any kind of fruit, nut, or grain].  
 Segeneka: **1.** *n.* 'goat' *lit.* 'jumpy trotting climber'; **2.** *n.* **FARSIGHT ENCLAVES** {agricultural} *n.* 'goat' generic term for a domesticated breed of Tau ungulate. Among the nomadic Tau, segeneka were highly prized for their wool, milk and meat; **3.** *n.* 'billy goat', a personal name for boys.  
 Sel: [No translation available].

## SER

Serch'maa: **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: **1.** *n.* 'bunny', *lit.* 'hare' + 'little' = 'Little-jumpy-twisty-thing', *i.e.* 'Bunny'; **2.** a personal name for young girls or boys.  
 Seree: *n.* 'a three prong fishing spear' or 'a trident'.  
 Seri: **1.** *n.* 'breaking light' or 'a ray or beam of light', **2.** *n.* 'the light from the sun'.  
 Setegl: **1.** *n.* {psychology} *n.* 'Conscious' *i.e.* 'Self-awareness'; **2.** *n.* 'Sentience'.

## SH

Sh: [No translation available]

*Sh'ansh*: *n.* [No translation available]; a Tau world home to one or more programs for training air caste pilots (Sept?) [Meaning?].

## SHA

*Sha*: **1.** *n.* 'gas', 'fumes' or 'smoke'; **2.** *n.* 'wind'; **3.** *v.* 'to manufacture' or 'engineer'. [*lit.* 'to forge', meaning derived from the smoke of the blacksmith's forge].

*Sha'draig*: *n.* {folklore} 'wind basilisk', a magician's familiar created from the smoke of a fire; **2.** *n.* {historic} 'smoke basilisk' *i.e.* 'a forge'; **3.** *n.* {honorific} a personal name; **4.** *n.* former Tau colony world destroyed by the Tyranids.

*Sha'erra*: *n.* {folklore} 'Wind spirit' or 'Storm spirit'.

*Sha'is*: *n.* 'gas movement' *i.e.* 'wind'.

*Sha'is'ka*: [contr.] **1.** *n.* 'Wind Storm Strike'; **2.** *n.* {honorific} a personal name [Fc.]; **3.** *n.* a fire caste close combat technique.

*Sha'isva*: *n.* 'wind storm'.

*Sha'isva'ret'ka*: *n.* 'Wind Storm School', an ancient Tau martial art system.

*Sha'isva'yis*: **1.** *n.* {honorific} 'Storm of Leaves', a personal name; **2.** *n.* **FARSIGHT ENCLAVES** praise name; **3.** *n.* a fighting style using two single edged long knives or Shash'xa at the same time.

*Sha'kan'thas*: **1.** *n.* 'smoke + measurement + Lava = 'a jet of volcanic gas', or 'a volcanic vent'; **2.** *n.* {honorific} a personal name [Fc.]; **3.** *n.* Renown instructor of Shas'O'Shovah at the Mont'yr academy on Viro'la.

*Sha'Galudd*: *n.* {astronomy} Nagi homeworld. [Note Sha'Galudd is an approximate translation from the Nagi language meaning 'Smokey Lagoon'].

*Sha'kra'la*: *n.* {agricultural} 'donkey' a breed of animal that resembles the ancient Terran donkey and native to the third world of Sa'cea system. Slow and plodding, but also intelligent. **Var.** - *Sha'kra*.

## SHAL

*Shaal*: **1.** *adj.* 'curved' or 'rounded'; **2.** *adj.* 'Having a curved form'.

*Shalas*: **1.** *n.* {mythology} 'Swiftflame' name of mystical animal akin to the unicorn from Terran folklore; **2.** *n.* {honorific} a personal name. [Note an ancient name not modern Tau]; **3.** *n.* {historical} Name of legendary Tau hero.

*Shan*: *n.* {mil.term.} 'army' [meaning?].

*Shan'al*: *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?].

*Shar*: *n.* {geology} the mineral 'beryl' a gemstone of a translucent yellow colour.

## SHAS'A

*Shas'anuk'la*: [contr.] **1.** *n.* {zoology} 'Firebird', a large Tau avian (raptor) similar in size and wing span to the Andean condor. And 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*: *n.* 'Fire Caste High Command'.

## SHAS'D

*Shas'dras*: **1.** *n.* 'coal'; *lit.* 'fire mineral'; **2.** *n.* any coal coal derived product.

*Shas'dras'por*: **1.** *n.* 'petroleum' or 'promethium'; *lit.* 'fire mineral eater'; **2.** *n.* any petroleum or petroleum by-product.

## SHAS'F

*Shas'faan*: *n.* 'Fire caste'.

## SHAS'K

- Shas'ka: *n.* 'Fire strike' or 'star strike' [Meaning?].
- Shas'ka'demlok: *n.* 'Fire strike canyon' or 'canyon of the sun'.
- Shas'ka'yi: **1.** *n.* 'Star-flower' or 'Fire-flower', a variety flowers indigenous to the Tau 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.** **FARSIGHT ENCLAVES** *n.* {archaic}, a personal name for either a Tau boy or girl, but still a popular girl's name.
- Shas'ka'yi'Fi'Saala: *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'kisun: {derogatory} **1.** **T'AU EMPIRE** *adj.* 'fire-blood', an insult meaning a 'wrathful' or 'ill-tempered person' [All]; **2.** **FARSIGHT ENCLAVES** *n.* {honorific} an 'audacious or courageous person', also means 'energetic and high-energy' [F.c.].
- Shas'len'ra: **1.** *n.* 'The Cautious Warrior', a fire caste war strategy; **2.** *n.* a meditation from the Sio't; **3.** *n.* {honorific} a personal name [F.c.].

## SHAS'M

- Shas'myr: *n.* 'Fireknife'.
- Shas'myr'is: *n.* 'Fireknife' Technique' a Tau martial art technique.
- Shas'myr'ret'ka: *n.* 'Fireknife' School' an ancient Tau martial art system.
- Shas'nan: **1.** **T'AU EMPIRE** *n.* {colloquial} 'Fireblade', an informal term for a cadre Shas'nel [F.c.].
- Shas'ng: **1.** *n.* {archaic}: 'fire dagger-scythe', ancient bronze weapon of the early imperial era on T'au; **2.** **FARSIGHT ENCLAVES** *n.* {mil.trm.} weapon system; **3.** **FARSIGHT ENCLAVES** *n.* a personal name. [F.c. & Er.c.].
- Shas'onei: *n.* {expression} 'Flame Eyes' or 'Fire Eyes', a personal name.
- Shas'por'sha: *n.* {archaic}: 'steam engine' *lit.* 'fire water forge'.
- Shas'por'sho: **1.** *n.* {archaic}: 'electricity generated by steam power'; **2.** *n.* {archaic} 'steam power'.
- Shas'ran: **1.** *n.* {archaic}: 'Fireheart', a personal name; **2.** **FARSIGHT ENCLAVES**, a praise name and a personal name.

## SHAS'S

- Shas'sha: **1.** *n.* 'Firewind', a personal name; **2.** *n.* {synonym} 'fire storm'.
- Shas'sha'erra: **T'AU EMPIRE** *n.* {folklore} 'Firewind spirit' a winged spirit said to be dangerous to mortals if they happens to fall in love with such a spirit [F.c. - Note thought to be a folk memory of a time when the air caste had wings and could fly].
- Shas'sha'is: *n.* 'Firewind', Tau martial art technique.
- Shas'sha'isva'suam: *n.* 'Fire gas combustion' *i.e.* 'Firestorm'.
- Shas'sha'isva'suam'ret'ka: **FARSIGHT ENCLAVES** *n.* 'Firestorm School' a Tau unarmed martial art system.
- Shas'shi: **1.** *n.* 'fire caste victory'; **2.** {honourific} *n.* 'Victorious Warrior' a personal name.
- Shas'sho: *n.* 'solar energy'.

## SHAS'T

- Shas'ta: *n.* {archaic} 'Warrior's Soul' poetic metaphor for the sword of an ancient Tau equestrian.
- Shas'tira: {historical} Flashfire, *lit.* 'Flash of Fire'. A personal name based of the legend of the ancient Tau warrior *Shas'ruka (modern name)*, who is renowned for breaking the siege at the city of Lo'hora'tira. The city still stands on the tau homeworld today, a statue of Shas'ruka has been erected at its center.
- Shas'ten'grii: **1.** *n.* 'Fire-Sky', *i.e.* 'sunset' [poetic name for the sky in the evening]; **2.** *n.* a personal name.
- Shas'tral: *n.* a firewarrior serving as a bodyguard for an Ethereal.

## SHAS

- Shas: **1.** *n.* 'fire' one of the seven primary elements; **2.** *n.* 'star' or 'sun'; **3.** *n.* second caste.

Shaserra:	<b>1.</b> <i>n.</i> 'shadowsun' or 'a mirage'; <b>2.</b> <i>n.</i> {folklore} 'shas' <i>Fire/Sun</i> + 'Erra' <i>Shadow/Mirage</i> ; <i>i.e.</i> 'Sun-Sprite', a dangerous half-seen spirit, whose shimmering presence is associated with heat waves (heat stroke?); <b>3.</b> <i>n.</i> 'Shadowsun', personal name and name of the famous Shas'O'Shas'erra from T'au; <b>4.</b> <i>n.</i> {archaic} 'a vengeful spirit' <b>-var.</b> <i>Shas'erra</i> .
Shash:	<b>1.</b> <i>n.</i> {chemistry} 'flame' or 'plasma' the ignited ionized gas that make up the visible portion of fire; <b>2.</b> <i>n.</i> {physics} a quasi-neutral gas, of charged a neutral particles, which exhibit collective behaviour.
Shasaar:	<i>v.</i> 'to burn', or 'the act of burning something' ( <i>Fire and Ice</i> by Peter Ferhervari)
Shas'faan:	<i>n.</i> 'fire caste'.
Shash'xa:	[contr.] <b>1.</b> <i>n.</i> {historical} 'Flame Sabre', a light single-edged curved weapon favoured by certain nomadic tribes of ancient T'au. Also called the <i>mont'r'myr</i> , a contraction of <i>Shas'ka'r'myr</i> . [F.c.]; <b>2.</b> <i>n.</i> {jargon} a 'plasma cutter', any cutting tool that uses plasma energy to cut metal or other hard surfaces.
Shas'anuk'la'is:	[contr.] <i>n.</i> 'Firebird Technique', a Tau martial art technique.
Shas'anuk'la'ret'ka:	[contr.] <i>n.</i> 'Firebird School', a Tau martial art system.
Shavi:	<i>n.</i> 'disciple' or 'follower'.

