T'AU EMPIRE

These datasheets allow you to fight Apocalypse battles with your T'au Empire miniatures. Each datasheet includes the characteristics profiles of the unit it describes, and any wargear and special abilities it may have.

KEYWORDS

Throughout these datasheets you will come across the <SEPT> keyword. This is shorthand for a keyword of your choosing, as described below.

<SEPT>

All T'au belong to a sept world, or hail from the Farsight Enclaves: for simplicity we will refer to all of these as Septs. Some datasheets specify what Sept the unit is drawn from, but where a datasheet does not, it will have the <SEPT> keyword. When you include such a unit in your army, you must nominate which Sept that unit is from. You then simply replace the <SEPT> keyword in every instance on that unit's datasheet with the name of your chosen Sept.

For example, if you were to include a unit of DX-4 Technical Drones in your army, and you decided it was from the Vior'la Sept, its <SEPT> Faction keyword is changed to VIOR'LA SEPT and its Surveillance Protocol ability would then read: 'At the end of the Action phase, pick one enemy unit within 12" of this unit. Until the end of the turn, friendly VIOR'LA SEPT units do not suffer the penalty for targeting an obscured unit for attacks made against that enemy unit.'

MASTER OF WAR

Once per battle, at the start of the Action Phase, one COMMANDER from your army can declare either Kauyon or Mont'ka:

Kauyon: Until the end of the turn, you can re-roll hit rolls for attacks made with ranged weapons by friendly <SEPT> units whilst they are within 12" of the COMMANDER using this ability if they remained stationary this turn.

Mont'ka: Until the end of the turn, friendly <SEPT> units can make a Shoot action instead of a Fight action whilst they are carrying out an Assault order, if they were within 12" of the Commander using this ability at the start of the Action phase.

Unless stated otherwise, the Master of War ability can only be used once per battle, irrespective of how many units in your army have this ability.

COMMANDER WEAPONS LIST

This list includes weapon profiles for the Commander datasheets. Add 1 to the Power Rating for each Airbursting Fragmentation Projector, Fusion Blaster and Missile Pod, and 2 for each Burst Cannon, Cyclic Ion Blaster, Flamer and Plasma Rifle.

COMMANDER WEAPONS LIST

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Airbursting Fragmentation Projector	Heavy	18"	1	8+	10+	Barrage
Burst Cannon	Heavy	18"	2	8+	9+	-
Cyclic Ion Blaster	Heavy	18"	2	8+	8+	-
Flamer	Heavy	8"	1	7+	10+	Inferno
Fusion Blaster	Heavy	18"	1	10+	4+	-
Missile Pod	Heavy	36"	1	6+	8+	-
Plasma Rifle	Heavy	24"	1	7+	7+	Rapid Fire

SHAS'O R'MYR

12

Shas'o R'myr is a unit that contains 1 model. It is equipped with: Double-barrelled Plasma Rifle; Close Combat Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Shas'o R'myr	8"	3+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Double-barrelled Plasma Rifle	Heavy	24"	2	7+	7+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	9+	10+	-

ABILITIES

Deep Strike, Master of War

Vengeance: Re-roll hit rolls of 1 for attacks made by this unit that target **Astra Militarum** units.

FACTION KEYWORDS: T'au Empire, Dal'yth

KEYWORDS: Light, Battlesuit, Fly, Commander, Character, Jet Pack, Shas'o R'myr

SHAS'O R'ALAI

10

Shas'o R'alai is a unit that contains 1 model. It is equipped with: Experimental Pulse Submunitions Rifle; Close Combat Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Shas'o R'alai	8"	3+	2+	1	2	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Experimental Pulse Submunitions Rifle	Heavy	36"	1	8+	6+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

ABILITIES

Deep Strike, Master of War

The Assassin: You can re-roll hit rolls for attacks made by this unit that target **Characters**.

Blacklight Marker Drones: Re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.

