

ORCA DROPSHIP

WARHAMMER LEGENDS

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



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

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

ABILITIES

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

FACTION: **For the Greater Good**

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

DAMAGED: 1-9 WOUNDS REMAINING

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

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



FACTION KEYWORDS:
T'AU EMPIRE

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Orca Dropship

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

TRANSPORT

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

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



FACTION KEYWORDS:
T'AU EMPIRE

HEAVY GUN DRONES

WARHAMMER LEGENDS

M

8"

T

5

SV

4+

W

2

LD

8+

OC

0



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Burst cannon

18"

4

4+

5

0

1

Twin burst cannon [TWIN-LINKED]

18"

4

5+

5

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Close combat weapon

Melee

1

6+

3

0

1

ABILITIES

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

WARGEAR ABILITIES

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

KEYWORDS: VEHICLE, FLY, HEAVY GUN DRONES



FACTION KEYWORDS:
T'AU EMPIRE

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 2 Heavy Gun Drones**

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

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



FACTION KEYWORDS:
T'AU EMPIRE

GREAT KNARLOC

WARHAMMER LEGENDS

M

9"

T

8

SV

4+

W

10

LD

7+

OC

3



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Kroot bolt thrower [HOOKED]

12"

1

4+

12

-2

3

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

Kroot rifle [RAPID FIRE 1]

24"

1

4+

4

0

1

Twin Kroot gun [TWIN-LINKED]

36"

2

4+

7

0

2



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Great Knarloc beak and talons [EXTRA ATTACKS]

Melee

4

3+

7

-1

3

Kroot rifle

Melee

2

3+

4

0

1

ABILITIES

CORE: Scouts 7"

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

WARGEAR ABILITIES

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

KEYWORDS: MONSTER, KROOT, GREAT KNARLOC



FACTION KEYWORDS:
T'AU EMPIRE

WARGEAR OPTIONS

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

UNIT COMPOSITION

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

KEYWORDS: MONSTER, KROOT, GREAT KNARLOC



FACTION KEYWORDS:
T'AU EMPIRE

TX42 PIRANHA

WARHAMMER LEGENDS

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

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

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

ABILITIES

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

FACTION: **For the Greater Good**

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

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



FACTION KEYWORDS:
T'AU EMPIRE

WARGEAR OPTIONS

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

UNIT COMPOSITION

- 1 TX42 Piranha

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

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



FACTION KEYWORDS:
T'AU EMPIRE

KNARLOC RIDERS

WARHAMMER LEGENDS

M

T

SV

W

LD

OC

7"

5

5+

4

7+

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

T

SV

W

LD

OC

8"

6

3+

4

7+

2



RANGED WEAPONS

RANGE

A

BS

S

AP

D

Fusion cascade [MELTA 4]

12"

1

4+

9

-4

D6

Phased ion gun

30"

4

4+

6

-1

1

Twin hazard burst cannon [TWIN-LINKED]

24"

4

4+

5

0

1



MELEE WEAPONS

RANGE

A

WS

S

AP

D

Battlesuit fists

Melee

3

5+

5

0

1

ABILITIES

CORE: **Deep Strike**

FACTION: **For the Greater Good**

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

WARGEAR ABILITIES

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

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

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

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



FACTION KEYWORDS:
T'AU EMPIRE

WARGEAR OPTIONS

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

**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 STARSYCTHE 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**

* 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'vahra is a Class 10 battlesuit designed for devastating shock assault. To facilitate this, it is equipped with a triple barrelled phased plasma-flamer capable of vaporising ceramite, and a massive EMP discharge cannon designed to incapacitate enemy war engines.

WARGEAR OPTIONS

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

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

UNIT COMPOSITION

- 1 Y'vahra Battlesuit

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

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



FACTION KEYWORDS:
T'AU EMPIRE

TETRAS

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.

