



T'AU EMPIRE

FACTION PACK: VERSION 1.1

On the following pages you will find additional rules and clarifications that supplement your Codex, from extra Detachments and datasheets to FAQs and errata.

The FAQs and Errata section logs changes to printed products. New or revised text is **presented in red**, with a **text highlight** applied to revisions made previously (excluding passages that were added or replaced in full).

Points values for your faction are presented in the Munitorum Field Manual, and wider improvements to the balance of Warhammer 40,000 (which may include changes to your faction's rules) are presented in the Balance Dataslate. All such points values and rules changes are also updated live in the Warhammer 40,000 app.

WHAT'S NEW?

- Stealth Battlesuits datasheet

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AUXILIARY CADRE

The T'au'va emphasises the integration of alien auxiliaries into Fire caste military operations wherever they are of greatest value. Typically, this sees units of Kroot, Vespids, or other aliens fighting as specialists alongside predominately T'au formations or deployed in dedicated warbands, such as the Kroot hunting packs. In the case of Auxiliary Cadres, however, the doctrine of unity is realised on a grand scale. These forces comprise a majority of alien auxiliaries, fighting alongside limited numbers of T'au specialists and heavy combat assets and provided with overall T'au strategic command. Such integrated cadres provide versatile response forces to plug gaps in Fire caste lines of battle, blunt enemy aggression in dense terrain, and selflessly act as lures in grand Kaupon ambushes to spare valuable T'au lives.

DETACHMENT RULE



INTEGRATED COMMAND STRUCTURE

T'au officers given charge of auxiliary cadres receive additional training in optimised doctrinal and strategic alien amalgamation; this – coupled with specialised translation drones and endless integrated combat drills – allows them to get the best out of their alien subordinates.

KROOT and **VESPID STINGWINGS** units from your army have the following ability:

Targeting Triangulation (Aura): While an enemy unit is within 9" of and visible to this unit, each time a ranged attack made by a friendly **T'AU EMPIRE** model (excluding **KROOT**, **VESPID STINGWINGS** and **TITANIC** models) targets that enemy unit, improve the Armour Penetration characteristic of that attack by 1.

T'AU EMPIRE units (excluding **KROOT** and **VESPID STINGWINGS** units) from your army have the following ability:

Localised Stealth Projectors (Aura): While a friendly **KROOT** or **VESPID STINGWINGS** unit is wholly within 6" of and visible to this unit, that **KROOT** or **VESPID STINGWINGS** unit can only be selected as the target of a ranged attack if the attacking model is within 18".

ENHANCEMENTS



STUDENT OF KAUPON

This Shaper has not only studied the Code of Fire but has also adapted it to best suit their people's skills.

KROOT SHAPER model only. In the Declare Battle Formations step, you can select up to three **KROOT CARNIVORES** or **KROOT FARSTALKERS** units from your army. Models in those units have the Deep Strike ability.

ADMIRAL LEADER

Having proven themselves to their alien charges, this T'au has won their fierce loyalty and become an iconic folk hero to them.

T'AU EMPIRE model (excluding **KROOT** models) only. In your Command phase, you can select one **KROOT** or **VESPID STINGWINGS** unit within 12" of the bearer. If you do, until the start of your next Command phase, improve the Leadership characteristic of models in that unit by 1, and while such a unit is not Battle-shocked, add 1 to the Objective Control characteristic of models in that unit.

FANATICAL CONVERT

This true believer strives to embody the T'au'va even more entirely than the T'au themselves.

KROOT model only. The bearer's unit has the For the Greater Good ability (see *Codex: T'au Empire*).

TRANSPONDER LOCK MODULE

This system detects transponders borne deep into the field by alien auxiliaries and guides its user unerringly in on their positions.

T'AU EMPIRE WALKER model with the Deep Strike ability only. The bearer's unit can be set up using the Deep Strike ability in the Reinforcements step of your first, second or third Movement phase, regardless of any mission rules. During your first Movement phase, when you set up the bearer's unit, it must be set up within 12" of one or more friendly **KROOT** or **VESPID STINGWINGS** units and not within 9" horizontally of one or more enemy units.



EXPERIMENTAL MODIFICATIONS

AUXILIARY CADRE – STRATEGIC PLOY STRATAGEM

These experimental Earth caste weapon upgrades can only activate for short bursts at a time, but the extra stopping power they provide is formidable.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **KROOT** or **VESPID STINGWINGS** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, improve the Armour Penetration characteristic of weapons equipped by models in your unit by 1.

MULTISENSORY SCANNING

AUXILIARY CADRE – BATTLE TACTIC STRATAGEM

Target analysis data from scanning drones is rapidly translated into inputs ideally tailored to a range of alien sensoria and then disseminated through the cadre.