FACTION KEYWORDS: Tau Empire, Ke'lshan

KEYWORDS: Light, Battlesuit, Fly, Commander, Character, Jet Pack, Shas'o R'alai

COMMANDER IN XV81 CRISIS BATTLESUIT

7

A Commander in XV81 Crisis Battlesuit is a unit that contains 1 model. It is equipped with: Smart Missile Systems; Close Combat Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Commander in XV81 Crisis Battlesuit	8"	3+	2+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Smart Missile Systems	Heavy	30"	2	7+	9+	Barrage
Close Combat Weapons	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- This unit must be equipped with one item from the *Commander Weapons* list.
- This unit can also be equipped with one item from the *Commander Weapons* list.
- This unit can have up to two of the following (**Power Rating +1**): Gun Drone, Marker Drone, Shield Drone.
  - If this unit has a Gun Drone, re-roll wound rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Marker Drone, re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Shield Drone, improve its Save characteristic by 1.

ABILITIES

Deep Strike, Master of War

FACTION KEYWORDS: T'au Empire, <Sept>
KEYWORDS: Light, Battlesuit, Fly, Character, Commander, Jet Pack, Commander in XV81 Crisis Battlesuit

DX-4 TECHNICAL DRONES

DX-4 Technical Drones are a unit that contains 2 models. It can contain 4 models (**Power Rating 4**), 6 models (**Power Rating 5**), 8 models (**Power Rating 6**) or 10 models (**Power Rating 7**). It is equipped with: Defensive Charges; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
DX-4 Technical Drones (2 models)	8"	5+	5+	1	1	4	8+
DX-4 Technical Drones (4 models)	8"	5+	5+	2	1	4	8+
DX-4 Technical Drones (6 models)	8"	5+	5+	3	2	4	8+
DX-4 Technical Drones (8 models)	8"	5+	5+	4	2	4	8+
DX-4 Technical Drones (10 models)	8"	5+	5+	5	2	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Defensive Charges	Small Arms	8"	User	6+	8+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

ABILITIES

Surveillance Protocol: At the end of the Action phase, pick one enemy unit within 12" of this unit. Until the end of the turn, friendly **<Sept>** units do not suffer the penalty for targeting an obscured unit for attacks made against that enemy unit.

Repair Protocol: At the end of the Action phase, this unit can attempt to repair one friendly **<Sept> Battlesuit** unit in base contact with it. If it does, roll one D6; on a 4+ remove one damage marker from that **Battlesuit** unit. Only one attempt to repair each unit can be made each turn.

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Light, Drone, Fly, DX-4 Technical Drones

COMMANDER IN XV84 CRISIS BATTLESUIT

5

A Commander in XV84 Crisis Battlesuit is a unit that contains 1 model. It is equipped with: Close Combat Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Commander in XV84 Crisis Battlesuit	8"	3+	2+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Close Combat Weapons	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- This unit must be equipped with one item from the *Commander Weapons* list.
- This unit can also be equipped with one item from the *Commander Weapons* list.
- This unit can have up to two of the following (**Power Rating +1**): Gun Drone, Marker Drone, Shield Drone.
  - If this unit has a Gun Drone, re-roll wound rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Marker Drone, re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Shield Drone, improve its Save characteristic by 1.

ABILITIES

Deep Strike, Master of War

FACTION KEYWORDS: T'au Empire, <Sept>
KEYWORDS: Light, Battlesuit, Fly, Character, Jet Pack, Commander, Commander in XV84 Crisis Battlesuit

XV9 HAZARD SUPPORT TEAM

3

An XV9 Hazard Support Team is a unit that contains 1 model. It can contain 2 models (**Power Rating 6**) or 3 models (**Power Rating 9**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
XV9 Hazard Support Team (1 model)	8"	5+	4+	1	1	6	6+
XV9 Hazard Support Team (2 models)	8"	5+	4+	2	2	6	6+
XV9 Hazard Support Team (3 models)	8"	5+	4+	3	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Double-barrelled Burst Cannon	Heavy	18"	2	6+	8+	-
Fusion Cascade	Heavy	12"	1	8+	3+	-
Phased Ion Gun	Heavy	18"	1	7+	7+	-
Pulse Submunitions Rifle	Heavy	30"	1	6+	8+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with two of the following in any combination: 1 Double-barrelled Burst Cannon (**Power Rating +2**); 1 Fusion Cascade (**Power Rating +1**); 1 Phased Ion Gun (**Power Rating +1**); 1 Pulse Submunitions Rifle (**Power Rating +1**).
- This unit can have up to three of the following (**Power Rating +2**): Gun Drone, Marker Drone, Shield Drone.
  - If this unit has a Gun Drone, re-roll wound rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Marker Drone, re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Shield Drone, improve its Save characteristic by 1.