<b>SHI</b>	
Shi:	<i>n.</i> 'victory'.
Shi'mont'ka:	<i>n.</i> 'victory war strike'.
Shi'shi:	<i>n.</i> 'Double Victory', a chant or yell used to celebrate any achievement or accomplishment [All].
Shi'ur	<b>1.</b> <i>n.</i> {honorific} 'Quick Victory', a personal name; <b>2.</b> <i>n.</i> Name of famous fire caste commander and hero of the battle of Uor'la.
Shi'va:	<b>1.</b> <i>n.</i> {honorific} 'Victory Cause', <i>lit.</i> 'Victory Greater'; <b>2.</b> <i>n.</i> a personal name.
Shia:	<b>1.</b> <i>n.</i> <i>lit.</i> 'Victory Place' <i>i.e.</i> 'a <i>place of victory</i> ', a rostrum from which a victory is announced; <b>2.</b> <i>n.</i> the stanchion or pedestal on which a monument is placed; <b>3.</b> {archaic} a standing stone used to mark a victory in battle.
Shien:	<b>1.</b> <i>n.</i> {mythology} 'The Swiftwing' a magical mythical flying creature that resembles somewhat the mythical Terran unicorn; <b>2.</b> <i>n.</i> {honorific} a personal name.
Shio:	<b>1.</b> <i>n.</i> 'slit', 'crease' or 'gash'(?); <b>2.</b> <i>n.</i> 'nasal slit' or 'breathing hole', or the opening on a Tau head which allows them to breathe.
Shio'he:	<i>n.</i> 'forehead bone' [Note this term refers to the forehead bone unique to the Ethereal caste; which indeed may be also an olfactory sense organ].
Shir'ku t'Kaji t'O'yi:	{colloquial phrase} 'Silk, Wine, and Flowers' {W.c.} Meaning: To live a life of aristocratic decadence. Not just being drunk, but being intoxicated on the finest wines, gorging on the finest foods, wearing the most exquisite clothes, and having sex with beautiful companions.
Shiro:	<i>n.</i> 'redoubt' or 'guard tower. In ancient times a <i>shirc</i> was a 'motte and bailey' type of military outpost.
Shiv'ee:	<i>n.</i> a tattoo.

<b>SHO</b>	
Sho:	<b>1.</b> <i>n.</i> 'light'; <b>2.</b> <i>n.</i> 'energy', as referenced to the 'transfer of' and 'creation of' energy.
Sho'aun'or'es:	<b>1.</b> <i>n.</i> 'source of power', 'engine', or 'drive'; <b>2.</b> <i>n.</i> 'nuclear generator' or 'power-plant'.
Sho'ka	'energy strike' or 'energy weapon' or 'plasma weapons'(?).
Sho'kara:	<b>1.</b> <i>n.</i> 'energy image' <b>2.</b> <i>n.</i> 'gate/portal' <i>i.e.</i> an Eldar web portal.
Sho'syku:	[No translation available].
Soddalva:	<i>adj.</i> gullible.
Shoh:	<i>n.</i> 'Inner Light' or 'Enlightenment'.
Shoh'la:	<i>n.</i> <b>1.</b> 'Seeker of enlightenment'; <b>2.</b> <i>n.</i> 'an enlightened person' <i>i.e.</i> a 'bodhisattva' or 'saint'.

## SHON

Shon:	<i>n.</i> 'decorative garden' or <i>lit.</i> 'shinning place of flowers'.
Shon'gi'uki:	<i>n.</i> {art} " <i>The Book of the Delicately Perfumed Garden</i> " a Tau 'erotic pillowbook' usually given to young newly weds on the wedding night.
Shond'goi nuga:	{phrase} a peculiar water fowl <i>i.e.</i> 'odd duck', a humorous appellation, may be derogatory.
Shone:	<i>n.</i> 'night'.
Shone'nan:	<i>n.</i> {honorific} 'Nightblade', a personal name.
Shoniiye:	<i>n.</i> 'night time'.
Shovah:	<b>1.</b> <i>n.</i> 'farsighted' or 'prophetic'; <b>2.</b> <i>n.</i> {synonym} shaman; <b>3.</b> <b>FARSIGHT ENCLAVES</b> <i>n.</i> {honorific} name of the Warleader of the Farsight Enclaves.
Shu'vuuhui:	<i>n.</i> 'shuvuu bird' a Tau avian which somewhat resembles the extinct Terran finch.
Shu:	{mil. term} <i>n.</i> line abreast.
Shuret:	<i>adj./n.</i> fame.
Shuto:	<i>n.</i> 'island'. <b>-var.</b> shutoal – 'little island'.

## SHT

Shtlk:	<i>v.</i> 'defile' or 'desecrate'.
Shyh:	[No translation available].
Shyh'am	<i>n./adj.</i> " <i>He was getting attacked by scum-fire <b>shyh'am-eating</b> blood-of t'au skulls</i> ". - from ( <i>Fire Warrior</i> , by Simon Spurrier) [Meaning?]

## SI

Siilber:	<i>v.</i> to carve.
Sillb'ee:	<i>n.</i> a carving or piece of carved artwork; <b>2.</b> <i>n.</i> any body scarification [F.c. & Er.c].
Sin:	<i>n.</i> 'peoples'; or 'group'; <i>lit.</i> 'one's own'.
Sinya:	<i>n.</i> {anatomy} 'chest' or 'pectoral muscles'.
Sinya'meem:	<i>n.</i> {anatomy} a Tau woman's breasts. [Not a vulgar term].
Siral:	<i>v.</i> 'return'.
Sio:	<b>1.</b> <i>n.</i> 'premeditated'; <b>2.</b> <i>v.</i> 'to act with intention'.
Sio't:	<i>n.</i> {philosophy} a collection of meditations on the Tau'va in sutra/psalm like verses. ' <i>The alien is not intrinsically evil. / Do not hate him. Pity him his ignorance...</i> ' ( <i>Fire Warrior</i> , by Simon Spurrier) [See also <i>D'havre</i> and <i>Yie'rla'rettan</i> ] [Meaning?]
Sjalan:	<i>n.</i> 'harpoon'.

## SIT

Sitqu:	<i>n.</i> {philosophy} 'Righteousness'. One of the five primary virtues of the Tau'va or 'Greater Good'.
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## SK

Skether:	<i>n.</i> {dialect} 'courier' [A.c.].
Skether'qan:	<b>1.</b> <i>n.</i> {dialect} 'messenger', <i>lit.</i> 'white' + 'courier' a Tau naval SX-26 Escort; [A.c.] <b>2.</b> <i>n.</i> {archaic} an ancient imperial messenger or 'white courier'.

## SIL

Sli:	<b>1.</b> <i>v.</i> 'to calculate' or 'to compute'; <b>2.</b> <i>n.</i> 'a digital computer'.
Sli'kata:	<i>n.</i> consoles used in models of command centres and vehicles (Second Sphere technology).
Sli'vesa:	<i>n.</i> {technical} 'computerised aid' a term for any number of portable tablet computing devices. Similar in function to an Imperial dataslate. Used for communication, writing, education, business and entertainment.
Sli'wei:	<i>n.</i> {technical} 'computerised mind' <i>i.e.</i> the central processing unit of any computerized system.

## SN

Snae'ta:	<i>n./adj.</i> {derogatory} 'frak, 'jerk', 'a-hole' [Note that the previous translation as 'compassionate' or 'merciful' is incorrect!].
Snae'tas:	<i>n./adj.</i> {derogatory} past 'frakking' or 'messed up'.
<b>SO</b>	
So:	<i>adj.</i> 'artful'.
Soh:	<i>n.</i> 'few' or 'moisture', meaning as in the condensation of water vapour.
Soh'giin'se:	<b>1.</b> <i>n./adj.</i> 'honey drop'; <b>2.</b> <i>n.</i> a personal name.
Sok:	<i>n.</i> 'innate' or 'inborn'.
Sok'aku:	<i>n./adj.</i> 'insight' or 'intuition'.
Sok'am:	<i>n./adj.</i> 'instinct' or 'innate ability'.
Sokur:	<i>adj.</i> 'blind'.
Sokur'a:	<i>v.</i> 'to become blind'.
Sokur'am:	<i>v.</i> 'to blunder, stumble about in darkness'.
<b>SOR</b>	
Soron:	<i>n.</i> 'magnet'.
Soron'tson:	<i>adj.</i> 'magnetic' or 'magnetized'.
Sorral:	<i>n.</i> {art & architecture} 'The earth caste artistic aesthetic' [Er.c. - All].
Sral:	<b>1.</b> <i>n.</i> 'operation' or 'event'; <b>2.</b> {synonym} <i>n.</i> 'a campaign'.
St:	<b>1.</b> <i>n.</i> 'topographic point' as in a geographic point on a map; <b>2.</b> <i>n.</i> a specific or precise location.
Sti:	<i>n.</i> 'offspring' or 'child'.
<b>SU</b>	
Su:	<i>adj.</i> the colour 'grey'.
Su'erra:	<i>n.</i> 'grey spirit' or 'grey ghost', a neutral spirit or spirit of unknown intention.
Su'run:	<i>n.</i> {colloquial} 'well built structure' similar to term <i>Oru'elan</i> , but less formal.
Suu:	<i>adj.</i> 'majesty' or 'magnificence'.
Suas:	<i>v.</i> 'going in' or 'become'.
Suam:	<b>1.</b> <i>n.</i> 'flame', 'fire' or 'combustion' [the act of combustion] references to burning and flame, as versus the word <i>shas</i> or 'fire'; <b>2.</b> <i>n.</i> a poetic expression meaning 'flame' [Note a common element in Tau fire caste names <i>e.g.</i> Qan'suam – <i>Pure Flame</i> ].
Suam'ten'grii:	<i>n.</i> {poetry} 'fire sky' a poetic expression for the sky seen after a storm.
<b>SUM</b>	
Sum:	<b>1.</b> <i>n.</i> {historical} 'arrow'; <b>2.</b> <i>n.</i> {mil. trm.} 'bullet' or 'round'.
Sum'oi'k:	<i>n.</i> tracer round' <i>lit.</i> 'bullet' + 'spark/flash' + 'to flee' or 'bullet with a fleeing flash'.
Sum'saro:	<b>1.</b> <i>n.</i> {historical} 'burn(ing) arrow'; <b>2.</b> <i>n.</i> {mil. trm.} 'tracer rounds'.
<b>SUN</b>	
Sun:	<b>1.</b> <i>v.</i> 'shining' or 'burning'; <b>2.</b> <i>v.</i> 'to glow'.
Sun'saro:	<i>n.</i> 'burning ember' or 'burning spark'.
Sun'sha:	<i>n.</i> 'smouldering' or 'burning smoke'.
Sun'sha'oni:	<b>FARSIGHT ENCLAVES</b> <i>n.</i> 'smouldering eyes', a look of deep desire performed by young fire caste men to impress women. [Their success rate for this is very low, but this does not deter them!]
Sun'ten'grii:	<i>n.</i> {mil. trm.} 'burning sky', a fire caste air-defence system.
Sun'yi:	<b>1.</b> <i>n.</i> '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.</b> <i>n.</i> a personal name.
Suuta:	<i>v.</i> 'to evaluate', 'the act of judging, weighing, or evaluating, <b>-var.</b> suutaw.
Suu'suamyth:	<i>n.</i> captured Imperial ship <i>Glory of Argyre</i> ( <i>Voice of Experience</i> by J.C. Sterns).