WHEN: Your Shooting phase or the Fight phase.

TARGET: One **T'AU EMPIRE** unit from your army that has not been selected to shoot or fight this phase.

EFFECT: Until the end of the phase, each time a model in your unit makes an attack, re-roll a Wound roll of 1. If it is a **KROOT** or **VESPID STINGWINGS** unit, you can re-roll the Wound roll instead.

INTERLOCKING MANOEUVRES

AUXILIARY CADRE – STRATEGIC PLOY STRATAGEM

Regular Fire caste forces operating as part of auxiliary cadres are well trained in swift repositioning and fighting retreats, the better to exploit the presence of or provide support for their alien comrades.

WHEN: End of the Fight phase.

TARGET: One **T'AU EMPIRE** unit from your army that was eligible to fight this phase.

EFFECT: If your unit is not within Engagement Range of one or more enemy units, it can make a Normal move of up to 6". Otherwise, your unit can make a Fall Back move. It cannot embark within a **TRANSPORT** at the end of this move if it disembarked from a **TRANSPORT** this turn.

PHEROMONE WAYPOINTS

AUXILIARY CADRE – STRATEGIC PLOY STRATAGEM

Air caste craft have dropped drones that emit pheromones into this region, their emissions invisible but blazing like beacons to the correct alien senses.

WHEN: Your Movement phase.

TARGET: One **KROOT** or **VESPID STINGWINGS** unit from your army that has not been selected to move this phase.

EFFECT: Until the end of the phase, each time your unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in your unit.

ALIEN EXPERTISE

AUXILIARY CADRE – BATTLE TACTIC STRATAGEM

There is much that the alien auxiliaries of the T'au empire can teach the Fire caste, not least through practical and deadly battlefield demonstrations.

WHEN: Your Movement phase.

TARGET: One **T'AU EMPIRE** unit from your army.

EFFECT: Until the end of the turn, your unit is eligible to shoot in a turn in which it Advanced. If it is a **KROOT** or **VESPID STINGWINGS** unit, until the end of the turn, your unit is eligible to declare a charge in a turn in which it Advanced as well.

GUIDED FIRE

AUXILIARY CADRE – BATTLE TACTIC STRATAGEM

These Fire Warriors employ sensory data fed to them by supporting alien auxiliary units to maximise accuracy and place their shots against weak points they might not have perceived.

WHEN: Your Shooting phase.

TARGET: One **T'AU EMPIRE** unit from your army (excluding **KROOT** and **VESPID STINGWINGS** units) that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, add 1 to the Strength characteristic of ranged weapons equipped by models in your unit. If your unit is wholly within 9" of one or more **KROOT** or **VESPID STINGWINGS** units from your army, add 2 to the Strength characteristic of ranged weapons equipped by models in your unit instead.



EXPERIMENTAL PROTOTYPE CADRE

A handful of elite cadres are equipped with prototype technology from the most renowned applied science divisions of the T'au Empire. It is the honour of these Fire caste warriors to field test the newest of these advanced and ingenious weapon systems under true battlefield conditions.

DETACHMENT RULE



SUPERIOR CRAFTSMANSHIP

The applied science divisions of the Earth caste labour endlessly to provide front-line units with expertly crafted instruments of destruction.

Add 6" to the Range characteristic of ranged weapons equipped by **T'AU EMPIRE** models from your army.



ENHANCEMENTS



SUPERNOVA LAUNCHER

Adapted from standard-issue fragmentation projectors, this weapon enables the bearer to fire explosive plasma charges on parabolic trajectories. These projectiles drop amongst the enemy and explode in a coruscating fireball that evaporates metal and flesh alike.

T'AU EMPIRE model only. Select one airbursting fragmentation projector equipped by the bearer. Improve the Strength characteristic of that weapon by 3, and improve the Armour Penetration and Damage characteristics of that weapon by 1.

THERMONEUTRONIC PROJECTOR

The thermoneutronic projector uses volatile gases siphoned from the coronae of neutron stars to expel a flame capable of searing through the armour plating of a battle tank.

T'AU EMPIRE model only. Select one T'au flamer equipped by the bearer. Improve the Strength characteristic of that weapon by 2, and improve the Armour Penetration and Damage characteristics of that weapon by 1.

PLASMA ACCELERATOR RIFLE

The plasma accelerator rifle blends pulse-induction technology with a high-yield plasma generator, rendering it highly effective against both infantry and light vehicles.

T'AU EMPIRE model only. Select one plasma rifle equipped by the bearer. Improve the Strength characteristic of that weapon by 2, and improve the Attacks, Armour Penetration and Damage characteristics of that weapon by 1.

