R'VARNA BATTLESUIT

M	T	SV	W	LD	OC
8"	10	2+	15	7+	4

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Pulse submunitions cannon [BLAST]	60"	D6+2	4+	8	-1	2

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	6	5+	6	0	2

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **For the Greater Good**

Battlesuit Support System: This model is eligible to shoot in a turn in which it Fell Back.

Nova Shielding: Once per battle, when this model is selected as the target of a ranged attack, it can use this ability. If it does, until the end of the phase, each time an attack targets this model, if the Strength characteristic of that attack is greater than the Toughness characteristic of this model, subtract 1 from the Wound roll.

Weapon Support System: Each time this model makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **Vehicle, Walker, Fly, Battlesuit, R'varna**

FACTION KEYWORDS:
T'au Empire

R'VARNA BATTLESUIT

A development of the Riptide, the T'au XV107 R'varna battlesuit sacrifices mobility for heavier armour and increased firepower in the form of two pulse submunition cannons — experimental weapons systems that fire microcluster projectiles capable of saturating the target area in a deadly storm of plasma pulses.

WARGEAR OPTIONS

- This model can be equipped with up to 2 missile drones.*

* This drone's rules can be found on the T'au Empire Drones card (see Index: T'au Empire).

UNIT COMPOSITION

- **1 R'varna Battlesuit**

This model is equipped with: 2 pulse submunitions cannons; battlesuit fists.

KEYWORDS: **Vehicle, Walker, Fly, Battlesuit, R'varna**

FACTION KEYWORDS:
T'au Empire

Y'VAHRA BATTLESUIT

M	T	SV	W	LD	OC
10"	9	2+	15	7+	4

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Flechette pod	12"	5	4+	3	0	1
▶ Ionic discharge cannon – standard [BLAST]	18"	D6+1	4+	7	-1	2
▶ Ionic discharge cannon – overcharge [BLAST, HAZARDOUS]	18"	D6+1	4+	8	-2	3
Phased plasma-flamer [IGNORES COVER, TORRENT]	12"	10	N/A	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	6	5+	6	0	2

▶ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

ABILITIES

CORE: **Deadly Demise D6**

FACTION: **For the Greater Good**

Battlesuit Support System: This model is eligible to shoot in a turn in which it Fell Back.

Nova Burst: Once per battle, before this model makes a Normal, Advance or Fall Back move, it can use this ability. If it does, until the end of the phase, it has a Move characteristic of 18".

Weapon Support System: Each time this model makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

☠ DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **Vehicle, Walker, Fly, Battlesuit, Y'vahra**

FACTION KEYWORDS:
T'au Empire

Y'VAHRA BATTLESUIT

Rushed into deployment after the success of the R'varna battlesuit, the XV109 Y'vahra is a Class 10 battlesuit designed for devastating shock assault. To facilitate this, it is equipped with a triple barrelled phased plasma-flamer capable of vaporising ceramite, and a massive EMP discharge cannon designed to incapacitate enemy war engines.

WARGEAR OPTIONS

- This model can be equipped with up to 2 missile drones.*

* This drone's rules can be found on the T'au Empire Drones card (see Index: T'au Empire).

UNIT COMPOSITION

- **1 Y'vahra Battlesuit**

This model is equipped with: flechette pod; ionic discharge cannon; phased plasma-flamer; battlesuit fists.

KEYWORDS: **Vehicle, Walker, Fly, Battlesuit, Y'vahra**

FACTION KEYWORDS:
T'au Empire

TETRAS

M	T	SV	W	LD	OC
14"	7	4+	7	7+	2

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Pulse rifle [RAPID FIRE 1]	30"	1	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapons	Melee	2	5+	3	0	1

ABILITIES

CORE: **Deadly Demise 1, Infiltrators**

FACTION: **For the Greater Good**

High-intensity Markerlights: Each time this unit is an Observer unit, until the end of the phase, each time a model in its Guided unit makes an attack that targets their Spotted unit, you can re-roll the Hit roll.

KEYWORDS: **Vehicle, Fly, Markerlight, Tetras**

FACTION KEYWORDS:
T'au Empire

TETRAS

The Tetra is a lightweight and fast scout speeder used by Pathfinders for long-range infiltration, reconnaissance and sabotage missions. With limited armour and weaponry, they are not true combat vehicles, but their stealth and speed extend the operational range of Pathfinder teams, as do their surveillance and communications technologies.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **2-4 Tetras**

Every model is equipped with: 2 pulse rifles; close combat weapons.