Suvda: *n.* {geology} an iridescent mother-of-pearl colour, derived from the shells of T'au molluscs.

## SY

Syl: *n.* [Ar.c. – dialect] 'way', 'path', 'track' or 'trail'

Syl'kell: **1.** *n.* [Ar.c. – dialect] 'the way I must follow', 'path' + 'require(d)' = 'way-I-go'; **2.** *n.* {synonym} for the Tau'va or 'Greater Good'; **3.** *n.* Name of Tau colony world.

## T

### T

T-: {prefix} 'of' or 'to'.

-T: {suffix} 'at'.

T'a: {phrase} an exclamation meaning: 'Ah', *e.g.* "T'ah, so you went where?"

T'au: **1.** *n.* 'earth' *i.e.* 'the land' or 'the world'; **2.** *n.* Homeworld of the Tau race.

T'auk'cka: *n.* {phrase} 'of impure stock?'; 'hybrid'/'bastard'/'mutant' [meaning?].

T'auk'cka'm'me: {phrase} *n.* 'bastardised' or 'not of an expected breed for its kind'.

T'auk'me: *n.* Tau term for Kroot hounds [Meaning?].

T'koreth: *n.* {astronomy} 'galaxy' *lit.* 'The [Path of the] Stampede' [From Tau mythology].

T'e: {phrase} an exclamation meaning: 'Uh' or 'Eh' *e.g.* "T'eh, did I go?"

T'n'cha: {phrase} 'of second purpose' or 'On the other hand'.

T'o: {phrase} an exclamation meaning: 'Oh!' or 'Ah-ha!' *e.g.* "T'oh yes. Yes I did go,"

Tolku: **1.** *n.* 'by choice' or 'decided' / 'have decided' [meaning?] **2.** *n.* Name of Tau sept world.

T'pel'tsang'eo: [comp.& contr.] **1.** *n.* {biology} 'T'pel Shark' *lit.* 'Shark of Pel', One of the most fearsome aquatic predators that are indigenous to the homeworld of T'au. The *T'pel'tsang'eo* or the T'pel shark is found in the waters of the southern ocean of Pel; **2.** **T'AU EMPIRE** {honorific} *n.* a personal name meaning to be as 'fierce as a T'pel Shark'; **3.** **FARSIGHT ENCLAVES** {honorific} *n.* a personal name and a praise name.

T'pre'ta: *n.* 'Of' + \*\*\*\* + 'soul', the Festival of T'pre'ta. [Meaning?]

T'roi: *n.* 'a type of smell'. [Meaning?]

T'repa: *n.* 'spice' ['seed of'] from 'Seeking a t'repa in a gerosh'i' → 'Needle in a haystack'

T'suam: *n.* 'of fire' or 'of flame' [Note the previous translation of 'Belt' is incorrect].

T'ten'grii'koreth: **1.** *n.* {astronomy} The Milky Way galaxy; **2.** *n.* {mythology} 'The Celestial Stampede of Heaven's Vault'. The great swath of stars seen in the night sky, was said to be the 'spirit-horses' that carried the souls to paradise.

T'ten'grii Rat'laa: **1.** *n.* {mythology} 'The Celestial Horse', or 'The Sky Horse', also referred to as the 'The Great Stallion'. The Sky Horse was believed to be the creator all beings among the tribes who would become the fire caste.

T'xa: *n.* 'at the dagger' [Meaning 'At the deciding point'(?)] a traditional Tau board game which somewhat resembles the ancient Terran games like *Wei Chi*, *Baduk*, or *Go*.

T'yra: **1.** *n.* 'bastion or sanctuary' *lit.* 'place of refuge'; **2.** *n.* a personal name.

### TA

Ta: **1.** *n.* {religion/folklore} 'soul' or 'mind'; **2.** *n.* 'male relative'.

Ta'anan: [No translation available].

Ta'lissera: **1.** *n.* 'marriage' or 'covenant' *lit.* 'soul-bond'; **2.** *n.* The ceremony in which a Fire-caste or Earth-caste team is a bound to each other for life, as in a marriage; **3.** *n.* 'a marriage ceremony';

**4. n.** any military or work unit/group which has been bound together in a ta'lissera ceremony *e.g.* 'This cadre is my ta'lissera'.

Ta'lissera'myr: *n.* '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'nan: **FARSIGHT ENCLAVES** *n.* 'bonding war blade', a version of the larger 'mont'nan', that is carried as a 'bonding knife' by Firewarrior leaders in the Enclaves.

Ta'lissera'mont'myr: **FARSIGHT ENCLAVES** *n.* '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.

Ta'mein: [No translation available].

Ta'ro'cha: **1. n.** {phrase} *lit.* 'Three minds, one purpose' [meaning: *lit.* 'Soul, Mind, and Purpose (Body)']; **2. n.** {mil.term.} 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.

Ta'sar: **1. n.** {historical} 'Sternshield' name of famous Tau general from mont'au; **2. n.** a personal name.

Ta'shiro: **1. n.** {mil.term} 'fortress base'; **2. n.** 'temple fort' *lit.* 'soul redoubt'. In ancient times a *shiro* was a 'motte and bailey' type of military outpost. Later abandoned shiros were used by wandering Ethereals, and turned into shrines called a *ta'shiro*. Later still, built up or as fortified monasteries; which were also called *ta'shiro*.

Ta'tev: **1. n.** {phrase} 'Heart's Embrace', meaning hold in the deepest regard and importance; **2. n.** a personal name.

## TAA

Taal: *v.* 'to preserve'.

Taal'Saal'Y: *v.* 'to preserve one child', *lit.* '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].

Taashaal: *adj.* 'voluptuous'.

## TAC

Tachaal: *adv./v.* 'lust' or 'to lust after'.

Tadie: *n.* 'breeze' 'gust' or 'gently blowing wind'.

Tae: *n.* 'illness' or 'sickness'.

Tae'run: *n.* {mil.term.} 'sickbay', the medical deck aboard a Kor'vatta starship.

Tai: **1. n.** 'colour white'; **2. n.** {archaic} ancient colour of mourning for the ancient peoples of T'au. [See *Kyrn – Purple*]; **3. n.** {synonym} 'death'.

Tai'kirsa'erra: **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. [See *Mon'kirsa'erra*]; **2. n.** {Legendary} a 'Robin Hood' like character who fought against injustice and oppression.

Tai'lhas: *n.* {historical} 'White Jade'. Name of famous female assassin from ancient Tau history. She slew the enemies of the Emperor, before eventually killing him and taking the throne herself. Also known as Xux'Wuanx'e – *The Blue Empress*; or as Kisun'Wuanx'e – *The Blood Empress*. [Last ruler of the Wa empire before its collapse brought about the era known as the *mont'au*].

Tai'lhas'xan: *n.* {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'tisan: *n.* 'white tea' [See entry for *Tisan*]

Tai'qazdan: **1. n.** {mythology} 'White Dragon', a protective spirit that was said to watch out for the common people, especially those without an advocate or protector; **2. n.** {folklore} 'God of the Waters'. The folk belief was that the tai'qazdan controlled the wind and rain; **3. n.** {historical} an ethereal saint who was known for his great compassion and empathy; **4. adj.** {synonym} 'to have great compassion, like that of the Tai'qazdan'.

## TAK



Tak: *n.* 'material'. [See entry for *Fio'tak*].  
 Taka'hui'la: *n.* 'Hawk', a Tau raptor similar to the ancient Terran class of raptors hawks; **2.** **FARSIGHT ENCLAVES** *n.* a personal name – written as Taka.  
 Tagan: **1.** *n.* The mineral aluminium; **2.** *adj.* The colour 'aluminium'.  
 Talos: **1.** *n.* 'extent' or 'range of view'; **2.** *n.* 'outlook'; **3.** *n.* 'application' or 'operation'.

**TAN**  
 Tan: **1.** *n.* 'day time'; **2.** *n.* morning.  
 Tan'saro: **1.** *n.* {poetic} 'the morning arrow', meaning the 'the first ray of morning light'; **2.** *n.* a personal name.  
 Tan'seri: {phrase} 'dawn' or 'daybreak'. *lit.* 'day' + 'of' + 'breaking light' = 'breaking light morning'.  
**-var.** Tan'tseri.  
 Tan'seri'nan: **FARSIGHT ENCLAVES** *n.* 'The Dawn Blade', the relic weapon found on Arthas Moloch by Shas'O'Shovah.  
 Tan'xo: *adj./n.* solitude.  
 Tansai: **1.** *n.* torso, trunk, or upper body; **2.** *n.* the body itself [F.c.].  
 Tansai shiv'ee: *n.* body tattoos.  
 Tansai tzu'sex: *n.* body scarification.  
 Tangsu: *n.* {philosophy} altruism or compassion, one of the five primary virtues of the Tau'va.

**TAN**  
 Tam: [No translation available].  
 Tam'ya: [No translation available].  
 Tamg: **1.** *n./adj.* a burn so deep in the body, that it leaves a scar; **2.** *n.* a scar left by a burn  
 Tamg'a: *n.* a brand, or a branded part of the body (animal or sentient)  
 Tamg'alax: *v.* to brand, the act of branding with hot iron or metal  
 Tap'ran: [No translation available].

**TAR**  
 Taro: *v.* 'to weigh' or 'to balance'.  
 Taro'tsua: *adj.* 'balanced'.  
 Tarras: [No translation available].