ABILITIES

Deep Strike

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Light, Battlesuit, Fly, Jet Pack, XV9 Hazard Support Team

XV109 Y'VAHRA BATTLESUIT

An XV109 Y'vahra Battlesuit is a unit that contains 1 model. It is equipped with: Fletchette Pod; Ionic Discharge Cannon; Phased Plasma-flamer; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
XV109 Y'vahra Battlesuit	18"	5+	4+	2	3	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Fletchette Pod	Heavy	6"	1	9+	10+	-
Ionic Discharge Cannon	Heavy	12"	2	8+	4+	Destroyer
Missile Pod	Heavy	36"	1	6+	8+	-
Phased Plasma-flamer	Heavy	8"	3	7+	6+	Inferno
Close Combat Weapons	Melee	Melee	User	8+	9+	-

WARGEAR OPTIONS

- This unit can have up to two of the following (**Power Rating +1**): Missile Drone; Shield Drone.
  - For each Missile Drone this unit has, it is also equipped with 1 Missile Pod.
  - If this unit has a Shield Drone, improve its Save characteristic by 1.

ABILITIES

Escape Thrusters: When this unit makes a Move action, it can use its escape thrusters instead of moving. If it does, it is removed from the battlefield and placed into Tactical Reserves. When this unit arrives as reinforcements, set it up anywhere on the battlefield that is more than 9" away from any enemy units. A unit cannot use its thrusters if it was set up on the battlefield this turn, if there are any enemy units in base contact with it, or if there are any blast markers next to it.

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Heavy, Monster, Fly, Battlesuit, Jet Pack, XV109 Y'vahra Battlesuit

XV107 R'VARNA BATTLESUIT

11

An XV107 R'varna Battlesuit is a unit that contains 1 model. It is equipped with: 2 Pulse Submunitions Cannons; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
XV107 R'varna Battlesuit	8"	5+	4+	2	3	6	4+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Missile Pod	Heavy	36"	1	6+	8+	-
Pulse Submunitions Cannon	Heavy	60"	3	7+	6+	-
Close Combat Weapons	Melee	Melee	User	8+	9+	-

WARGEAR OPTIONS

- This unit can have up to two Missile Drones (**Power Rating +1**). For each Missile Drone this unit has, it is also equipped with 1 Missile Pod.

ABILITIES

Multi-tracker: Re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.

Electromagnetic Shock Wave: At the start of the Action phase, roll one D6 for each enemy unit within 3" of this unit; on a 4+ place one blast marker next to the unit being rolled for.

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Heavy, Monster, Battlesuit, XV107 R'varna Battlesuit

KX139 TA'UNAR SUPREMACY ARMOUR

60

KX139 Ta'unar Supremacy Armour is a unit that contains 1 model. It is equipped with: 4 Burst Cannons; 2 Fusion Eradicators; Pulse Ordnance Multi-driver; 4 Smart Missile Systems; Massive Crushing Feet.

	M	WS	BS	A	W	Ld	Sv
KX139 Ta'unar Supremacy Armour	16"	4+	2+	4	8	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burst Cannon	Heavy	18"	2	8+	9+	-
Fusion Eradicator	Heavy	24"	2	10+	4+	Destroyer
Heavy Rail Cannon	Heavy	120"	1	10+	2+	Destroyer
Nexus Meteor Missile System	Heavy	120"	4	5+	7+	-
Pulse Ordnance Multi-driver	Heavy	72"	2	7+	5+	Destroyer
Smart Missile System	Heavy	30"	1	7+	8+	Barrage
Tri-axis Ion Cannon	Heavy	60"	3	6+	6+	-
Massive Crushing Feet	Melee	Melee	User	7+	7+	-

WARGEAR OPTIONS

- Instead of 1 Fusion Eradicator, this unit can be equipped with 1 Tri-axis Ion Cannon.
- Instead of 2 Fusion Eradicators, this unit can be equipped with 2 Tri-axis Ion Cannons.
- Instead of 1 Pulse Ordnance Multi-driver System, this unit can be equipped with one of the following: 1 Heavy Rail Cannon; 1 Nexus Meteor Missile System.

ABILITIES

Titanic Weapons: When this unit makes attacks with ranged weapons, it cannot target units within 24" with its Nexus Meteor Missile System.

Vigilance Defence Systems: Re-roll hit rolls of 1 for attacks made by this unit with Smart Missile Systems or Burst Cannons.