FUSION BLADES

Fusion blades resemble modified versions of the T'au fusion blaster. However, when fired, each weapon unleashes a continuous beam of volatile energy that extends from the muzzle of the weapon.

T'AU EMPIRE model only. Select one fusion blaster equipped by the bearer. Improve the Attacks characteristic of that weapon by 1, improve the Strength characteristic of that weapon by 3, and that weapon has the **[MELTA 4]** ability.



1CP

AUTOMATED REPAIR DRONES

EXPERIMENTAL PROTOTYPE CADRE – STRATEGIC PLOY STRATAGEM

Much research is being placed into deploying miniaturised drones to affect battlefield repairs and dispense emergency medical treatments in combat.

WHEN: Command phase.

TARGET: One T'AU EMPIRE BATTLESUIT unit from your army.

EFFECT: Select one BATTLESUIT model in your unit: that model regains up to D3+1 lost wounds.



1CP

REACTIVE IMPACT DAMPENERS

EXPERIMENTAL PROTOTYPE CADRE – BATTLE TACTIC STRATAGEM

Advancements in battlesuit field technology include the addition of autoreactive shield dampers to absorb and dissipate the energy from high-velocity kinetic strikes.

WHEN: Your opponent's Shooting phase or the Fight phase, just after an enemy unit has selected its targets.

TARGET: One T'AU EMPIRE BATTLESUIT unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, each time an attack targets your unit, if the Strength characteristic of that attack is greater than the Toughness characteristic of your unit, subtract 1 from the Wound roll.



1CP

EXPERIMENTAL WEAPONRY

EXPERIMENTAL PROTOTYPE CADRE – BATTLE TACTIC STRATAGEM

T'au scientists have distributed the latest prototype weapons amongst this cadre's contingents, all optimised to increase reliability and accuracy.

WHEN: Your Shooting phase.

TARGET: One T'AU EMPIRE unit from your army that has not been selected to shoot this phase.

EFFECT: Until the end of the phase, each time you roll one or more dice to determine the number of attacks made with a weapon equipped by a model in your unit, you can re-roll the result.



1CP

EXPERIMENTAL AMMUNITION

EXPERIMENTAL PROTOTYPE CADRE – WARGEAR STRATAGEM

From hardened warheads and amplified ion capacitors, to hyperaccelerated pulse fields and refined fusion cores, the T'au are forever innovating improvements to improve the lethality of their ammunition.

WHEN: Your Shooting phase.

TARGET: One T'AU EMPIRE unit from your army that has not been selected to shoot this phase.

EFFECT: Select one of the following to apply to your unit until the end of the phase:

- Improve the Strength characteristic of ranged weapons equipped by models in your unit by 1.
- Improve the Strength and Armour Penetration characteristics of ranged weapons equipped by models in your unit by 1, and those weapons have the [HAZARDOUS] ability.

RESTRICTIONS: You cannot target the same unit with the Experimental Ammunition and Threat Assessment Analyser Stratagems in the same phase.



1CP

THREAT ASSESSMENT ANALYSER

EXPERIMENTAL PROTOTYPE CADRE – WARGEAR STRATAGEM

The Earth caste have been experimenting with implanting AI neurochip- technology into hand-held scanners, enabling the swift calculation of precise firing solutions.

WHEN: Your Shooting phase.

TARGET: One T'AU EMPIRE unit from your army that has not been selected to shoot this phase.

EFFECT: Select the [SUSTAINED HITS 1] or [LETHAL HITS] ability. Until the end of the phase, ranged weapons equipped by models in your unit have the selected ability. You can instead select the [SUSTAINED HITS 1], [LETHAL HITS] and [HAZARDOUS] abilities to apply to those weapons until the end of the phase.

RESTRICTIONS: You cannot target the same unit with the Experimental Ammunition and Threat Assessment Analyser Stratagems in the same phase.



1CP

NEUROWEB SYSTEM JAMMER

EXPERIMENTAL PROTOTYPE CADRE – WARGEAR STRATAGEM

This prototype countermeasure device emits an intense neurostatic jamming field, scrambling the enemy's senses and fouling their aim.

WHEN: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

TARGET: One T'AU EMPIRE CRISIS unit from your army that was selected as the target of one or more of the attacking unit's attacks.

EFFECT: Until the end of the phase, your unit can only be selected as the target of a ranged attack if the attacking model is within 18".

STEALTH BATTLESUITS

M	T	SV	W	LD	OC
8"	4	3+	2	7+	1



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Fusion blaster [MELTA 2]	12"	1	4+	9	-4	D6
Pulse pistol [PISTOL]	12"	1	4+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	2	5+	4	0	1

ABILITIES

CORE: **Infiltrators, Stealth**

FACTION: **For the Greater Good**

Forward Observers: Each time this unit is an Observer unit, until the end of the phase, each time a ranged attack is made by a model in a Guided unit that targets their Spotted unit, re-roll a Hit roll of 1 and re-roll a Wound roll of 1.