**TAS**  
 -Tas: {suffix} past tense.  
 Tasxar: **1.** *n.* {geology} the mineral 'onyx' or 'the oxide mineral chalcedony'; **2.** *adj.* The colour jet black.  
 Tash: *adj.* 'endures' or 'survives'.  
 Tash'var: **1.** *n.* [Meanings: 'enduring purpose'(?), 'aim-to-survive'(?)]; **2.** *n.* Name of Tau sept world.  
 Tsair: **1.** *n.* the mineral zinc; **2.** *adj.* the colour 'zinc'.

**TAU**  
 Tau: **1.** *n.* 'earth' or 'soil'; **2.** *n.* the Tau people *i.e.* *The Tau*.  
 Tau'n: **1.** *n.* 'second (Earth) T'au'; **2.** *n.* Tau sept world.  
 Tau'faan: **1.** *n.* 'Tau brothers' or 'Tau kinsmen' an age-old address for members of alternate castes; **2.** *n.* 'Tau-kind' *i.e.* 'humanity'.  
 Tau'kon'seh: {folklore} **1.** *n.* 'Harvest', name of the traditional Tau festival, *lit.* 'Earth/soil' + Field work + 'Fruit' (Seh is a contraction of Se'hen – 'Seed pod' or 'Fruit of the crops'); **2.** *n.* The festival where the hunt of the clone beast takes place.  
 Tau'noh'por: *v.* to speak the Tau language, *lit.* speaking Tau. (*Broken Swords* by Guy Haley)  
 Tau'Shas'Va: *n.* {mil.trm.} 'Tau military' *lit.* 'The Greater Tau Fire Caste'.

Tau'sia:	<i>n.</i> 'the Tau language' <i>lit.</i> 'Tau speak'.
Tau'siaal:	[contr.] <i>n.</i> 'little Tau language' <i>i.e.</i> the human dialect of Tau. Contraction from the term: <i>Tau'gue'vesa'siaa</i> . The sense here is not one of a 'lesser' language, but of a 'shorter' one; as humans don't have either the vocal range to make all the sounds in the Tau language. Rather Tau'siaal uses 'clipped' or shortened versions of Tau words, Tau-Gothic hybrid words, and in some case substitutes a Gothic words for a Tau ones. Along with <i>Tau'siaal</i> there are caste specific human dialects: <i>Shas'Tau'siaa</i> , <i>Fio'Tau'siaal</i> , <i>Por'Tau'siaa</i> , and <i>Kor'Tau'siaa</i> .
Tau'va:	<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>
<b>TE</b>	
Te:	<i>n.</i> 'skin' or 'hide' [Note: applies to either persons or animals].
Tel:	<b>1.</b> <i>n.</i> {astronomy} 'tide', The periodic variation in the surface level of the oceans caused by gravitational attraction of the moons and sun; <b>2.</b> <i>n.</i> 'force' or 'energy field' as in a magnetic field, or field of radiating energy.
Tel'Oshi:	<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 capita</i> ]; <b>2.</b> Name of Tau system world.
<b>TEK</b>	
Tek:	<i>n.</i> 'material', a variation of the word 'tak' [See entry for <i>Tak</i> ].
Tekiya:	<i>n.</i> 'jealously'.
<b>TEM</b>	
Temur:	<b>1.</b> <i>n.</i> The mineral iron; <b>2.</b> <i>adj.</i> The colour of 'iron'; <b>3.</b> <i>n.</i> {archaic} 'iron', a personal name; [Common name among the ancient Tau nomadic tribes].
Temul'jin:	<b>1.</b> <i>n.</i> {archaic} 'forged (of) iron' found 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> .
<b>TEN</b>	
Ten:	<i>adj.</i> 'single' or 'apart'
Ten'xo:	<b>1.</b> <i>adj.</i> 'solitude' <i>lit.</i> 'apart' + 'cave' = 'solitude'; <b>2.</b> <i>n.</i> 'exile' or 'refugee'.
Ten'grii:	<i>n.</i> 'heaven'.
Ten'grii	<b>1.</b> <i>n.</i> 'dome/vault of the heaven' <i>i.e.</i> 'sky'; <b>2.</b> <i>n.</i> {archaic}: 'Sky Deity'/'Sky Father'.
Ten'grii'tol'an:	<i>n.</i> {history} & {phrase} 'Mandate of Heaven', <i>lit.</i> 'Authority of (over) the land given by Heaven'. An 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'gr'elch(ii)	<i>n.</i> {mythology} 'Heaven's messenger' a Tau 'angel' or 'demi-god'.
Ten'gr'rat'laa:	<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'gr'yebe'geli'la:	{folklore} <b>1.</b> <b>FARSIGHT ENCLAVES</b> <i>n.</i> 'sky strider/walker', a personal name [W.c.]; <b>2.</b> <i>n.</i> {archaic} name for a Tau shaman or medicine man.
Tenxer:	<b>1.</b> <i>n.</i> {geology} The mineral sapphire; <b>2.</b> <i>adj.</i> a deep translucent blue colour.
Tenxer'kisun:	<i>n.</i> 'The Sapphire Blood' legendary blue diamond, akin to the 'Hope Diamond'.
Tenxer'onei:	<i>adj.</i> {expression} 'sapphire blue eyes'.
Tenxer'suam:	<b>1.</b> <i>n.</i> 'The Sapphire Flame', Derives from ancient Tau mythological heroes and heroines, who were often said exhibit a 'blue flame' or 'blue light' when in the midst of a battle frenzy; <b>2.</b> <i>v.</i> 'To go berserk'. A state of insanity brought about by prolonged combat [See <i>Ioi'kek'e</i> / <i>Noi'kek'e</i> ].

**TEM**

Tem'tsiin: *n.* 'a tournament', usually, but not exclusively for marital arts.  
Temeel'zjeen: **1.** *n.* {biology} 'dragon-wing insect', a Tau insectoid similar to a Terran dragon fly.  
Temeel'zjeen'vesa: **1.** **FARSIGHT ENCLAVES** *n.* any number of small insect-like drones intended for civilian use.

**TER**  
Ter'syqa: *adj.* 'relentless' or 'obstinate', a personality trait.  
Ter'syqo: **FARSIGHT ENCLAVES** *n.* {honorific} 'The Relentless One', a personal name [F.c].  
Terigun: **1.** {archaic} *n.* 'second in command'. Term derived from the ancient 'teriguin'r'ka'jida' or 'chief of the lance', a nomadic Chieftain's head of the household guard; **2.** *n.* {historical & mil. trm.} 'primary of the sergeants', Lead non-commissioned officer in an ancient rifle company; **3.** **FARSIGHT ENCLAVES** *n.* {colloquial} 'sergeant' an informal expression for the cadre Shas'nel (Shas'nán) [Note term has fell out of favour in T.E. at the beginning of the second sphere expansion; but survives in the F.E.].

Tetim: *n.* {antique} 'crown'.  
Tetim'tran: {expression} 'Crown of my Heart/Soul'.  
Tetsak: *n.* 'a piece of excrement' or 'turd'.  
Tev: *v.* 'to embrace' or 'to hug'.  
Teva'la: **1.** *n.* 'beloved', 'betrothed', or 'fiancée'.

**TH**  
Thas: **1.** *n.* 'lava'; **2.** *n.* 'molten metal'.

**TI**  
Ti'ka: *n.* {mil.term.} a mobile field command base that is either dropped from low orbit, or setup with first landing on a planet, **-var.** *ti'ka'runi.*

Tii'la: *n.* {phrase} 'TEEY-ahh', not a word but a sound, with the general sense of surprise or amazement, *i.e.* 'Oh my!'.  
Tibor: *n.* attention.

**TIL**  
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.* name of a Farsight Enclave world; **2.** *n.* {folklore} 'The Crystal Diamond (Being) Woman', a fairy queen of incredible beauty whose realm was deep beneath the mountains.  
Tio: *n.* 'group', 'coterie', or 'assemblage'.  
Tio've: *n.* {mil.trm.} 'contingent' or a 'group of cadres' *lit.* 'assemblage' + 'units' = 'contingent' [roughly the equivalent to an Imperial Guard regiment].

**TIR**  
Tir: *n.* 'area measurement'.  
Tir'ul: One are approximately.  
Tir'ils: One decare approximately.  
Tir'lek: One hectare approximately.  
Tir'kan: One square kilometre approximately.  
Tir'kon: One hundred square kilometres approximately.  
Tir'ken: One thousand square kilometres approximately.  
Tira: **1.** *v.* 'to flash' or 'to flare'; **2.** *n.* 'flash' or 'flare'.  
Tira'maki: **1.** *n.* 'fish dance', *lit.* 'sparkle-flash'; *i.e.* to shine like fish when is swims in the water  
**2.** *n.* 'strobe flash or effect' or as in the 'flash of a photon grenade'.

Tisan: *n.* 'Tea', a Tau drink made from the infusion of flower buds of the Tisanei plant in hot water. It is served hot and has much the same significance in Tau culture as tea does in many ancient Terran cultures. And like Terran tanna or recaff, tisan contains caffenoid like substances. Popular varieties: vi'tisan – *red tea* (highest level of caffenoids) to tai'tisan – *white tea* (lowest level of caffenoids).

## 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: **FARSIGHT ENCLAVES** {phrase & colloquial} an expression meaning 'By The Eternal Blue Sky! [Phrase akin to 'Oh my word!' or 'Oh My Emperor?'. {Meaning depends on context}].

To'husch'on: {phrase} 'Be vigilant!'

To'kak: {phrase} 'By the Sands!'

To'tau'va: {phrase} 'By the Path! or 'Great Path!' [Note maybe also translated as 'For the Greater Good!].

## TOI

Toig: *n.* {anatomy} 'knee cap'.

Togue: {traditional} *n.* 'house bootie' or the traditional house slippers used to protect wooden floors from shod Tau hooves.

Togue'sebii: **1.** *n.* 'bower booties' *lit.* 'bedroom boots', Padded bed shoes or slippers, which cover all the toes and spurs; and which are meant to protect the both the wearer and marriage partner from harm. Based on the traditional house slippers; **2.** *n.* a pair of *togue'sebii* fixed to the door to indicate the couple is married; **3.** *n.* {colloquial} a small multi-coloured abstract depiction of bower booties (resembles flowers), meaning: 'Do Not Disturb' or 'Privacy Please'.

Tokai: [No translation available].