Explosive Detonation: In the Damage phase, damage must be resolved for units with this ability before damage is resolved for any other units (including **Super-heavy** units). If this unit is destroyed, before removing it from the battlefield, roll a D12 for each other unit within 6" of this unit; on a 4+ place two blast markers next to the unit being rolled for.

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Super-heavy, Titanic, Monster, Battlesuit, KX139 Ta'unar Supremacy Armour

TETRA SCOUT SPEEDER TEAM

5

A Tetra Scout Speeder Team is a unit that contains 2 models. It can contain 3 models (**Power Rating 7**) or 4 models (**Power Rating 9**). The unit is equipped with: Pulse Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Tetra Scout Speeder Team (2 Models)	18"	6+	4+	1	2	4	8+
Tetra Scout Speeder Team (3 Models)	18"	6+	4+	1	3	4	8+
Tetra Scout Speeder Team (4 Models)	18"	6+	4+	2	4	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Pulse Rifles	Small Arms	30"	User	6+	9+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	9+	10+	-

ABILITIES

Deep Strike

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Heavy, Vehicle, Fly, Tetra Scout Speeder Team

PIRANHA TX-42 LIGHT SKIMMERS

2

Piranha TX-42 Light Skimmers are a unit that contains 1 model. It can contain 2 models (**Power Rating 4**), 3 models (**Power Rating 6**), 4 models (**Power Rating 8**) or 5 models (**Power Rating 10**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Piranha TX-42 Light Skimmers (1 model)	16"	6+	4+	1	1	4	6+
Piranha TX-42 Light Skimmers (2 models)	16"	6+	4+	2	2	4	6+
Piranha TX-42 Light Skimmers (3 models)	16"	6+	4+	3	3	4	6+
Piranha TX-42 Light Skimmers (4 models)	16"	6+	4+	4	4	4	6+
Piranha TX-42 Light Skimmers (5 models)	16"	6+	4+	5	5	4	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Fusion Blaster	Heavy	18"	1	10+	4+	-
Plasma Rifle	Heavy	24"	1	7+	7+	Rapid Fire
Missile Pod	Heavy	36"	1	6+	8+	-
Rail Rifle	Heavy	30"	1	8+	6+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with one of the following: 2 Fusion Blasters (**Power Rating +1**); 2 Missile Pods (**Power Rating +1**); 2 Plasma Rifles (**Power Rating +2**); 2 Rail Rifles (**Power Rating +1**).

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Heavy, Vehicle, Fly, Piranha TX-42 Light Skimmers

HEAVY GUN DRONE SQUADRON

2

A Heavy Gun Drone Squadron is a unit that contains 2 models. It can contain 4 models (**Power Rating 4**) or 6 models (**Power Rating 6**). It is equipped with: Heavy Gun Drone Burst Cannons; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Heavy Gun Drone Squadron (2 Models)	8"	5+	5+	2	1	4	8+
Heavy Gun Drone Squadron (4 Models)	8"	5+	5+	4	2	4	8+
Heavy Gun Drone Squadron (6 Models)	8"	5+	5+	6	3	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Gun Drone Burst Cannons	Small Arms	18"	x2	8+	9+	-
Close Combat Weapons	Melee	Melee	User	11+	11+	-

WARGEAR OPTIONS

- This unit can have Markerlights (**Power Rating +1**). If this unit has Markerlights, it:
  - Has the following additional abilities: **Slaved Markerlights**.

ABILITIES

Slaved Markerlights: Once per battle, at the start of the Orders phase, if any **Heavy Gun Drone Squadron** units from your army with Markerlights are on the battlefield, you can look through your Command Asset deck and draw the Markerlights card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down.

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Light, Drone, Fly, Heavy Gun Drone Squadron

TX7 HEAVY BOMBARDMENT HAMMERHEAD GUNSHIP

10

A TX7 Heavy Bombardment Hammerhead Gunship is a unit that contains 1 model. It is equipped with: 2 High-yield Missile Pods; Pulse Carbines; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
TX7 Heavy Bombardment Hammerhead Gunship	12"	6+	3+	1	3	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burst Cannon	Heavy	18"	2	8+	9+	-
High-yield Missile Pod	Heavy	36"	2	7+	9+	-
Pulse Carbines	Heavy	18"	x2	6+	8+	-
Smart Missile Systems	Heavy	30"	2	7+	9+	Barrage
Close Combat Weapons	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of Pulse Carbines, this unit can be equipped with one of the following: 2 Burst Cannons; Smart Missile Systems.

