



ORCA DROPSHIP

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+"	12	3+	28	7+	0



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Long-barrelled burst cannon	36"	4	4+	5	0	1
Missile pod	30"	2	4+	7	-1	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	8	0	1

ABILITIES

CORE: **Deadly Demise D6+2, Hover**

FACTION: **For the Greater Good**

Jet Pack Insertion: At the end of your opponent's Movement phase, one or more units embarked within this **TRANSPORT** can disembark from it, provided every model in each of those disembarking units has the Deep Strike ability.

DAMAGED: 1-9 WOUNDS REMAINING

While this model has 1-9 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, TITANIC, TRANSPORT, ORCA DROPSHIP



FACTION KEYWORDS:
T'AU EMPIRE

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Orca Dropship

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

TRANSPORT

This model has a transport capacity of 48 **T'AU EMPIRE INFANTRY** models. This model can also transport up to 6 **BATTLESUIT** models (these models take up the space of a number of models equal to their Wounds characteristic, e.g. a **BATTLESUIT** with a Wounds characteristic of 8 would take up the space of 8 models). This model cannot transport **KROOT** or **VESPID STINGWINGS** models.

KEYWORDS: VEHICLE, AIRCRAFT, FLY, TITANIC, TRANSPORT, ORCA DROPSHIP



FACTION KEYWORDS:
T'AU EMPIRE

HEAVY GUN DRONES

WARHAMMER LEGENDS

M

8"

T

5

SV

4+

W

2

LD

8+

OC

0



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Burst cannon

18"

4

4+

5

0

1

Twin burst cannon [TWIN-LINKED]

18"

4

5+

5

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Close combat weapon

Melee

1

6+

3

0

1

ABILITIES

Drone Escort: Once per turn, in your opponent's Shooting phase, when a friendly **T'AU EMPIRE** unit within 6" of this unit is selected as the target of an attack, one unit from your army with this ability can use it. If it does, after that enemy unit has finished making its attacks, the unit using this ability can shoot as if it were your Shooting phase, but when resolving those attacks it can only target that enemy unit (and only if it is an eligible target).

WARGEAR ABILITIES

Markerlight: The bearer has the **MARKERLIGHT** keyword.

KEYWORDS: VEHICLE, FLY, HEAVY GUN DRONES



FACTION KEYWORDS:
T'AU EMPIRE

WARGEAR OPTIONS

- Any number of models can each have their burst cannon and markerlight replaced with 1 twin burst cannon.

UNIT COMPOSITION

- 2 Heavy Gun Drones**

Every model is equipped with: burst cannon; markerlight; close combat weapon.

KEYWORDS: **VEHICLE, FLY, HEAVY GUN DRONES**



FACTION KEYWORDS:
T'AU EMPIRE

GREAT KNARLOC

WARHAMMER LEGENDS

M

9"

T

8

SV

4+

W

10

LD

7+

OC

3



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Kroot bolt thrower [HOOKED]

12"

1

4+

12

-2

3

Hooked: Each time the bearer makes an attack with this weapon that targets a **MONSTER** or **VEHICLE** unit, if a hit is scored, until the end of the turn, if the bearer selects that unit as a target of a charge, add 2 to Charge rolls made for the bearer and enemy units cannot use the Fire Overwatch Stratagem to shoot at the bearer.

Kroot rifle [RAPID FIRE 1]

24"

1

4+

4

0

1

Twin Kroot gun [TWIN-LINKED]

36"

2

4+

7

0

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Great Knarloc beak and talons [EXTRA ATTACKS]

Melee

4

3+

7

-1

3

Kroot rifle

Melee

2

3+

4

0

1

ABILITIES

CORE: Scouts 7"

Loping Stride: Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of this model.

WARGEAR ABILITIES

Baggage Harness (Aura): While a friendly **KROOT** unit is within 3" of the bearer, ranged weapons equipped by models in that unit have the [SUSTAINED HITS 1] ability.

KEYWORDS: MONSTER, KROOT, GREAT KNARLOC



FACTION KEYWORDS:
T'AU EMPIRE

WARGEAR OPTIONS

- This model can be equipped with one of the following:
 - 1 Kroot bolt thrower and 1 Kroot rifle
 - 1 twin Kroot gun
 - 1 baggage harness

UNIT COMPOSITION

- 1 Great Knarloc
- This model is equipped with:** Great Knarloc beak and talons.