KEYWORDS: **Vehicle, Fly, Markerlight, Tetras**

FACTION KEYWORDS:
T'au Empire

REMORA STEALTH DRONES

M	T	SV	W	LD	OC
16"	6	3+	5	7+	0

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Remora seeker missile [ONE SHOT]	48"	1	4+	14	-3	D6+1
One Shot: The bearer can only shoot with this weapon once per battle.						
Twin long-barrelled burst cannon [TWIN-LINKED]	24"	4	4+	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	5+	4	0	1

ABILITIES

CORE: **Infiltrators, Stealth**

FACTION: **For the Greater Good**

Aerial Disengagement: Once per turn, when an enemy unit ends a Normal, Advance or Fall Back move within 9" of this unit, if this unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6".

KEYWORDS: **Vehicle, Fly, Markerlight, Remora Stealth Drones**

FACTION KEYWORDS:
T'au Empire

REMORA STEALTH DRONES

The Remora is an airborne weapons system often carried into battle on the fuselage of a larger mothership such as a Tiger Shark. Packed with intelligent technologies and armed with burst cannons and seeker missiles, Remoras can engage aerial or ground targets, and often attack in support of Pathfinder or Stealth Suit teams.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **2 Remora Stealth Drones**

Every model is equipped with: twin long-barrelled burst cannons; 2 Remora seeker missiles; close combat weapon.

KEYWORDS: **Vehicle, Fly, Markerlight, Remora Stealth Drones**

FACTION KEYWORDS:
T'au Empire

TA'UNAR SUPREMACY ARMOUR

M	T	SV	W	LD	OC
8"	13	2+	30	7+	10

5+ INVULNERABLE SAVE

RANGED WEAPONS

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Fragmentation cluster shell launcher [BLAST]	24"	2D6+6	4+	6	-1	1
Fusion eradicator [MELTA 3]	24"	5	4+	10	-4	D6
Heavy rail cannon array [DEVASTATING WOUNDS, HEAVY]	120"	2	4+	26	-5	16
Nexus missile launcher	36"	8	4+	8	-3	2
Pulse ordnance driver [ANTI-INFANTRY 2+]	60"	8	4+	5	-1	3
Smart missile system [INDIRECT FIRE]	30"	3	4+	5	0	1
► Tri-axis ion cannon – standard [BLAST]	36"	D6+3	4+	8	-2	2
► Tri-axis ion cannon – supercharge [BLAST, HAZARDOUS]	36"	D6+3	4+	9	-3	3

MELEE WEAPONS

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Crushing feet	Melee	6	5+	8	-1	2

ABILITIES

CORE: Deadly Demise D6+3

FACTION: For the Greater Good

Coordinated Strike: While this model is a Guided unit, each time it makes an attack that targets its Spotted unit, re-roll a Hit roll of 1.

Super-heavy Walker: Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding **TITANIC** models) and terrain features that are 4" or less in height as if they were not there.

DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

► *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Ta'unar Supremacy Armour**

FACTION KEYWORDS:
T'au Empire

TA'UNAR SUPREMACY ARMOUR

Ta'unar Supremacy Armour is the largest class of T'au battlesuit yet encountered. Principally designed for static defence, the KX139 platform lacks manoeuvrability, but supports a broad suite of immensely powerful weapons that can hold their own against targets ranging from Imperial Knights to towering alien monstrosities.

WARGEAR OPTIONS

- This model's tri-axis ion cannon can be replaced with 1 fusion eradicator.
- This model's fusion eradicator can be replaced with 1 tri-axis ion cannon.
- This model's 3 pulse ordnance drivers can be replaced with one of the following:
  - 2 nexus missile launchers
  - 1 heavy rail cannon array and 1 fragmentation cluster shell launcher

UNIT COMPOSITION

- **1 Ta'unar Supremacy Armour**

This model is equipped with: 4 burst cannons; fusion eradicator; 3 pulse ordnance drivers; 4 smart missile systems; tri-axis ion cannon; crushing feet.