ABILITIES

Hover: Distances are measured to and from this unit's hull, even though it has a base.

FACTION KEYWORDS: T'au Empire, <Sept>
KEYWORDS: Heavy, Vehicle, Fly, Hammerhead, TX7 Heavy Bombardment Hammerhead Gunship

TX7 FIRE SUPPORT HAMMERHEAD GUNSHIP

10

A TX7 Fire Support Hammerhead Gunship is a unit that contains 1 model. It is equipped with: Pulse Carbines; Twin Fusion Cannon; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
TX7 Fire Support Hammerhead Gunship	**12"**	**6+**	**3+**	**1**	**3**	**6**	**6+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burst Cannon	Heavy	18"	2	8+	9+	-
Pulse Carbines	Heavy	18"	x2	6+	8+	-
Smart Missile Systems	Heavy	30"	2	7+	9+	Barrage
Twin Fusion Cannon	Heavy	24"	2	10+	4+	-
Twin Swiftstrike Burst Cannon	Heavy	36"	3	4+	6+	-
Twin T'au Plasma Cannon	Heavy	48"	2	5+	5+	-
Close Combat Weapons	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of Pulse Carbines, this unit can be equipped with one of the following: 2 Burst Cannons; Smart Missile Systems.
- Instead of 1 Twin Fusion Cannon, this unit can be equipped with one of the following: 1 Twin Swiftstrike Burst Cannon (**Power Rating +4**); 1 Twin T'au Plasma Cannon (**Power Rating +2**).

ABILITIES

Hover: Distances are measured to and from this unit's hull, even though it has a base.

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Heavy, Vehicle, Fly, Hammerhead, TX7 Fire Support Hammerhead Gunship

DX-6 REMORA STEALTH DRONE SQUADRON

3

A DX-6 Remora Stealth Drone Squadron is a unit that contains 1 model. It can contain 2 models (**Power Rating 6**), 4 models (**Power Rating 12**), or 6 models (**Power Rating 18**). It is equipped with: Long-barrelled Burst Cannons; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
DX-6 Remora Stealth Drone Squadron (1 model)	20"-30"	5+	4+	1	1	4	8+
DX-6 Remora Stealth Drone Squadron (2 models)	20"-30"	5+	4+	2	1	4	8+
DX-6 Remora Stealth Drone Squadron (4 models)	20"-30"	5+	4+	4	2	4	8+
DX-6 Remora Stealth Drone Squadron (6 models)	20"-30"	5+	4+	6	3	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Long-barrelled Burst Cannons	Heavy	36"	x2	8+	9+	-
Close Combat Weapons	Melee	Melee	User	10+	10+	-

ABILITIES

Supersonic, Deep Strike

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Heavy, Drone, Fly, Aircraft, DX-6 Remora Stealth Drone Squadron

BARRACUDA AX-5-2

A Barracuda AX-5-2 is a unit that contains 1 model. It is equipped with: Swiftstrike Railgun; 2 Long-barrelled Burst Cannons; 2 Missile Pods; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Barracuda AX-5-2	**20"-65"**	**6+**	**3+**	**1**	**3**	**5**	**5+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Cyclic Ion Blaster	Heavy	18"	2	8+	8+	-
Ion Cannon	Heavy	60"	2	6+	6+	Supercharge
Long-barrelled Burst Cannon	Heavy	36"	2	8+	9+	-
Missile Pod	Heavy	36"	1	6+	8+	-
Swiftstrike Cannon	Heavy	36"	3	7+	8+	-
Swiftstrike Railgun	Heavy	36"	2	8+	6+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 1 Swiftstrike Railgun, this unit can be equipped with one of the following: 1 Ion Cannon (**Power Rating +2**); 1 Swiftstrike Cannon (**Power Rating +2**).
- Instead of 2 Long-barrelled Burst Cannons, this unit can be equipped with 2 Cyclic Ion Blasters.