WARGEAR ABILITIES

Homing Beacon: Once per battle, you can use the Rapid Ingress Stratagem for OCP. The target must be set up within 3" of the bearer's unit and more than 9" away from all enemy units.

Designer's Note: Place a Homing Beacon token next to this unit, removing it once this ability is used.

KEYWORDS: INFANTRY, FLY, BATTLESUIT, GRENADES, MARKERLIGHT, STEALTH



FACTION KEYWORDS:
T'AU EMPIRE

STEALTH BATTLESUITS

Benefiting from sensor-baffling stealth technology, jet-assisted speed and impressive firepower, Stealth Battlesuit teams make excellent forward operatives who can deploy homing beacons to guide entire insertion forces into battle from low orbit.



WARGEAR OPTIONS

- The Stealth Shas'vre can be equipped with 1 gun drone.*
- The Stealth Shas'vre can be equipped with 1 marker drone.*
- The Stealth Shas'vre can be equipped with 1 pulse pistol.
- 1 Stealth Shas'ui can be equipped with 1 homing beacon.
- 2 models can each have their burst cannon replaced with 1 fusion blaster.

**This drone's rules can be found on page 77 of Codex: T'au Empire.*

UNIT COMPOSITION

- 1 Stealth Shas'vre
- 4 Stealth Shas'ui

Every model is equipped with: burst cannon; battlesuit fists.

KEYWORDS: INFANTRY, FLY, BATTLESUIT, GRENADES, MARKERLIGHT, STEALTH



FACTION KEYWORDS:
T'AU EMPIRE

VESPID STINGWINGS

M	T	SV	W	LD	OC
12"	4	4+	1	7+	1



 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Neutron blaster [ASSAULT]	18"	2	4+	5	-2	2
Neutron grenade launcher [ANTI-INFANTRY 3+, BLAST]	18"	D6	4+	4	-1	2
Neutron rail rifle [DEVASTATING WOUNDS]	30"	1	4+	10	-4	3
Tau flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Stingwing claws	Melee	1	4+	4	-1	1

ABILITIES

CORE: **Deep Strike**

Airborne Agility: At the end of your opponent's turn, if this unit is not within Engagement Range of one or more enemy units, you can remove it from the battlefield and place it into Strategic Reserves.

WARGEAR ABILITIES

Oversight Drone: Once per battle, when the bearer's unit is selected to shoot, until the end of the phase, ranged weapons equipped by models in this unit have the **[IGNORES COVER]** ability.

Designer's Note: Place an Oversight Drone token next to the bearer, removing it once this ability has been used.

KEYWORDS: INFANTRY, FLY, VESPID STINGWINGS



FACTION KEYWORDS:
T'AU EMPIRE

VESPID STINGWINGS

These alien auxiliaries thrum into battle on membranous wings, their airborne agility leaving the enemy nowhere to hide. Resilient enough to shrug off all but the heaviest incoming fire, they unleash punishing radioactive salvoes from their neutron blasters that soon reduce their targets to little more than glowing craters.



WARGEAR OPTIONS

- If this unit contains 10 models:
 - The Vespids Strain Leader can be equipped with 1 Oversight Drone.
 - 1 Vespids Stingwing can replace its neutron blaster with 1 T'au flamer.
 - 1 Vespids Stingwing can replace its neutron blaster with 1 neutron grenade launcher.
 - 1 Vespids Stingwing can replace its neutron blaster with 1 neutron rail rifle.

UNIT COMPOSITION

- 1 Vespids Strain Leader
- 4-9 Vespids Stingwings

Each model is equipped with: neutron blaster; Stingwing claws.

VESPID STINGWINGS

This datasheet replaces the Vespids Stingwings datasheet found in *Codex: T'au Empire*.

KEYWORDS: INFANTRY, FLY, VESPID STINGWINGS



FACTION KEYWORDS:
T'AU EMPIRE

TA'UNAR SUPREMACY ARMOUR

M

8"

T

13

SV

2+

W

30

LD

7+

OC

10

5+

INVULNERABLE SAVE

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

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

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, TA'UNAR SUPREMACY ARMOUR

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.

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

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
 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 burst cannons can be replaced with 2 cyclic ion blasters.
- 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

20+"

T

11

SV

3+

W

18

LD

7+

OC

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.
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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.