Tol: **1.** *n.* 'office (of); **2.** *n.* 'position (over); **3.** *n.* 'authority (of).

Tol'tor: **1.** *n.* 'authority of the land' or 'position of power'; **2.** 'mandate' or 'authority to rule'.

## TOR

Tor: *n.* 'distance measurement'.

Tor'ul: One millimetre approximately.

Tor'ils: One centimetre approximately.

Tor'lek: One metre approximately.

Tor'kan: One kilometre approximately.

Tor'kon: One hundred kilometres approximately.

Tor'ken: One thousand kilometres approximately.

Toroq: *n.* {mil. trm.} 'starboard' or 'right side' (or an aircraft, naval or space vessel).

Toros: *n.* 'area', 'neighbourhood' or 'district'.

## TOS

Tos: *n.* 'anvil'.

Tos't'shas: **1.** *n.* {mythology} 'Anvil of the Sun', the divine anvil upon which the sky-god forged the world into existence; Also referred to as 'Anvil of the First Dawn', 'Anvil of the First Light'; or 'Anvil of the Dawn Light'; **2.** *n.* {historical} ensigna of the Farsight Enclaves. [Note said to have first been used by Farsight on Arthas Moloch].

Toy: **1.** *n.* {agricultural} 'foal', young newborn rat'laa; **2.** **FARSIGHT ENCLAVES** a personal name.

Toy'tsa: **1.** *n.* {agricultural} 'filly', young female rat'laa; **2.** **FARSIGHT ENCLAVES** a personal name.

Toyu'rga: **1.** *n.* {agricultural} 'colt' young male rat'laa; **2.** **FARSIGHT ENCLAVES** a personal name.

Toxoi: *n.* {anatomy} 'elbow'.

## TS

Ts'tsil: [No translation available].

## TSA

Tsa-/Tsae-: {prefix} *adj.* modifies term or phase that follows. General meaning of 'attractive + 'tsa – indicates male while indicates *tsaa-* female.

Tsa'railar: *adj.* 'handsome' (male) but carrying the sense of *stunningly handsome*. (Wt.c.)

Tsae'shaal: *adj.* 'voluptuous' or 'curvaceous' (female), but carrying the sense of *breath taking* (Wt.c.).

## TSA

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

Tsaar: *adj.* 'emptiness' or 'nothingness'.

Tsair: **1.** *n.* The mineral zinc; **2.** *adj.* The colour of 'zinc'.

Tsiq: {antique} *adj.* 'vengeful' or 'wrathful'.

Tsiq'om: *v.* 'to be vengeful' or 'to act in a vengeful way'.

## TSAN

Tsang'eo: {biology} *n.* 'shark' *lit.* Fanged aquatic creature. tsang – 'fanged' + 'do' – 'aquatic creature' = shark [Note -eo refers to aquatic life forms].

Tsan: *n.* 'dust' specifically as in blowing or drifting sand.

Tsan'druu'sha: *n.*{phrase} 'desert dust storm' [similar to ancient Terran *haboob*].

Tsarsai: *n.* {geology} the mineral 'obsidian', comes in various colours from dark grey to black.

Tsaya: **1.** *n./adj.* 'luck', 'happenstance', or 'serendipity'; **2.** *v.* 'to desire'.

## TSE

Tse'tseg'yi: *n.* {folklore} 'tse'tseg flower', common flower found in the higher altitudes of T'au, known for its beauty and also for having medicinal properties.

Tse: *n.* {historical} name of ancient bronze age kingdom on T'au. (Er.c.)

Tsebu: *adj.* 'cute'.

Tsebuhoi: *adj.* 'cute-ish' or 'cutesy', (comparable to the ancient Terran Japanese word *kawaii*).

Tseg: *adj.* {archaic} 'helpful medicine'. (Er.c.) [Note found only in archaic words or phrases].

Tser: **1.** *n.* untamed, unbroken; **2.** *adj.* undeterred or undaunted.

Tser'ayarga: **FARSIGHT ENCLAVES** **1.** *n.* untamed stallion; **2.** *n.* praise name.

Tsiq: {antique} *adj.* 'vengeful' or 'wrathful'.

Tsiq'om: {antique} *v.* 'to be vengeful', or 'to act in a vengeful way'.

Tsivaar: *n.* {geology} the mineral 'rhodonite garnet', a deep translucent purple gemstone.

## TSO

Tso: **1.** *adj.* 'final' or 'end'; **2.** *n.* {phrase} 'The End'.

Tsotai: *adj.* 'sly'.

Tson: *v.* 'energize'.

Tsox: *n.* {biology} 'beetle insect', a Tau insectoid which resembles the similar to many Terran beetles.

## TSU

Tsu: *v.* 'scavenge' or 'scrounge'

Tsu'rag: *adj./n.* 'scavenger'.

Tsua: *n.* {mathematics} 'extreme values' as relates to extremes of scale in numbers or mathematics.

Tsua'm: **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)].

Tsura: v. to design or conceive of.  
Tsurag: *adj./n.* 'scavenger'.  
Tsurk: *n.* {poetic} 'heart'.  
Tsusex: *n.* 'lynx'.

## TY

Ty: **1.** *adj.* 'quietude'; **2.** *adj.* 'serenity'; **3.** *adj.* 'tranquillity'.  
Ty'res: **1.** *n.* 'wild serenity' *lit.* 'savage quietude' [No good translation]; **2.** **FARSIGHT ENCLAVES** *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'kegea* (female)].  
Ty'ten'grii: *n.* 'tranquil sky', a personal name [A.c.].  
Tyr: *n.* 'justice'.

## TU

Tugura: *n.* 'hoof' or 'toe', the actual hoof portion (toes) of a Tau [Does not include the spur].  
Tuk: *n.* 'hoof'.  
Tulgaa: *n.* {anatomy} 'buttocks' or 'ass' or a animal or person (not vulgar).  
Tusher: *adj.* enraged.  
Tumaar: *adv.* raging.  
Tusrk:  
Tusrk'tsaya: {expression} 'desire of the heart'.  
Tutar'ga: *n.* {agriculture} a Tau barley-like grain.  
Tuuk: v. 'to kick', or 'to throw out a leg'.  
Tuya: *n.* 'talon' or 'claw'.  
Tzusex: v. to etch or carve into

## U

### U

-U: {suffix} v./adj. 'born or born of'.  
Uan: [No translation available]  
Uan'Voss: *n.* new Tau sept – *Third Sphere of Expansion* (?) [No translation available].  
Uaroka: {zoology} *n.* a bovine-like species from ancient Tau, similar to either a terran bison or auroch.  
Uash'o: *n.* 'Command', a Tau military formation, includes all the necessary forces for a planetary assault, including, all the supporting other castes and their resources.  
Ufa: *adj.* 'breakable' or 'fragile'.  
Ugaal: v. 'to fall' or 'to drop down'.

### UI

-Ui: {suffix} **1.** *n.* When placed after a caste title it indicates: Kor'ui– 'Carrier' (A.c.); Por'ui – 'Envoy' (W.c.); Shas'ui – 'Veteran' (F.c.); Fio'ui – 'Senior' (Er.c.); Aun'ui – 'Prelate' (Et.c.); **2.** *n.* 'Expert'; **3.** *n.* {zoology} The 'alpha male or 'lead male' of a Tau wolf pack'.  
Ui- *n.* 'second'.

Ui't: (1) **1.** *n.* 'expert of' or 'leader of'; **2.** Ui't: (2){historical} *n.* 'bear-dog' a Tau canid or Tau hound. [Note meaning unknown(?) Possibly derived from one of the ancient Tau language?]; **3.** {derogatory} *n.* The real bad perso; **4.** **FARSIGHT ENCLAVES** {honorific} *n.* a symbol of loyalty, and courage, a praise name.

Ui'tal: **1.** {derogatory/honorific} *n.* 'little dog' or 'cub'; **2.** **T'AU EMPIRE** *n.* {derogatory} an insult or derisive name [F.c].

Ui't'e: **1.** *n.* {biology} a dog cub; **2.** **T'AU EMPIRE** {derogatory} *n.* 'son-of-a-dog' or *i.e.* a 'S.O.B.', common insult [F.c.]; **3.** **FARSIGHT ENCLAVES** {honorific} *n.* a personal name and praise name.

## UK

Uk: [No translation available].

Uki: *n.* {historical} a chapter book or codex, specifically of graphic art.

Ukos: *n.* 'spoon'.

## UM

Ume: *n.* 'cove'.

Uumra: **1.** *n.* {geology} the mineral emerald, a translucent gemstone; **2.** *adj.* the colour of emerald.

Ungas: *n.* {agricultural} 'hair' or 'fur' of an animal. [Note the term is never used to describe Tau].

Uniye: *n.* {agricultural} 'heifer', a female of a bovine like species raised in Tau animal husbandry.

Uor'la: *n.* Uor'la (Battle of), where Shas'O T'au Shi'ur (Father of Shas'la Kais) was victor.

Upt: *n.* 'mountain'.

Upt'aun'la: *n.* {archaic} 'mountain monk' or 'hermit' *lit.* 'mountain' + 'ethereal' + 'adept'. An ethereal mystic who inhabited mountains, deserts, or other wild places.

Upt'sho'la: **1.** **T'AU EMPIRE / FARSIGHT ENCLAVES** *n.* {archaic} 'mountain mystic' *lit.* 'mountain' + 'seeker of enlightenment' + 'adept'. Lay mystics of any caste who follow a mountain ethereal'.

## UR

Urvalt: *adj.* treacherous.

Ur: **1.** *adj./adv.* 'hasty', 'urgent', or 'quick'; **2.** *adj.* 'strong'.

Ur'hui'la: *n.* 'quick wing', a Tau avian similar to the ancient Terran road runner.

Ur'riika: *n.* 'art of the quick draw (sword), a Tau martial art system.

Uusor: *n.* 'cord' or 'twine'.

## UY

Uyl: *adj.* 'sacred' or 'holy'.

Uyl'upt: 'sacred mountain' or 'holy mountain'.

Uyl'T'au: 'sacred earth' or 'holy earth'.

## V (FF in Tau)

### V

V: [No translation available].

V'rok: [No translation available].

## VA

Va: {prefix and suffix} *adj.* 'greater' or 'better' or 'improved upon'.

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

Va'mon'qazdan't'mineka: **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 considered more than just socially unacceptable, but are anti-social. **-var.**  
*H'mineka'va'mon'qazdan.*

Vada: *n.* stripe.

Vada'yhe: *n.* child stripe.