ABILITIES

Supersonic

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Barracuda AX-5-2

TIGER SHARK FIGHTER-BOMBER

A Tiger Shark Fighter-Bomber is a unit that contains 1 model. It is equipped with: 2 Burst Cannons; 2 Missile Pods; 2 Swiftstrike Railguns; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Tiger Shark Fighter-Bomber	**20"-75"**	**5+**	**2+**	**1**	**3**	**5**	**5+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burst Cannon	Heavy	18"	2	8+	9+	-
Ion Cannon	Heavy	60"	2	6+	6+	Supercharge
Missile Pod	Heavy	36"	1	6+	8+	-
Skyspear Missile Rack	Heavy	72"	1	8+	8+	-
Swiftstrike Cannon	Heavy	36"	3	7+	8+	-
Swiftstrike Railgun	Heavy	36"	2	8+	6+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

WARGEAR OPTIONS

- Instead of 2 Swiftstrike Railguns, this unit can be equipped with one of the following: 2 Swiftstrike Cannons (**Power Rating** +4); 2 Ion Cannons (**Power Rating** +4).
- This unit can also be equipped with 2 Skyspear Missile Racks. If this unit is equipped with Skyspear Missile Racks, it loses the following keywords: **Transport**.

ABILITIES

Supersonic

TRANSPORT

This unit can transport up to 14 friendly **<Sept> Tactical Drone** models. If this unit is equipped with Skyspear Missile Racks, it cannot transport any models.

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Heavy, Vehicle, Fly, Transport, Aircraft, Tiger Shark Fighter-Bomber

TIGER SHARK AX-1-0

30

A Tiger Shark AX-1-0 is a unit that contains 1 model. It is equipped with: 2 Burst Cannons; 2 Heavy Rail Cannons; 2 Missile Pods; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Tiger Shark AX-1-0	**20"-75"**	**5+**	**2+**	**1**	**3**	**6**	**5+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burst Cannon	Heavy	18"	2	8+	9+	-
Heavy Rail Cannon	Heavy	120"	1	10+	2+	Destroyer
Missile Pod	Heavy	36"	1	6+	8+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

ABILITIES

Supersonic

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Heavy, Vehicle, Fly, Aircraft, Tiger Shark AX-1-0

ORCA DROPSHIP

17

An Orca Dropship is a unit that contains 1 model. It is equipped with: 2 Long-barrelled Burst Cannons; Missile Pod; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Orca Dropship	**20"-55"**	**6+**	**4+**	**1**	**3**	**5**	**8+**

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Long-barrelled Burst Cannon	Heavy	36"	2	8+	9+	-
Missile Pod	Heavy	36"	1	6+	8+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

ABILITIES

Supersonic

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

TRANSPORT

This unit can transport up to 65 friendly **Light T'au Empire** models. **XV88 Broadside Battlesuit** models take up the space of 3 other models; other **Battlesuit** models take up the space of 2 other models.

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Heavy, Vehicle, Fly, Transport, Aircraft, Orca Dropship

MANTA SUPER-HEAVY DROPSHIP

A Manta Super-heavy Dropship is a unit that contains 1 model. It is equipped with: 2 Heavy Rail Cannons; 16 Long-barrelled Burst Cannons; 6 Long-barrelled Ion Cannons; 2 Missile Pods; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
Manta Super-heavy Dropship	20"-60"	5+	2+	1	30	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Rail Cannon	Heavy	120"	1	10+	2+	Destroyer
Long-barrelled Burst Cannon	Heavy	36"	2	8+	9+	-
Long-barrelled Ion Cannon	Heavy	96"	2	6+	6+	Supercharge
Missile Pod	Heavy	36"	1	6+	8+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

ABILITIES

Hover Jet: At the start of the Action phase, you can declare that this unit will hover. If it does, then until the end of the phase, its Move characteristic changes to 20" but it loses the Supersonic ability.

Colossal Flier: Distances are measured to and from this unit's hull, even though it has a base.

Falling Debris: In the Damage phase, damage must be resolved for units with this ability before damage is resolved for any other units (including **Super-heavy** units). If this unit is destroyed, before removing it from the battlefield, roll a D12 for each other unit within 6" of this unit; on a 4+ place two blast markers next to the unit being rolled for.