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KEYWORDS: VEHICLE, AIRCRAFT, FLY, AX-1-0 TIGER SHARK



FACTION KEYWORDS:
T'AU EMPIRE

MANTA

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

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

KEYWORDS: VEHICLE, AIRCRAFT, FLY, TITANIC, TRANSPORT, MARKERLIGHT, MANTA

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.

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



T'AU EMPIRE

UPDATES & ERRATA

Page 78 – Patient Hunter Detachment rule

Change to:

'During the third, fourth and fifth battle rounds, ranged weapons equipped by T'AU EMPIRE models from your army have the [SUSTAINED HITS 1] ability. During the third, fourth and fifth battle rounds, while a unit is a Guided unit (see For the Greater Good), each time a ranged attack is made by a model in that unit that targets a Spotted unit, you can ignore any or all modifiers to that attack's Ballistic skill characteristics and/or all modifiers to the Hit roll.'

Page 80 – Killing Blow Detachment rule

Change to:

'During the first, second and third battle rounds, ranged weapons equipped by T'AU EMPIRE models from your army have the [ASSAULT] ability. During the first, second and third battle rounds, while a unit is a Guided unit (see For the Greater Good), its ranged weapons have the [LETHAL HITS] ability.'

Page 82 – Puretide Engram Neurochip Enhancement

Change to:

'T'AU EMPIRE BATTLESUIT model only. Each time you target the bearer's unit with a Stratagem, roll one D6: on a 4+, you gain 1CP.'

Page 92 – Ethereal, Faction abilities

Add:

'FACTION: For the Greater Good'

Page 96 – Crisis Sunforge Battlesuits, Sunforge ability

Change to:

'Sunforge: Each time a model in this unit makes a ranged attack that targets a MONSTER or VEHICLE unit, you can re-roll the Wound roll and you can re-roll the Damage roll.'

Page 102 – Kroot Trail Shaper, Kroot Ambush ability

Change to:

'Kroot Ambush: After both players have deployed their armies, you can redeploy this model's unit and one other friendly KROOT unit. When doing so, any of those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.'

Page 109 – Riptide Battlesuit, Nova Charge ability

Change to:

'Nova Charge: Once per battle, when this unit is selected to shoot in your Shooting phase, select one ranged weapon equipped by this model. Until the end of the phase, that weapon has the [DEVASTATING WOUNDS] ability.'

FAQS

Q: If I modelled my Crisis Battlesuits using the flying stems provided in the kit rather than glueing them directly to their bases, do those models then have a pivot value of 2"?

A: No, their pivot value is 0".

Q: If I am using the Kroot Hunting Pack Detachment, can I use a Kroot War Shaper's War Leader ability to modify the CP cost of the Join the Hunt Stratagem, selecting as its target that War Shaper's own Bodyguard unit that was just destroyed?

A: No.

Q: If I am using the Kroot Hunting Pack Detachment, if an enemy unit selects a KROOT unit from my army as a target of its ranged attacks, but I use the Hidden Hunters Stratagem so that my KROOT unit is no longer an eligible target for any of those attacks, and there are no other eligible targets for those attacks (as described in the Rules Commentary), can my nearby KROOTOX RIDERS unit still use its Kroot Packmates ability to shoot at that attacking unit?

A: No.

Q: Can I use an Ethereal's Coordinated Leadership ability while it is embarked within a TRANSPORT?

A: No.

Q: Can a unit that contains an Ethereal equipped with a marker drone be an Observer unit as described in the For the Greater Good army rule?

A: No, unless it is an Attached unit and the Bodyguard unit has the For the Greater Good army rule.

ORCA DROPSHIP

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
20+" data-bbox="26 118 86 178">	12 data-bbox="101 118 141 178">	3+ data-bbox="156 118 196 178">	28 data-bbox="211 118 251 178"> 	7+ data-bbox="266 118 306 178">	0 data-bbox="321 118 361 178">

 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

T

SV

W

LD

OC

9"

8

4+

10

7+

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

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
 Experimental pulse submunitions rifle – EMP [ANTI-VEHICLE 3+, DEVASTATING WOUNDS]	24"	1	3+	1	0	3
 Experimental pulse submunitions rifle – ionic cluster-beam shell [BLAST]	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:

- XV9 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

8"

T

6

SV

3+

W

4

LD

7+

OC

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*

**This drone's rules can be found on the Drones page at the end of this document.*

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

8

SV

4+

W

4

LD

8+

OC

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

COMMANDER IN CRISIS BATTLESUIT

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	5	3+	5	7+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Airbursting fragmentation projector [BLAST, INDIRECT FIRE]	24"	D6	3+	3	0	1
Burst cannon	18"	4	3+	5	0	1
 Cyclic ion blaster – standard	18"	3	3+	7	-1	1
 Cyclic ion blaster – overcharge [HAZARDOUS]	18"	3	3+	8	-2	2
Fusion blaster [MELTA 2]	12"	1	3+	9	-4	D6
Missile pod	30"	2	3+	7	-1	2
Plasma rifle	24"	1	3+	8	-3	3
T'au flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	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, BATTLESUIT, COMMANDER IN CRISIS BATTLESUIT

ABILITIES

CORE: **Deep Strike, Leader**

FACTION: **For the Greater Good**

Crisis Commander: While this model is leading a unit, each time a model in that unit makes a ranged attack, re-roll a Hit roll of 1.