Vah'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' – 'pummel, downpour, attack' = *tremendous strike.*

Va'yan: *adj.* 'happy'.

## VAH

Vah: *n.* 'personal'.

Vah'cha: *n.* 'goal' or 'aim' *i.e.* One's personal intention' [Personal desire as opposed to society's].

Vailyn: {mil. term} *n.* formation.

Vais: *v.* 'to purchase' or 'to trade for'.

## VAL

Val: {archaic} *n.* 'Maiden' [Note: not modern Tau].

Vaal: *n.* 'group' or 'unit'.

Vahra: [No translation available]

Valroth: [No translation available].

Vanan: [No translation available].

Vangor: **1.** *n.* {geology} The mineral lapis lazuli; **2.** *adj.* a mix of 'deep blue and white' colour.

## 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': 'Var' – To Raia + 'Na' – Downpour = To massacre.

Var Sin'da: *n.* 'Dark People Raiders' *i.e.* Dark Eldar raiders or the Dark Kindred [See **Ar'cea** – T.E. and **Mon'sin'var** – F.E.].

## VAS

Vas: **1.** *adj.* 'boundless' 'infinite' or 'vast'; **2.** *adj.* unlimited:

Vas'talos: *n.* 'boundless scope' name of Tau world from the Third Sphere of Expansion. [Note the former Imperium world of *Prefectia*].

Vase: *v.* 'to colonise', 'to settle', or 'to conquer'.

Vase'kuni: {expression} 'colonial expansion'.

Vash: *adj.* 'between'.

Vash'ya'tol: {phrase} 'Authority Between Spheres', meaning 'air caste space command' (?)

Vash'aun'an: **1.** *n.* {phrase} 'between celestial space' *i.e.* 'Warp Space'; **2.** {mil.term.} *n.* a Tau navy SX-74 Monitor Waystation [Imperial designation(?)].

Vash'ya: **1.** *n.* 'between spheres'; **2.** *n.* name of Tau sept world.

Vash'run: *n.* 'bridge' *lit.* 'between structure'.

Vattra: *n.* 'fleet' in reference to spacecraft.

## VE

Ve: *n.* 'unit', 'section' or 'crew'.



Vela:	<i>n.</i> {athletics} Tau football, a sport where the ball is kicked with the foot as opposed to Velu, where the ball is carried in the hands; but otherwise the games are identical.
Velu:	<i>n.</i> {athletics} Tau rugby, a sport where the ball is carried in the hands as opposed to Vela, where the ball is kicked with the foot; but otherwise the games are identical.
Ves:	[No translation available. See entry for <i>Ves'ron</i> ].
Ves'oni'vesh:	<i>Giantmaker</i> [Meaning?].
Ves'ron:	{ <i>xeno term.</i> } <i>n.</i> 'Necron' [Translation (?) Term maybe an attempt to render 'Necron' in the Tau language; or it could be a "mash up" word created by ignorant Gue'la].

## VES

Vesa:	{ <i>suffix</i> } <b>1.</b> <i>n.</i> 'helper' [general use]; <b>2.</b> <i>n.</i> 'companion' or 'comrade'; <b>3.</b> <i>n.</i> { <i>colloquial</i> } 'a good friend', <i>i.e.</i> 'comrade' [Note meaning changes with placement and context: <b>a.</b> { <i>suffix</i> } means: 'helper/assistant'; <b>b.</b> as a separate word it means a 'trusted companion'.
Vesh:	[No translation available].
Vesu:	[No translation available].
Vesu'R'alai:	[No translation available].
Vharra:	<i>adj.</i> 'hunger' or 'hungry', not a mere physical need, but a serious deprivation.

## VI

Vi:	<i>adj.</i> 'red' or 'sanguine' as in colour.
Vi'shasanuk'la	<b>1.</b> <i>n.</i> { <i>folklore</i> } 'The Red Firebird' [See entry for <i>O'shasanuk'la</i> 'Lord Firebird']; <b>2.</b> { <i>honorific</i> } a personal name.
Vi'tisan:	<i>n.</i> 'red tea' [See entry for <i>tisan</i> ].
Vi'Qqhan:	<b>FARSIGHT ENCLAVES</b> <b>1.</b> <i>n.</i> { <i>historic</i> } 'The Red (War) Chieftain' The commander of a tribal army among the pastoral peoples of ancient T'au. [See entry for Qq'han – <i>Chieftain</i> ]; <b>2.</b> <i>n.</i> { <i>honorific</i> } Title of Shas'O'Vior'la'Shovah, meaning <i>The Red Warleader</i> or <i>Commander-in-Chief</i> .

## VIE

Viel:	[No translation available].
Viergi:	<i>adj.</i> vicious.
Vior:	<i>n.</i> 'aggressive' <i>lit.</i> 'hot/incendiary'.
Vior'la:	<b>1.</b> <i>n.</i> 'aggressive being' <i>lit.</i> 'hot blooded one'; <b>2.</b> name of Tau sept world.
Vior'los:	<b>1.</b> <i>n.</i> 'Children of aggressive being' <i>lit.</i> 'Children of the hot blooded one'; <b>2.</b> <i>n.</i> Name of a Farsight Enclaves world.
Vior'los Vasii:	<b>FARSIGHT ENCLAVES</b> { <i>expression</i> } 'The Farsight Enclaves' <i>lit.</i> 'The Vior'los Settlements'.

## VO

Volgan:	[ <i>contr.</i> ] <i>n.</i> 'steel' contracted from older 'vold'gan' – steel.
Volgan'aloh:	<b>1.</b> <i>n.</i> 'cold steel'; <b>2.</b> <i>n.</i> { <i>honorific</i> } a personal name.
Vorcah:	[No translation available].
Voss:	[No translation available].

## VR

Vr:	<i>adj.</i> 'equal' or 'next to' in terms of social standing.
Vral:	<b>1.</b> <i>v.</i> 'to undercut' as in fighting or swordsmanship; <b>2.</b> <i>v.</i> 'undermine' or 'demean' as in <i>undermining another's position with others</i> .
Vrass:	<b>1.</b> <i>v.</i> 'to refuse' or 'to decline'; <b>2.</b> <i>n.</i> 'refusal' or 'denial'. Vrass al'shon kwn'sha: { <i>phrase</i> } { <i>folklore</i> } " <i>Some traditions refuse to die</i> " ancient T'au proverb. Vass = 'to refuse' + al'shon' = 'ritual embellishment' <i>i.e.</i> 'tradition' + knw'sha = 'to die or pass away' <i>lit.</i> 'smoke of the funeral pyre'.
-Vre:	{ <i>suffix</i> } <b>1.</b> <i>n.</i> When placed after a caste title it indicates: Kor'vre – ' <i>Pilot</i> ' (A.c.); Por'vre – ' <i>Magister</i> ' (W.c.); Shas'vre – ' <i>Hero</i> ' (F.c.); Fio'vre – ' <i>Overseer</i> ' (Er.c.); Aun'vre – ' <i>King</i> ' (Et.c.).

Vres: *n.* a trusted person derived from -vre = hero or champion (*Voice of Experience* by J.C. Sterns).

## W

### W

#### WA

Walaho: **1.** *n.* 'bright colours' or 'a riot of colours'; **2.** *adj.* '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'; **4.** *n.* a personal name.

#### WE

Wei: **1.** *n.* {anatomy} 'brain' or 'mind' (of animals); **2.** *n.* {technical} micro processor.

Wern: [No translation available].

#### WU

Wu: *n.* {archaic} 'joyful'.

Wu'ken: *n.* {archaic} 'joyful morning', a personal name (female).

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

Xagh: *n.* {agricultural} 'pig' or 'hog', a Tau animal similar to the ancient Terran porcine animal, but often the size of the ancient Terran elephants!

Xairyn: *adj./adv.* 'endearing'.

Xaital: **1.** *n.* 'unfortunate' or 'ill advised'; **2.** *n.* 'an unfortunate person or thing'.

Xalim: *n.* 'whale', references specific breeds of T'au aquatic cetaceans [similar to toothed whales of ancient Terra].

Xal: *n.* 'side' or 'flank' of a thing, person or animal.

Xadu: *n.* 'sickle'.

Xan/Xa: *n.* {historical} 'dagger' or 'dirk', any variety of small single or double-edged weapons. **-var.** *Xa*

Xar: *adj.* 'physical'.

Xar'vesa: *n.* 'physical helper suit', *lit.* 'power-suit', usually refers to 'battlesuit'.

Xaranyi: **1.** *n.* 'night time'; **2.** *n.* 'night time shadow'; **3.** *n.* 'sunset'.

Xarok: *n.* 'scythe'.

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 *M* or Life-Energy, along with the male principle *Xi*.

Xeer: *adj.* 'pleasing' or 'nice (to look at)'.  
*adj.* 'pretty' or 'lovely'.

Xeer'xen:

-Xen: {suffix} an intensifier, modifies the word it follows, *e.g.* 'nice' becomes 'pretty'.

-Xe: {suffix} 'insectoid creature'. Has much the same meaning as **-La**, except it refers to all invertebrate, land dwelling life forms.

Xer: *n.* {archaic} 'round tent', a collapsible shelter common to the many ancient Tau nomads.