KEYWORDS: **Vehicle, Walker, Titanic, Towering, Ta'unar Supremacy Armour**

FACTION KEYWORDS:
T'au Empire

BARRACUDA

M	T	SV	W	LD	OC
20+"	10	3+	14	7+	0

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
▶ Cyclic ion blaster – standard	18"	3	4+	7	-1	1
▶ Cyclic ion blaster – overcharge [HAZARDOUS]	18"	3	4+	8	-2	2
▶ Ion cannon – standard [BLAST]	60"	D6+3	4+	7	-1	2
▶ Ion cannon – overcharge [BLAST, HAZARDOUS]	60"	D6+3	4+	8	-2	3
Long-barrelled burst cannon	24"	8	4+	6	0	1
Missile pod	30"	2	4+	7	-1	2
Seeker missile [ONE SHOT]	48"	1	4+	14	-3	D6+1
One Shot: The bearer can only shoot with this weapon once per battle.						
Swiftstrike burst cannon	36"	16	4+	6	-1	1
Swiftstrike railgun [DEVASTATING WOUNDS]	72"	1	4+	20	-5	D6+6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

▶ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **For the Greater Good**

Agile Dogfighter: Each time an attack targets this model, subtract 1 from the Hit roll.

☠ DAMAGED: 1-5 WOUNDS REMAINING

While this model has 1-5 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **Vehicle, Aircraft, Fly, Barracuda**

FACTION KEYWORDS:
T'au Empire

BARRACUDA

The Barracuda was developed to arm the T'au Empire with a multirole fighter capable of combating the increasingly diverse threats to the Greater Good. Armed with an ion cannon and drone-controlled burst cannons, the Barracuda's versatility and damage output place it at the forefront of T'au aerial warfare.

WARGEAR OPTIONS

- This model's 2 long-barrelled burst cannons can be replaced with 2 cyclic ion blasters.
- This model's swiftstrike burst cannon can be replaced with one of the following:
  - 1 ion cannon
  - 1 swiftstrike railgun
- This model can be equipped with up to 4 seeker missiles.

UNIT COMPOSITION

- **1 Barracuda**

This model is equipped with: 2 long-barrelled burst cannons; swiftstrike burst cannon; 2 missile pods; armoured hull.

KEYWORDS: **Vehicle, Aircraft, Fly, Barracuda**

FACTION KEYWORDS:
T'au Empire

TIGER SHARK

M	T	SV	W	LD	OC
20+"	11	3+	18 💀	7+	0

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
▶ Ion cannon – standard [BLAST]	60"	D6+3	4+	7	-1	2
▶ Ion cannon – overcharge [BLAST, HAZARDOUS]	60"	D6+3	4+	8	-2	3
Missile pod	30"	2	4+	7	-1	2
Seeker missile [ONE SHOT]	48"	1	4+	14	-3	D6+1
One Shot: The bearer can only shoot with this weapon once per battle.						
Skyspear missile rack [ANTI-FLY 3+, BLAST]	72"	D6+1	4+	6	-1	1
Swiftstrike burst cannon	36"	16	4+	6	-1	1
Swiftstrike railgun [DEVASTATING WOUNDS]	72"	1	4+	20	-5	D6+6

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

▶ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: **Vehicle, Aircraft, Fly, Tiger Shark**

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **For the Greater Good**

Strafing Run: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks that cannot **FLY**. That enemy unit must take a Battle-shock test.

WARGEAR ABILITIES

Transport Bay: The bearer has the **TRANSPORT** keyword and has a transport capacity of 12 **Tactical Drones** models.

💀 DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

FACTION KEYWORDS:
T'au Empire

TIGER SHARK

Tiger Sharks are large fighter-bombers employed to knock out key enemy assets with a range of sophisticated weaponry. Whether deploying a shower of remote weapons platforms or strafing ground targets with its ion cannons and wing-mounted missile pods, the aircraft's silhouette has been the last sight of countless victims.

WARGEAR OPTIONS

- This model's 2 ion cannons can be replaced with one of the following:
    - 2 swiftstrike burst cannons
    - 2 swiftstrike railguns
- This model can be equipped with up to 6 seeker missiles.
- This model's transport bay can be replaced with 2 skyspear missile racks.

UNIT COMPOSITION

- **1 Tiger Shark**

This model is equipped with: 2 burst cannons; 2 ion cannons; 2 missile pods; armoured hull; transport bay.