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.

FACTION KEYWORDS:
T'AU EMPIRE

COMMANDER IN CRISIS BATTLESUIT

WARHAMMER LEGENDS

A deadly blend of strategic mastery, courage and technological might, each T'au Commander pilots their battlesuit and directs their armies with great skill. It is their honour to wield some of the most cutting-edge weapons the empire can provide, enabling them to fight all the harder for the Greater Good.

WARGEAR OPTIONS

- This model's burst cannon can be replaced with one of the following:
 - 1 airbursting fragmentation projector*
 - 1 battlesuit support system*
 - 1 cyclic ion blaster
 - 1 fusion blaster
 - 1 missile pod
 - 1 plasma rifle
 - 1 shield generator*
 - 1 T'au flamer
 - 1 weapon support system*
- This model can be equipped with up to two of the following, and can take duplicates:
 - 1 gun drone**
 - 1 marker drone**
 - 1 shield drone**
- This model can be equipped with up to three of the following, and can take duplicates:
 - 1 airbursting fragmentation projector*
 - 1 battlesuit support system*
 - 1 burst cannon
 - 1 cyclic ion blaster
 - 1 fusion blaster
 - 1 missile pod
 - 1 plasma rifle
 - 1 shield generator*
 - 1 T'au flamer
 - 1 weapon support system*

** This model cannot have duplicates of these pieces of wargear.*

*** This drone's rules can be found on the Drones page at the end of this document.*

UNIT COMPOSITION

- **1 Commander in Crisis Battlesuit**

This model is equipped with: burst cannon; battlesuit fists.

LEADER

This model can be attached to the following unit:

- **CRISIS BATTLESUITS**
- **CRISIS FIREKNIFE BATTLESUITS**
- **CRISIS STARSYPH THE BATTLESUITS**
- **CRISIS SUNFORGE BATTLESUITS**

KEYWORDS: VEHICLE, WALKER, FLY, CHARACTER, BATTLESUIT,
COMMANDER IN CRISIS BATTLESUIT



FACTION KEYWORDS:
T'AU EMPIRE

AUN'VA

WARHAMMER LEGENDS

M	T	SV	W	LD	OC	
6"	3	5+	5	7+	1	AUN'VA
6"	3	5+	2	7+	1	ETHEREAL GUARD
		4+	INVULNERABLE SAVE			

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	6+	2	0	1
Supreme honour blade	Melee	3	3+	5	0	1

ABILITIES

CORE: Lone Operative

Duality Shield: Once per battle, each time an attack targets this unit, it can use this ability. If it does, until the end of the phase, models in this unit have a 2+ invulnerable save.

Paradox of Duality: Each time an attack targets this unit, subtract 1 from the Hit roll and subtract 1 from the Wound roll.

Supreme Loyalty (Aura): While a friendly T'AU EMPIRE unit is within 6" of this unit, each time that unit takes a Battle-shock or Leadership test, add 1 to that test.

KEYWORDS – ALL MODELS: INFANTRY

– AUN'VA: CHARACTER, EPIC HERO, ETHEREAL, AUN'VA



FACTION KEYWORDS:
T'AU EMPIRE

No greater or more inspirational figurehead is there to the T'au than Aun'Va, the Ethereal Supreme. Under his stony regard the Hunter Cadres strive to achieve excellence beyond imagining, fighting as though some living embodiment of the T'au'Va itself moved amongst them and demanded all that they could give.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Aun'Va – EPIC HERO
- 2 Ethereal Guards

Aun'Va is equipped with: close combat weapon.

Each Ethereal Guard is equipped with:
supreme honour blade.

KEYWORDS – ALL MODELS: INFANTRY

– AUN'VA: CHARACTER, EPIC HERO, ETHEREAL, AUN'VA



FACTION KEYWORDS:
T'AU EMPIRE

AUN'SHI

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
6"	3	6+	3	7+	1

5+ INVULNERABLE SAVE

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Fidelity [SUSTAINED HITS 1]	Melee	6	3+	5	-1	2

ABILITIES

CORE: **Leader**

Inspirational Defiance: While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.

