# Orca Dropship

**Keywords:** Vehicle, Aircraft, Fly, Titanic, Transport, Orca Dropship

## Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Long-barrelled burst cannon</td>
<td>36”</td>
<td>4</td>
<td>4+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Missile pod</td>
<td>30”</td>
<td>2</td>
<td>4+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
</tbody>
</table>

## Melee Weapons

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Armoured hull</td>
<td>Melee</td>
<td>3</td>
<td>5+</td>
<td>8</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

## 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.

**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

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Burst cannon</td>
<td>18&quot;</td>
<td>4</td>
<td>4+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Twin burst cannon [TWIN-LINKED]</td>
<td>18&quot;</td>
<td>4</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**MELEE WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>WS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Close combat weapon</td>
<td>Melee</td>
<td>1</td>
<td>6+</td>
<td>3</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**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
HEAVY GUN DRONES

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

**RANGED WEAPONS**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kroot bolt thrower</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>12</td>
<td>-2</td>
<td>3</td>
</tr>
<tr>
<td><strong>Hooked:</strong> Each time the bearer makes an attack with this weapon that targets a <strong>Monster</strong> or <strong>Vehicle</strong> 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.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kroot rifle</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Twin Kroot gun</td>
<td>36&quot;</td>
<td>2</td>
<td>4+</td>
<td>7</td>
<td>0</td>
<td>2</td>
</tr>
</tbody>
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**MELEE WEAPONS**

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<th>Weapon</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Great Knarloc beak and talons</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>7</td>
<td>-1</td>
<td>3</td>
</tr>
<tr>
<td>Kroot rifle</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**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.
GREAT KNARLOC

**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
### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fusion blaster [MELTA 2]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Missile pod</td>
<td>30&quot;</td>
<td>2</td>
<td>4+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>Plasma rifle</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>8</td>
<td>-3</td>
<td>3</td>
</tr>
<tr>
<td>Rail rifle [DEVASTATING WOUNDS]</td>
<td>30&quot;</td>
<td>1</td>
<td>4+</td>
<td>10</td>
<td>-4</td>
<td>3</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>S</th>
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<th>D</th>
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</thead>
<tbody>
<tr>
<td>Armoured hull</td>
<td>Melee</td>
<td>2</td>
<td>5+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### 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).
**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.

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**KEYWORDS:** Vehicle, Fly, TX42 Piranha

**FACTION KEYWORDS:** T'au Empire
## KNARLOC RIDERS

### KEYWORDS:
- Mounted
- Kroot
- Knarloc Riders

### WARHAMMER LEGENDS

### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
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<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kroot rifle</td>
<td>24&quot;</td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>[RAPID FIRE 1]</td>
<td></td>
<td>1</td>
<td>4+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

### MELEE WEAPONS

<table>
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<tr>
<th>Weapon</th>
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<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Knarloc beak and talons</td>
<td>Melee</td>
<td>4</td>
<td>3+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>[EXTRA ATTACKS]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kroot rifle</td>
<td>Melee</td>
<td>2</td>
<td>3+</td>
<td>4</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
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### 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.
KNARLOC RIDERS

**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**

<table>
<thead>
<tr>
<th>M</th>
<th>T</th>
<th>SV</th>
<th>W</th>
<th>LD</th>
<th>OC</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>8</td>
<td>3+</td>
<td>6</td>
<td>7+</td>
<td>2</td>
</tr>
</tbody>
</table>

**KEYWORDS:** Vehicle, Walker, Fly, Character, Markerlight, Epic Hero, Battlesuit, Shas'o R'alai

**RANGED WEAPONS**

- **Experimental pulse submunitions rifle – EMP**
  - Range: 24"
  - A: 1
  - BS: 3+
  - S: 1
  - AP: 0
  - D: 3
  - [ANTI-VEHICLE 3+, DEVASTATING WOUNDS]

- **Experimental pulse submunitions rifle – ionic cluster-beam shell [BLAST]**
  - Range: 24"
  - A: D6
  - BS: 3+
  - S: 6
  - AP: -1
  - D: 1

**MELEE WEAPONS**

- **Battlesuit fists**
  - Melee: 3
  - WS: 4+
  - S: 5
  - AP: 0
  - D: 1

**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.

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

**FACTION KEYWORDS:** T'au Empire
**WARHAMMER LEGENDS**

**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:

- **XV9 Hazard Battlesuits**

**KEYWORDS:** Vehicle, Walker, Fly, Character, Markerlight, Epic Hero, Battlesuit, Shas’o R’alai

**FACTION KEYWORDS:** T’au Empire
### XV9 HAZARD BATTLESUITS

**KEYWORDS:** Vehicle, Walker, Fly, Battlesuit, XV9 Hazard

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#### RANGED WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fusion cascade [MELTA 4]</td>
<td>12&quot;</td>
<td>1</td>
<td>4+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Phased ion gun</td>
<td>30&quot;</td>
<td>4</td>
<td>4+</td>
<td>6</td>
<td>-1</td>
<td>1</td>
</tr>
<tr>
<td>Twin hazard burst cannon [TWIN-LINKED]</td>
<td>24&quot;</td>
<td>4</td>
<td>4+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

#### MELEE WEAPONS

<table>
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<tr>
<th>Weapon</th>
<th>Range</th>
<th>A</th>
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<th>S</th>
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<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Battlesuit fists</td>
<td>Melee</td>
<td>3</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

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### 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.
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**

**KEYWORDS:** Fortification, Remote Sensor Tower

**FACTION KEYWORDS:** T’au Empire

**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.

**M T SV W LD OC**

- 8 4+ 4 8+ 0
REMOTE SENSOR TOWER

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
### Ranged Weapons

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Range</th>
<th>A</th>
<th>BS</th>
<th>S</th>
<th>AP</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Twin burst cannon</td>
<td>18”</td>
<td>4</td>
<td>5+</td>
<td>5</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>[TWIN-LINKED]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Twin fusion blaster (MELTA 2, TWIN-LINKED)</td>
<td>12”</td>
<td>1</td>
<td>5+</td>
<td>9</td>
<td>-4</td>
<td>D6</td>
</tr>
<tr>
<td>Twin missile pod</td>
<td>30”</td>
<td>2</td>
<td>5+</td>
<td>7</td>
<td>-1</td>
<td>2</td>
</tr>
<tr>
<td>[TWIN-LINKED]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Twin plasma rifle (TWIN-LINKED)</td>
<td>24”</td>
<td>1</td>
<td>5+</td>
<td>8</td>
<td>-3</td>
<td>3</td>
</tr>
</tbody>
</table>

### 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.
WARHAMMER LEGENDS

DRONE SENTRY TURRET

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