KEYWORDS: **Vehicle, Aircraft, Fly, Tiger Shark**

FACTION KEYWORDS:
T'au Empire

AX-1-0 TIGER SHARK

M	T	SV	W	LD	OC
20+"	11	3+	18	7+	0

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Cyclic ion blaster – standard	18"	3	4+	7	-1	1
Cyclic ion blaster – overcharge [HAZARDOUS]	18"	3	4+	8	-2	2
Missile pod	30"	2	4+	7	-1	2
Seeker missile [ONE SHOT]	48"	1	4+	14	-3	D6+1
One Shot: The bearer can only shoot with this weapon once per battle.						
Twin heavy rail cannon [DEVASTATING WOUNDS, TWIN-LINKED]	120"	1	4+	26	-5	12

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

ABILITIES

CORE: **Deadly Demise D6+2**

FACTION: **For the Greater Good**

Titan Hunter: This model's twin heavy rail cannon and seeker missiles have the [ANTI-TITANIC 3+] ability while targeting a unit within half range.

☠ DAMAGED: 1-6 WOUNDS REMAINING

While this model has 1-6 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: **Vehicle, Aircraft, Fly, Ax-1-0 Tiger Shark**

FACTION KEYWORDS:
T'au Empire

AX-1-0 TIGER SHARK

Developed as a direct response to the largest Titans, the Tiger Shark AX-1-0 replaces the drone racks and ion cannons of the fighter-bomber variant with a twin heavy rail cannon and a seeker missile array. These weapons turn it into a formidable ground-attack craft that is the bane of super-heavy war machines.

WARGEAR OPTIONS

- This model can be equipped with up to 6 seeker missiles.
- This model's 2 burst cannons can be replaced with 2 cyclic ion blasters.

UNIT COMPOSITION

- 1 AX-1-0 Tiger Shark

This model is equipped with: 2 burst cannons; 2 missile pods; twin heavy rail cannon; armoured hull.

KEYWORDS: **Vehicle, Aircraft, Fly, Ax-1-0 Tiger Shark**

FACTION KEYWORDS:
T'au Empire

MANTA

M	T	SV	W	LD	OC
20+"	14	2+	60	7+	0

5+ INVULNERABLE SAVE

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Heavy rail cannon [DEVASTATING WOUNDS]	120"	1	4+	26	-5	12
➤ Ion cannon – standard [BLAST]	60"	D6+3	4+	7	-1	2
➤ Ion cannon – overcharge [BLAST, HAZARDOUS]	60"	D6+3	4+	8	-2	3
Long-barrelled burst cannon array	24"	32	4+	6	-1	1
Missile pod	30"	2	4+	7	-1	2
Seeker missile [ONE SHOT]	48"	1	4+	14	-3	D6+1
One Shot: The bearer can only shoot with this weapon once per battle.						

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	8	5+	6	0	1

ABILITIES

CORE: **Deadly Demise 3D6, Hover**

FACTION: **For the Greater Good**

Aggressive Deployment: In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, each time a friendly model that disembarked from this **TRANSPORT** this turn makes an attack that targets that enemy unit, you can re-roll the Wound roll.

Air Caste Colossus: Each time you target this model with a Stratagem, you must spend three times that Stratagem's stated CP cost to do so.

☠ DAMAGED: 1-20 WOUNDS REMAINING

While this model has 1-20 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

➤ *Before selecting targets for this weapon, select one of its profiles to make attacks with.*

KEYWORDS: **Vehicle, Aircraft, Fly, Titanic, Transport, Markerlight, Manta**

FACTION KEYWORDS:
T'au Empire

MANTA

The Manta is an advanced, super-heavy dropship used to deliver large contingents of troops into combat. Powerful energy fields shield the craft during descent, while no less than sixteen drone-controlled burst cannons fend off hostile attention and wing-mounted primary guns engage priority targets that might jeopardise the Manta's landing site.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- **1 Manta**

This model is equipped with: 2 heavy rail cannons; 6 ion cannons; 2 long-barrelled burst cannon arrays; 2 missile pods; 10 seeker missiles; armoured hull.

TRANSPORT

This model has a transport capacity of all of the following:

- 200 **T'au Empire Infantry** or **Tactical Drone** models
- 4 **Devilfish**, **Sky Ray Gunship** or **Hammerhead** models
- 8 **Battlesuit** models with a Wounds characteristic of 9 or less

KEYWORDS: **Vehicle, Aircraft, Fly, Titanic, Transport, Markerlight, Manta**

FACTION KEYWORDS:
T'au Empire