Martial Warrior: Each time this model is selected to fight, select one of the following abilities to be active while resolving those attacks:

- **Direct Grace:** Fidelity has the [PRECISION] ability.
- **Forceful Strike:** Fidelity has the [DEVASTATING WOUNDS] ability.
- **Whirling Stance:** Fidelity has the [SUSTAINED HITS 2] ability instead of [SUSTAINED HITS 1].

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, ETHEREAL, AUN'SHI



FACTION KEYWORDS:
T'AU EMPIRE

AUN'SHI

WARHAMMER LEGENDS

Aun'Shi is a hero to his people, a humble warrior whose presence inspires the T'au of the Fire Caste as surely as a blazing beacon. Marrying the uplifting nature of his caste with exceptional martial skill, Aun'Shi leads the way to victory with his honour blade flashing and slicing.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Aun'Shi – EPIC HERO

This model is equipped with: Fidelity.

LEADER

This model can be attached to the following units:

- BREACHER TEAM
- KROOT CARNIVORES
- KROOT FARSTALKERS
- STRIKE TEAM

KEYWORDS: INFANTRY, CHARACTER, EPIC HERO, ETHEREAL, AUN'SHI



FACTION KEYWORDS:
T'AU EMPIRE

LONGSTRIKE

WARHAMMER LEGENDS

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



RANGED WEAPONS	RANGE	A	BS	S	AP	D
Accelerator burst cannon	18"	4	4+	6	-1	1
Ion cannon – standard [BLAST]	60"	D6+3	3+	7	-1	2
Ion cannon – overcharge [BLAST, HAZARDOUS]	60"	D6+3	3+	8	-2	3
Railgun [DEVASTATING WOUNDS, HEAVY]	72"	1	3+	20	-5	D6+6
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 pulse carbine [ASSAULT, TWIN-LINKED]	20"	2	4+	5	0	1
Smart missile system [INDIRECT FIRE]	30"	3	4+	5	0	1

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, FLY, CHARACTER, EPIC HERO, LONGSTRIKE

ABILITIES

CORE: **Deadly Demise D3**

FACTION: **For the Greater Good**

Armour Hunter: Each time this model makes an attack that targets a **MONSTER** or **VEHICLE**, add 1 to the Hit roll.

Targeting Array: Each time this model is selected to shoot, you can re-roll one Hit roll or you can re-roll one Wound roll when resolving its attacks.

XV02 Pilot Battlesuit: In your Command phase, you can select one friendly **HAMMERHEAD GUNSHIP** unit within 12". Until the start of your next Command phase, ranged weapons equipped by models in that unit have the **[LETHAL HITS]** ability.



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.

FACTION KEYWORDS:
T'AU EMPIRE

LONGSTRIKE

WARHAMMER LEGENDS

Renowned throughout the T'au Empire as its foremost tank ace, Shas'la T'au Sha'ng possesses a sublime talent for armoured warfare. His XV02 Pilot Battlesuit allows him to integrate seamlessly with the artificial intelligence of his chosen gunship, augmenting its targeting systems and ensuring that its every shot strikes home.

WARGEAR OPTIONS

- This model's railgun can be replaced with 1 ion cannon.
- This model's 2 twin pulse carbines can be replaced with one of the following:
 - 2 accelerator burst cannons
 - 2 smart missile systems
- This model can be equipped with up to 2 seeker missiles.

UNIT COMPOSITION

- **1 Longstrike – EPIC HERO**

This model is equipped with: 2 twin pulse carbines; railgun; armoured hull.

KEYWORDS: VEHICLE, FLY, CHARACTER, EPIC HERO, LONGSTRIKE



FACTION KEYWORDS:
T'AU EMPIRE

CRISIS BATTLESUITS

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
10"	5	3+	4	7+	2

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Airbursting fragmentation projector [BLAST, INDIRECT FIRE]	24"	D6	4+	3	0	1
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
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
T'au flamer [IGNORES COVER, TORRENT]	12"	D6	N/A	4	0	1

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	3	5+	5	0	1

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

KEYWORDS: VEHICLE, WALKER, FLY, BATTLESUIT, CRISIS

ABILITIES

CORE: **Deep Strike**

FACTION: **For the Greater Good**

Turbo-jets: Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this 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.

FACTION KEYWORDS:
T'AU EMPIRE

CRISIS BATTLESUITS

WARHAMMER LEGENDS

Wherever the battle rages most fiercely, there the Crisis Battlesuits strike. Piloted by courageous Fire Caste veterans, these suits are as tough and well-armed as many races' light tanks, yet they also boast jet-assisted speed that allows them to cross the battlefield in bounding leaps or drop in from Manta Gunships.