TRANSPORT

This unit can transport up to 200 friendly **Light <Sept>** models. **XV88 Broadside Battlesuit** models take up the space of 3 other models; other **Battlesuit** models take up the space of 2 other models. This unit can also transport up to four of the following in any combination:

- 1 friendly **TX7 Devilfish** model
- 1 friendly **TX7 Hammerhead Gunship** model
- 1 friendly **TX7 Heavy Bombardment Hammerhead Gunship** model
- 1 friendly **TX7 Fire Support Hammerhead Gunship** model

TX7 Devilfish models can transport models whilst they are embarked aboard this unit.

FACTION KEYWORDS: T'au Empire, <Sept>
KEYWORDS: Super-heavy, Vehicle, Fly, Transport, Titanic, Aircraft, Manta Super-heavy Dropship

REMOTE SENSOR TOWER

2

A Remote Sensor Tower is a unit that contains 1 model.

	M	WS	BS	A	W	Ld	Sv
Remote Sensor Tower	-	-	-	-	1	10	8+

ABILITIES

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it.

High Intensity Markerlight: Once per battle, at the start of the Orders phase, roll one D6 for each friendly unit with this ability on the battlefield. On one or more results of a 6, you can look through your Command Asset deck and draw the Markerlights card. Add the drawn card to your hand, then shuffle the Command Asset deck and place it face down.

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Heavy, Fortification, Remote Sensor Tower

DRONE SENTRY TURRET

3

A Drone Sentry Turret is a unit that contains 1 model. It is equipped with: 2 Burst Cannons.

	M	WS	BS	A	W	Ld	Sv
Drone Sentry Turret	-	-	5+	1	1	10	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burst Cannon	Heavy	18"	2	8+	9+	-
Fusion Blaster	Heavy	18"	1	10+	4+	-
Missile Pod	Heavy	36"	1	6+	8+	-
Plasma Rifle	Heavy	24"	1	7+	7+	Rapid Fire

WARGEAR OPTIONS

- Instead of 2 Burst Cannons, this unit can be equipped with one of the following: 2 Fusion Blasters; 2 Missile Pods; 2 Plasma Rifles.

ABILITIES

Immobile: This unit is never Out of Command: an Out of Command marker is never placed next to it. When this unit or a friendly unit makes a Shoot action, it can target enemy units in base contact with this unit.

Sentry Turret Network: Each Fortifications slot in a Detachment allows you to take up to four of this unit in your army, instead of one. Each unit taken for a single Fortifications slot must be placed at the same time and within 6" of each other unit taken for the same slot the first time they are set up.

FACTION KEYWORDS: T'au Empire, <Sept>

KEYWORDS: Heavy, Vehicle, Drone, Drone Sentry Turret

KNARLOC RIDERS

3

Knarloc Riders are a unit that contains 3 models. It can contain 6 models (**Power Rating 6**). It is equipped with: Kroot Rifles; Sharp Beak & Talons.

	M	WS	BS	A	W	Ld	Sv
Knarloc Riders (3 models)	8"	3+	4+	1	2	4	8+
Knarloc Riders (6 models)	8"	3+	4+	2	4	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Kroot Rifles	Small Arms	24"	User	7+	9+	Rapid Fire
Sharp Beak & Talons	Melee	Melee	x2	6+	9+	-

FACTION KEYWORDS: T'au Empire, Kroot

KEYWORDS: Light, Cavalry, Knarloc Riders

GREAT KNARLOC

4

A Great Knarloc is a unit that contains 1 model. It is equipped with: Crushing Beak; Razor Talons.

	M	WS	BS	A	W	Ld	Sv
Great Knarloc	7"	3+	4+	2	2	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Kroot Bolt Thrower	Heavy	36"	2	7+	9+	-
Twin Kroot Gun	Heavy	48"	1	8+	8+	Rapid Fire
Crushing Beak	Melee	Melee	1	8+	8+	-
Razor Talons	Melee	Melee	User	6+	7+	-

WARGEAR OPTIONS

- This unit can also be equipped with one of the following (**Power Rating +1**): 1 Kroot Bolt Thrower; 1 Twin Kroot Gun.
- Instead of being equipped with 1 Crushing Beak, this unit can have a Baggage Harness. If this unit has a Baggage Harness it:
  - Has the following additional abilities: **Baggage Harness**.

ABILITIES

Baggage Harness: Add 1 to the Leadership characteristic of **Kroot** units whilst they are within 6" of any friendly **Great Knarloc** units that have a Baggage Harness.

FACTION KEYWORDS: T'au Empire, Kroot

KEYWORDS: Heavy, Monster, Great Knarloc