Xeri:	<b>FARSIGHT ENCLAVES</b> {agricultural} <i>n.</i> lamb-male <b>-var.</b> xoni'xeri F.E.
Xesa:	{Past prefix} [Meaning?].
Xerem'la:	<i>n.</i> {zoology} a tree and ground dwelling rodent similar to the extinct Terran squirrel. Being pink, blue, grey or black in colour.
Xeta:	<i>n.</i> {colloquial} 'okay' or 'alright', a sound not a word, but which conveys the meaning, 'I understand' or 'I comprehend'.
Xetshogi:	<i>adj.</i> dangerous.
Xetsuu:	<i>adj.</i> intense.
<b>XI</b>	
Xi:	<b>1.</b> <i>n.</i> 'male principle'; <b>2.</b> <i>n.</i> positive light energy; <b>3.</b> <i>n.</i> half of the aspect of the <i>Ni</i> or Life-Energy, along with the female principle <i>Xe</i> .
Xin:	[No translation available].
Xin'doh:	[No translation available] a personal name.
Xitan:	{historical} <i>n.</i> one of the early nomadic tribes, then kingdom (later province) of ancient T'au.
Xitan'la:	<b>1.</b> <i>n.</i> 'man/person from Xitan' or 'man (of the) Xitan tribe'; <b>2.</b> <i>n.</i> a personal name.
Xitomata:	<i>n.</i> {zoology} 'Sabre Tiger', a large feline that could be compared to the ancient Terran tiger ( <i>Panthera tigris</i> ), but having extremely large canine teeth much like the pre-historic Terran <i>Smilodon</i> ; and occupying the same ecological niche. The ( <i>xeno tigris Tau</i> ) varies in colour from green to grey-blue in colour, and may have either stripes, blotches, or spots.
Xiu:	{biology} <i>n.</i> 'evergreen tree' or 'pine'.
<b>XO</b>	
Xo:	<i>v.</i> 'hermitage' or 'place of refuge'.
-Xohnai:	<i>n.</i> {suffix} 'Junior/Protégé' Xohnai is roughly equivalent to protégé, as part of the Sanzai and Xhonai ( <i>senior</i> and <i>junior</i> ) relationship. This is an important part of the Tau'va; where an <i>elder</i> is responsible for the protection and direction of the <i>younger</i> in the family, military unit, or organization.
Xoin:	<i>n.</i> 'cross piece' or 'branch'.
Xoin'num:	<i>n.</i> 'crossbow'.
Xoni:	<b>FARSIGHT ENCLAVES</b> {agricultural} <i>n.</i> 'sheep' generic term for a domesticated breed of Tau ungulate.
Xot:	<i>n.</i> 'city' or 'large metropolitan' area'.
<b>XU</b>	
Xuloi:	<b>1.</b> <i>n.</i> 'a deep slash or cut'; <b>2.</b> <i>n.</i> 'a slashed throat'; <b>3.</b> <i>v.</i> 'to cut the throat' or 'to strangle'.
Xuloi'ki:	{phrase} 'to make blood gush from the throat' <i>lit.</i> 'to make a bleeding slash'.
Xumis:	<i>n.</i> {traditional} fermented milk of the rat'laa (Tau equine) and used in ancient times by the Tau nomads as their primary alcoholic beverage. [Note: Still popular in the F.E.].
Xumm:	<i>n.</i> {historical} 'drum', an ancient Tau percussive musical instrument.
Xumxa:	<i>n.</i> {zoology} 'hare' or 'rabbit', <i>lit.</i> 'Thumper', any species of long legged rodent inhabiting the Tau homeworld.
Xun:	<i>n.</i> {archaic} 'a vendetta'.
Xunom:	<i>v.</i> 'to carry out a vendetta' or 'to retaliate in kind'.
Xun'tsiq'la:	<i>v.</i> 'rampaging killer' <i>lit.</i> 'vengeful vendetta man'.
Xup:	<i>n.</i> {colloquial} 'toe-hoof' <i>lit.</i> 'clop'.
Xup-xup:	<i>n.</i> {onomatopoeia} The sound that hooved feet make, ' <i>khup-khup</i> '. Comparable to the phrase 'clip-clop' in Low Gothic.
Xumxa'hui:	<b>1.</b> <i>n.</i> {mythological} Winged Rabbit / Flying Rabbit, messenger or go-between to the gods (W.c.); <b>2.</b> <i>n.</i> {folklore} same mythological character, who often is the cause of much confusion

and consternation; **3.** *n.* {art} any character in traditional Tau opera, who is responsible for causing comedic situations, i.e. the trouble maker; **4.** *n.* anyone who is snooping and listening to another's conversations; i.e. *a tattler tale*.

- Xun: *n.* a vendetta.
- Xun'om: *v.* to carry out a vendetta or to retaliate in kind.
- Xun'tsiq'la: *v.* rampaging killer *lit.* vengeful vendetta man.
- Xuri: **FARSIGHT ENCLAVES** {agricultural} *n.* lamb-female **-var.** xoni'xuri.
- Xusa: **1.** {historical} *n.* 'grog', a salty blue alcoholic concoction made from watered down wine and the juices of tolkai & kootai fruit. Used by Tau soldiers and sailors to ward off vitamin deficiency illnesses. Usually laced with a good amount of salt to help prevent dehydration; **2.** *n.* a modern variation of the traditional beverage with considerably less salt and considerably more alcohol!
- Xusel: *n.* 'a desire' or 'wish'.
- 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.
- Xuurai: *v.* dry, dusty, burnt.
- Xuvi: *n.* 'an allotment', 'ration', 'a measure', 'or a share of'.
- Xuvi'tsaya: *n.* 'fate', 'luck', or 'destiny' *lit.* 'measure of fortune'.

## XUX

- Xux: **1.** *adj.* The colour 'blue'; **2.** *n.* {synonym} 'blood'; **3.** *n.* {synonym} 'sky'.
- Xux'hui'la: *n.* 'blue bird' *lit.* 'blue wing', generic term for a family of small birds, known for their bright blue plumage. [Similar to ancient Terran avians *jays*].
- Xux'gala: *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: *n.* {antique} 'Blue Wolf'; infamous Shas'o from the history of the early Enclaves.
- Xux'ne: *n.* {archaic} 'blue bead', See *Ne't'kisun*.
- Xux'ten'grii: *adj.* 'sky-blue' a popular brilliant blue colour.
- Xux'Wuanxe: *n.* {historical} 'The Blue Empress', also called the 'Kisun'Wuanxe' – '*Blood Empress*' [See entry for Tai'Lhas].
- Xux'yowlas'h'tekiya: **1.** *n.* {phrase} 'Blue Panther of Jealousy' a poetic image of jealousy and envy; **2.** *adj.* {derogatory} an insult implying a person is violently jealous of others. **-var.** *H'tekiya'xux'yowlas*.

## Y

### Y

- Y-: {prefix} *n.* 'individual(s) or 'one'.
- Y: {suffix} *adj.* 'male' or 'masculine'.
- Y'eldi: *n.* {honorific} individual wing' or 'winged one', a personal name [Ar.c.].
- Y'he: *n.* 'ever devouring' *lit.* 'individuals without number' *i.e.* Tyranids.
- Y'he'vre: *n.* 'individuals without number' + 'veteran' = (?) [Meaning?].
- Y'eldi'on(erra): *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: *n.* 'winged eye helper' *i.e.* an observation drone.
- Y'rex: *v.* to burp.

Y'vahra: **1.** *n.* {antique} 'Single or individual Rain' *lit.* 'individual' + 'massacre' = 'a single massacre' or 'a single downpour'; **2.** *n.* {mil. trm.} Name for the XV-109 battle suit.  
Y'xauk: *v.* 'individual create' (?); 'to breed' or 'to mate'.

## YA

Ya: **1.** *n.* 'sphere'; **2.** *n.* 'world' or 'planet'.  
Ya't'vase'kuni: {phrase} 'Sphere of Expansion' as in Gur'em Ya't'vase'kuni – *Third Sphere of Expansion*.  
Yaksha: **1.** *n.* {folklore} 'devil', a generic term for any malevolent spirit; **2.** *n.* {folklore} 'ghoul' [Note See *M'denta'la*]; **3.** {folklore} the daemon of the mont'au.

## YAN

Yan: **1.** *n.* 'happiness', or 'to be happy'; **2.** *adv.* 'being happy' [emotional state].  
Yan'tasya: *n.* 'a happy desire'.  
Yang: **1.** *n.* {archaic} 'joyful', from one of the ancient Tau religions; **2.** *adj.* 'joyfulness'.  
Yanoi: **1.** *n.* 'moon'; **2.** *adj.* 'luminescence' or 'brilliance', as referenced to light; **3.** *n.* 'giddiness'.  
Yanoi'kais: *n.* 'Luminous Expert' *i.e.* 'genius'.  
Yanoi'xarnyi: *n.* 'moon light', *lit.* 'moon shadow' or 'moon night'.

## YAR

Yarox: *n.* 'anchor'.  
Yarox't'xarok: *n.* 'anchor and scythe'.  
Yash: *n.* 'outside' or 'beyond'.  
Yash'ya: *n./adj.* one who understand aspects outside of their caste, *lit.* 'outside of [ones] sphere'.  
Yaxar: **1.** *n.* {geology} The mineral 'ruby', a red translucent gemstone; **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']].  
Ye'qua'li: *n.* {physics} a type of radiation [Meaning: infrared?]  
Yebe: *n.* 'foot' or 'feet' [Note denotes entire lower leg, from the spur down to the hoofed toes.]  
Yebe'geli: *v.* 'to travel by foot' or 'to walk'.  
Yebe'geli'la: *n.* 'traveller' or 'strider'.

## YEG

Yege: *adj.* the colour violet.  
Yekia: *adj.* the colour magenta.  
Yekia'ten'grii: *n.* 'magenta sky' *i.e.* 'sunset'.

## YEN

Yen: **1.** *v.* 'to imagine', or 'to consider'; **2.** *v.* 'to think ahead' or 'to consider options'.  
Yen'yan: **1.** *adj.* 'sentimental'; **2.** *adj.* 'moody'; **3.** *adj.* 'brooding'.  
Yen'xusel: *n.* 'a fantasy of desire' (of the imagination) Note considered to be an unhealthy or undesirable condition, akin to an obsession.  
Yen'yanoi'yan: **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.  
Yen'xusel: *n.* {expression} 'a fantasy of desire' (of the imagination).

## YES

Yesolee: *n.* {philosophy} 'Propriety' or action'. One of the five primary virtues of the Tau'va.