WARGEAR OPTIONS

- Any number of models can each have their burst cannon replaced with one of the following:
 - 1 airbursting fragmentation projector*
 - 1 battlesuit support system*
 - 1 cyclic ion blaster
 - 1 fusion blaster
 - 1 missile pod
 - 1 plasma rifle
 - 1 shield generator*
 - 1 T'au flamer
 - 1 weapon support system*
- Any number of models can be equipped with up to two of the following, and can take duplicates:
 - 1 gun drone**
 - 1 marker drone**
 - 1 shield drone**
- Any number of models can each be equipped with up to three of the following, and can take duplicates***:
 - 1 airbursting fragmentation projector*
 - 1 battlesuit support system*
 - 1 burst cannon
 - 1 cyclic ion blaster
 - 1 fusion blaster
 - 1 missile pod
 - 1 plasma rifle
 - 1 shield generator*
 - 1 T'au flamer
 - 1 weapon support system*

* Each model cannot have duplicates of these pieces of wargear.

** This drone's rules can be found on the Drones page at the end of this document.

*** Each model cannot be equipped with more than 3 ranged weapons.

UNIT COMPOSITION

- 1 Crisis Shas'v're
- 2-5 Crisis Shas'ui

Every model is equipped with: burst cannon; battlesuit fists.

CRISIS BODYGUARD

If a **CHARACTER** unit from your army with the Leader ability can be attached to a **CRISIS FIREKNIFE BATTLESUIT** unit, it can be attached to this unit instead.

KEYWORDS: VEHICLE, WALKER, FLY, BATTLESUIT, CRISIS



FACTION KEYWORDS:
T'AU EMPIRE

R'VARNA BATTLESUIT

WARHAMMER LEGENDS

M

8"

T

10

SV

2+

W

15

LD

7+

OC

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

WARHAMMER LEGENDS

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 Drones page at the end of this document.*

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

WARHAMMER LEGENDS

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.

KEYWORDS: VEHICLE, WALKER, FLY, BATTLESUIT, Y'VAHRA

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.

FACTION KEYWORDS:
T'AU EMPIRE

Y'VAHRA BATTLESUIT

WARHAMMER LEGENDS

Rushed into deployment after the success of the R'varna battlesuit, the XV109 Y'vakra 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 Drones page at the end of this document.*

UNIT COMPOSITION

- 1 Y'vakra 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

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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

WARHAMMER LEGENDS

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

BARRACUDA

WARHAMMER LEGENDS

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

KEYWORDS: VEHICLE, AIRCRAFT, FLY, BARRACUDA

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.

FACTION KEYWORDS:
T'AU EMPIRE

BARRACUDA

WARHAMMER LEGENDS

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

TACTICAL DRONES

WARHAMMER LEGENDS

M	T	SV	W	LD	OC
8"	3	4+	1	7+	0

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Twin pulse carbine [ASSAULT, TWIN-LINKED]	20"	2	5+	5	0	1
 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	1	6+	3	0	1

ABILITIES

CORE: **Deep Strike**

KEYWORDS: **DRONE, FLY, TACTICAL DRONES**



FACTION KEYWORDS:
T'AU EMPIRE

TACTICAL DRONES

WARHAMMER LEGENDS

Armoured units controlled by artificial intelligence and borne on gravitic repulsors, Tactical Drones provide support to T'au forces in the field. Capable of unleashing withering fusillades of pulse carbine fire, Commanders readily send these faithful units on seek-and-destroy missions to overwhelm enemy scouts or even light vehicles.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 4-12 Tactical Drones

Every model is equipped with: twin pulse carbine; close combat weapon.

KEYWORDS: DRONE, FLY, TACTICAL DRONES



FACTION KEYWORDS:
T'AU EMPIRE

T'AU EMPIRE

WARHAMMER LEGENDS

DRONES

If you have upgraded a model to have a drone, place a Drone token next to your model as a reminder. These do not count as models for any rules purposes.



GUARDIAN DRONE

Each time a model makes a ranged attack that targets the bearer's unit, subtract 1 from the Wound roll.

GUN DRONE

The bearer is equipped with the following ranged weapon:

RANGED WEAPON	RANGE	A	BS	S	AP	D
Twin pulse carbine [ASSAULT, TWIN-LINKED]	20"	2	5+	5	0	1



MARKER DRONE

The bearer's unit has the **MARKERLIGHT** keyword and can act as an Observer unit for another unit even if it Advanced this turn.

MISSILE DRONE

The bearer is equipped with the following ranged weapon:

RANGED WEAPON	RANGE	A	BS	S	AP	D
Missile pod	30"	2	5+	7	-1	2



SHIELD DRONE

Add 1 to the bearer's Wounds characteristic.