KEYWORDS: MONSTER, KROOT, GREAT KNARLOC





FACTION KEYWORDS:
T'AU EMPIRE

TX42 PIRANHA

WARHAMMER LEGENDS

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Fusion blaster [MELTA 2]	12"	1	4+	9	-4	D6
Missile pod	30"	2	4+	7	-1	2
Plasma rifle	24"	1	4+	8	-3	3
Rail rifle [DEVASTATING WOUNDS]	30"	1	4+	10	-4	3

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Armoured hull	Melee	2	5+	4	0	1

ABILITIES

CORE: **Deadly Demise 1, Scouts 9"**

FACTION: **For the Greater Good**

Outflank: When this unit arrives from Strategic Reserves, it can be set up within your opponent's deployment zone (all other restrictions still apply).

KEYWORDS: **VEHICLE, FLY, TX42 PIRANHA**



FACTION KEYWORDS:
T'AU EMPIRE

WARGEAR OPTIONS

- This model's 2 plasma rifles can be replaced with one of the following:
 - 2 fusion blasters
 - 2 missile pods
 - 2 rail rifles

UNIT COMPOSITION

- 1 TX42 Piranha

This model is equipped with: 2 plasma rifles; armoured hull.

KEYWORDS: **VEHICLE, FLY, TX42 PIRANHA**



FACTION KEYWORDS:
T'AU EMPIRE

KNARLOC RIDERS

WARHAMMER LEGENDS

M

7"

T

5

SV

5+

W

4

LD

7+

OC

2



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Kroot rifle [RAPID FIRE 1]

24"

1

4+

4

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Knarloc beak and talons [EXTRA ATTACKS]

Melee

4

3+

6

-1

1

Kroot rifle

Melee

2

3+

4

0

1

ABILITIES

CORE: Scouts 7", Stealth

Thunderous Pounce: Each time this unit ends a Charge move, until the end of the turn, Knarloc beak and talons equipped by models in this unit have the [LANCE] ability.

KEYWORDS: MOUNTED, KROOT, KNARLOC RIDERS



FACTION KEYWORDS:
T'AU EMPIRE

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 3 Knarloc Riders

Every model is equipped with: Kroot rifle; Knarloc beak and talons.

KEYWORDS: MOUNTED, KROOT, KNARLOC RIDERS








FACTION KEYWORDS:
T'AU EMPIRE

SHAS'O R'ALAI

WARHAMMER LEGENDS

M **T** **SV** **W** **LD** **OC**
8" **6** **3+** **6** **7+** **2**
4+ **INVULNERABLE SAVE**

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Experimental pulse submunitions rifle – EMP <small>[ANTI-VEHICLE 3+, DEVASTATING WOUNDS]</small>	24"	1	3+	1	0	3
 Experimental pulse submunitions rifle – ionic cluster-beam shell <small>[BLAST]</small>	24"	D6	3+	6	-1	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	4+	5	0	1

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

KEYWORDS: VEHICLE, WALKER, FLY, CHARACTER, MARKERLIGHT, EPIC HERO, BATTLESUIT, SHAS'O R'ALAI

ABILITIES

CORE: Deep Strike, Leader

FACTION: For the Greater Good

Eclipse Field Generator: While this model is leading a unit, models in that unit have a 5+ invulnerable save.

Assassin: Each time this model makes an attack that targets a **CHARACTER** unit, you can re-roll the Hit roll.

WARGEAR ABILITIES

Blacklight Marker Drones: Twice per battle, when this unit is an Observer unit, until the end of the phase, each time a ranged attack is made by a model in their Guided unit that targets their Spotted unit, re-roll a Wound roll of 1.

Designer's Note: Place two Blacklight Marker Drone tokens next to this model, removing one each time this ability has been used.

FACTION KEYWORDS:
T'AU EMPIRE

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Shas'o R'alai – EPIC HERO

This model is equipped with: experimental pulse submunitions rifle; battlesuit fists; blacklight marker drones.