Yesu'to:	<i>n.</i> {philosophy} 'Resilience' <i>i.e.</i> 'Toughness, reliable and frankness' One of the three, 'Heroic Traits' of the Tau'va or 'Greater Good'.
Yevi:	<b>FARSIGHT ENCLAVES</b> {agricultural} <i>n.</i> ewe <b>-var.</b> xoni'yevi.
<b>YH</b>	
Yhe:	<i>n.</i> 'beast', <i>lit.</i> 'monstrous thing'.
Yhe'mokushi:	<b>1.</b> <i>n.</i> 'Tyranids'; <b>2.</b> {folklore} <i>n. lit.</i> 'Beast of the Silent Hunger', a legendary creature, much like the wolf in Terran folklore; and which is an allegorical representation of hunger and famine. <i>The Beast of the Silent Hunger</i> is a huge shapeless creature which is said to devour whole nations. [Note: Possible play on words? Y'he → Yhe'mokushil?].
<b>YI</b>	
Yi:	<b>1.</b> <i>n.</i> 'petal' or 'leaf', specifically of flowers or small plants; <b>2.</b> <i>n.</i> a flower; <b>3.</b> <i>n.</i> 'cheeks' or 'sides of the face' <i>i.e.</i> the jowls.
Yie:	[No translation available].
Yie'rla'rettan:	<i>n.</i> {philosophy} a collection of meditations on the Tau'va in sutra/psalm like verses. [See also <i>D'havre</i> and <i>Sio'tl</i> ]. Example: ' <i>Caution in the face of threat</i> , from the Yie'rla'rettan – <i>Fire Warrior</i> , by Simon Spurrier. [Meaning?]
Yiingi:	<i>n.</i> 'mountain goat', an ungulate animal that closely resembles the ancient Terran Bighorn Sheep.
Yiingial:	<i>n.</i> 'little mountain goat', a personal name.
Yiyi:	<b>1.</b> <i>n.</i> {colloquial} 'granny', an affectionate expression for an older female relative when the 'Yi' is rendered as a double noun 'Yiyi'; <b>2.</b> <i>n.</i> 'old woman', a term of respect used to address any older woman, regardless of familial relationship. [Meaning: ' <i>Dear Great-grandmother</i> '].
Yis:	<b>1.</b> <i>n.</i> 'leafy' or 'a full bough of leaves'; <b>2.</b> awreath made of leaves or flowers.
Yis'ten:	<b>1.</b> <i>n.</i> 'heavenly wreath' or 'crown of stars'; <b>2.</b> <i>n.</i> {astronomy} 'The Starry Crown' a constellation in the sky of the homeworld of T'au; <b>3.</b> <i>n.</i> {mythology} a circle of stars said to be the daughters of Ten'grii, the Sky Father; <b>4.</b> an old fashioned girl's name [Still popular on Tau'n and F.E.].
Yio:	<i>v.</i> 'to hear' or 'listen'.
<b>YN</b>	
Yna:	<b>1.</b> <i>n.</i> {agriculture} a <i>yna</i> is a breed of caniform animal, used by Tau nomads to herd their flocks; <b>2.</b> <i>n.</i> "The loyal sheep dog (an ethereal) taking care of the flock (the people)" is a common image to illustrate the protection of the Ethereal caste; <b>3.</b> <b>T'AU EMPIRE</b> <i>n.</i> {honorific} a personal name [Er.c.]; <b>4.</b> <i>n.</i> Name of famous ethereal from T'olku, Aun'O'T'olku'K'Yna 'Herding (Touching ) Sheep Dog'.
Yne'los:	<i>adj.</i> {traditional} 'a monster child' term used to describe unruly or spoiled children (any caste). Rarely used by contemporary Tau.
Ynege'kir:	<b>1.</b> <i>n.</i> {folklore} In Tau folklore a <i>ynege'kir</i> is much like an ogre or troll, but with an immense appetite for riches, food, alcohol, and sex; <b>2.</b> <i>n.</i> {colloquial} 'Coyote-dog / Jackal-dog'. The term can be applied to either sex and is synonym for a <i>pervert</i> .
<b>YOL</b>	
Yolwaa:	{onomatopoeia} <i>n./v.</i> 'roar' or 'to roar' the sound that the T'au tiger or panther animal makes.
Yolwas'la:	<i>n.</i> {zoology} 'tiger' or 'panther', a large feliforma predator of the Tau homeworld, found predominately in northern hemisphere. Resembles the extinct Terran Tiger <b>-var.</b> yolwas.
Yolwas'doan'la:	{zoology} <i>n.</i> 'steppe tiger' or 'steppe panther' <b>-var.</b> doan'yolwas.
Yolwas'fal'la:	{zoology} <i>n.</i> 'forest tiger' or 'forest panther' <b>-var.</b> fal'yolwas.
<b>YON</b>	
Yon:	<i>n.</i> {philosophy} 'Patience', one of the four <i>secondary virtues</i> of the Tau'va or 'Greater Good'.
Yon'ai:	<i>v./adv.</i> 'To be patient' <b>-var.</b> <i>Yonai, Yon'a</i> .
Yon'ai'nan'is:	<i>n.</i> {martial arts} 'The Blade is Patient' technique.
Yow:	<i>n./v.</i> {onomatopoeia} 'meow' or 'mew' the sound that the Tau felinid makes.
Yowla:	<i>n.</i> '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.].

Yse: **1.** *n.* 'belt' or 'band'; **2.** *n.* {astronomy} 'belt' in reference an astronomical feature.

**YU**

*Yuun'chen:* *n.* {astronomy} a Kroot world that is also an ice planet. [No translation available]

Yurt: *n.* 'village' or 'settlement'.

# TAU WEIGHTS AND MEASURES

## Area

Tir:	Area measurement (approximate)*
Tir'ul:	One millitare
Tir'ils:	One decare
Tir'lek:	One hectare
Tir'kan:	One square kilometre
Tir'kon:	One hundred square kilometres
Tir'ken:	One thousand square kilometres

## Volume

Lat:	Volume measurement (approximate)*
Lat'ul:	One millilitre
Lat'ils:	One centilitre
Lat'ek:	One litre
Lat'an:	One kilolitre
Lat'on:	One hundred kilolitres
Lat'en:	One thousand kilolitres

## Distance

Tor:	Distance measurement (approximate)*
Tor'ul:	One millimetre
Tor'ils:	One centimetre
Tor'lek:	One metre
Tor'kan:	One kilometre
Tor'kon:	One hundred kilometres
Tor'ken:	One thousand kilometres

## Weight

Kil:	Weight measurement (approximate)*
Kil'ul:	One milligram
Kil'ils:	One centigram
Kil'ek:	One gram
Kil'an:	One kilogram
Kil'on:	One hundred kilograms
Kil'en:	One thousand kilograms (metric tonne)

\*Note the Tau number system is an eight based number system. All comparisons to human weights and measures are approximate. **Example:** One hundred kilograms would in fact actually be 80 kil'ons, and not 100 kil'ons.

## Time

Raik'an:	Second <i>i.e.</i> 'time location'	Raik'aek:	Quarter-month [twenty rotaa]
Raik'or:	Minute <i>i.e.</i> 'time authoritative'	Raik'orek:	Half-month [forty rotaa]
Dec:	Hour	Kai'rotaa:	Month [eighty rotaa]
Rotaa:	Day	Raik'rotaa:	Month
Rotexi:	Week [ten rotaa]	Tau'cyr:	Year*

\*Note: 1 year equals 1.39 tau'cyr and 1 tau'cyr equals 0.68 year

## Numbers

0.	Zero	Tsaa
1.	One	Neg
2.	Two	Xor
3.	Three	Gur
4.	Four	Dor
5.	Five	Tav
6.	Six	Tsurg
7.	Seven	Dolu
10.	Eight	Niam*

## Placement

Zero	Tsa'em
First	Neg'em
Second	Kor'em
Third	Gur'em
Fourth	Dor'em
Fifth	Tav'em
Sixth	Tsur'em
Seventh	Dol'em
Eighth	Nia'em

\*Remember the Tau numerical system is an eight based system!



# TAU CASTE RANKS AND MILITARY ORGANIZATION

## Caste Ranks

### Air Caste

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

### 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

### Water Caste

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

## T'au Empire Military Organization

Name	Translation	I.G. Equivalent
La'rua:	Band/Team	Squad
---	---	Platoon
Kau'ui:	Cadre or Hunter Cadre	Company
---	---	Battalion
---	---	Brigade
Tio've:	Contingent	Regiment
Kavaal:	Commune or Strike Group	Division
Uash'o:	Command	Army
Shan'al:	Coalition	Crusade

# TAU COLOUR WORDS

## Chromatic Colours

Angr:	Orange	Mon:	Black or Dark grey
Bor:	Brown	Nog:	Deep blue*
Doe:	Yellow	Qul:	Grey-brown
Dok:	Deep green*	Su:	Grey
Dom:	Golden brown or Light brown	Tai:	White
Kilaa:	Deep red (Infrared)*	Yekia:	Magenta
Kikireit:	Deep violet (Ultraviolet)*	Vi:	Red
Kyrn:	Purple	Xux:	Blue
Kike:	Green	Yege:	Violet
Kur:	Deep Orange*		

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

## Gem Colours – Translucent

Biryuu:	Blue Apatite (blue-green)
Dalusha:	Black Spinel (smoky black)
Juntaa:	Clinohumite (orange)
Kabnuu:	Citrine (yellow)
Kinjuu:	Amethyst (pink)
Nersuu:	Aquamarine (green-blue)
Qaxra:	Amber (deep orange-brown)
Tenxer:	Sapphire (blue)
Tinek:	Diamond (white)
Tsivaar:	Rhodonite Garnet (purple)
Uumra:	Emerald (green)
Yaxar:	Ruby (red)

## Gem Colours – Opaque

Atsik:	Blue Hemimorphite (blue)
Biryuz:	Turquoise (blue-green)
Inju:	Pearl (porcelain white)
Inuvda:	Opal
Lhas:	Jade (green)
Maron:	Coral (orange)
Qiktsil:	Carnelian (red)
Shaar:	Beryl (yellow-green)
Suvda:	Iridescent (mother-of-pearl)
Tasxar:	Onyx (jet black)
Tsarsai:	Obsidian (black)

## Metal Colours

Felde/Velde:	Gold
Fejel/Vejel:	Silver
Gan:	Steel
Ghal:	Copper
Khar:	Lead
Okar:	Bronze
Sangr:	Platinum
Tagan:	Aluminium
Temur:	Iron
Tsair:	Zinc

# THE TAU'VA OR 'THE GREATER GOOD'

## The Five Great Virtues

Cig'eci:	Integrity
Erdem:	Knowledge or Sagacity (Discernment)
Sitqu:	Righteousness (Morally correct)
Tangsu:	Altruism (Humanity)
Yesoli:	Propriety or (Proper Behaviour)

## The Four Accompanying Virtues

Akil'a:	Filial piety
Idegi:	Loyalty
Lynu:	Constancy or Steadfastness
Yon:	Patience

## The Three Heroic Traits

Auxa:	Strength, Endurance
Begei:	Courage, Bravery
Yesu'to:	Resilience <i>i.e.</i> Toughness, Reliable, & Frankness

## The Two Complimentary States

Doran:	Calmness/Stillness – <i>At Rest</i>
Koedel:	Action/Transition – <i>In Motion</i>

## The Unifying Truth:

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

## Promise of the Tau'va

*'Unity and Equilibrium, Progress and Growth'*

\* With the publication of *Voice of Experience* by J.C. Stearns in February 2020, this is no longer fan lore, but now canon!