LEADER

This model can be attached to the following unit:

- XVg HAZARD BATTLESUITS

KEYWORDS: VEHICLE, WALKER, FLY, CHARACTER, MARKERLIGHT, EPIC HERO, BATTLESUIT, SHAS'O R'ALAI



FACTION KEYWORDS:
T'AU EMPIRE

XV9 HAZARD BATTLESUITS

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

8"

6

3+

4

7+

2



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Fusion cascade [MELTA 4]

12"

1

4+

9

-4

D6

Phased ion gun

30"

4

4+

6

-1

1

Twin hazard burst cannon [TWIN-LINKED]

24"

4

4+

5

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Battlesuit fists

Melee

3

5+

5

0

1

ABILITIES

CORE: **Deep Strike**

FACTION: **For the Greater Good**

Photon Casters: In your Shooting phase, after this unit has shot, if an enemy **INFANTRY** unit was hit by one or more of those attacks, until the end of your opponent's next turn, that enemy unit is stunned. While a unit is stunned, subtract 2 from that unit's Move characteristic, and subtract 2 from Advance and Charge rolls made for that unit.

WARGEAR ABILITIES

Battlesuit Support System: The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.

Shield Generator: The bearer has a 4+ invulnerable save.

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

KEYWORDS: **VEHICLE, WALKER, FLY, BATTLESUIT, XV9 HAZARD**



FACTION KEYWORDS:
T'AU EMPIRE

WARGEAR OPTIONS

- Any number of models can each have their fusion cascade replaced with one of the following:
 - 1 phased ion gun
 - 1 twin hazard burst cannon
- Any number of models can each have their twin hazard burst cannon replaced with one of the following:
 - 1 fusion cascade
 - 1 phased ion gun
- Any number of models can each be equipped with one of the following:
 - 1 battlesuit support system
 - 1 shield generator
 - 1 weapon support system
- Any number of models can each be equipped with up to two of the following, and can take duplicates:
 - 1 gun drone*
 - 1 marker drone*
 - 1 shield drone*

**The rules for this drone can be found on the Tau Empire Drones card.*

UNIT COMPOSITION

■ 1-2 XV9 Hazard Battlesuits

Every model is equipped with: fusion cascade; twin hazard burst cannon; battlesuit fists.

KEYWORDS: VEHICLE, WALKER, FLY, BATTLESUIT, XV9 HAZARD



FACTION KEYWORDS:
T'AU EMPIRE

REMOTE SENSOR TOWER

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

-

8

4+

4

8+

0

ABILITIES

Orbital Comms Array (Aura): While a friendly **T'AU EMPIRE** unit is within 6" of this **FORTIFICATION**, each time you target that unit with a Stratagem, roll one D6: on a 5+, you gain 1CP.

Reinforced Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

Fortification: While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

KEYWORDS: FORTIFICATION, REMOTE SENSOR TOWER



FACTION KEYWORDS:
T'AU EMPIRE

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Remote Sensor Tower

This model is equipped with: nothing

KEYWORDS: FORTIFICATION, REMOTE SENSOR TOWER




FACTION KEYWORDS:
T'AU EMPIRE

DRONE SENTRY TURRET

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
-	8	4+	4	8+	0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin burst cannon [TWIN-LINKED]	18"	4	5+	5	0	1
Twin fusion blaster [MELTA 2, TWIN-LINKED]	12"	1	5+	9	-4	D6
Twin missile pod [TWIN-LINKED]	30"	2	5+	7	-1	2
Twin plasma rifle [TWIN-LINKED]	24"	1	5+	8	-3	3

ABILITIES

Sentinel Protocols: Each time you select this **FORTIFICATION** for the Fire Overwatch Stratagem, hits are scored on unmodified Hit rolls of 5+ when resolving that Stratagem.

Reinforced Cover: Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this **FORTIFICATION**, that model has the Benefit of Cover against that attack.

Fortification: While an enemy unit is only within Engagement Range of one or more **FORTIFICATIONS** from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.
- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

KEYWORDS: FORTIFICATION, VEHICLE, DRONE SENTRY TURRET



FACTION KEYWORDS:
T'AU EMPIRE

WARGEAR OPTIONS

- This model's twin plasma rifle can be replaced with one of the following:
 - 1 twin burst cannon
 - 1 twin fusion blaster
 - 1 twin missile pod
-

UNIT COMPOSITION

- 1 Drone Sentry Turret
- This model is equipped with:** twin plasma rifle.
-

KEYWORDS: FORTIFICATION, VEHICLE, DRONE SENTRY TURRET



FACTION KEYWORDS:
T'AU EMPIRE