

# T'AU EMPIRE



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

## KEYWORDS

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

### <SEPT>

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

For example, if you were to include a Firesight Marksman in your army, and you decided it was from the Vior'la Sept, its <SEPT> Faction keyword is changed to **VIOR'LA SEPT** and its Drone Uplink ability would then read: 'Add 1 to hit rolls for attacks made with ranged weapons by **VIOR'LA SEPT MV71 SNIPER DRONES** whilst they are within 6" of any friendly units with this ability.'

**ETHEREAL** units cannot be from the **FARSIGHT ENCLAVES**.

## MASTER OF WAR

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

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

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

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

## COMMANDER WEAPONS LIST

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

### COMMANDER WEAPONS LIST

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

\* Cannot be taken by a Commander that has an XV86 Coldstar Battlesuit.

# COMMANDER SHADOWSUN



Commander Shadowsun is a unit that contains 1 model. It is equipped with: Fusion Blasters; Close Combat Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
<b>Commander Shadowsun</b>	8"	3+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Fusion Blasters	Heavy	18"	2	10+	4+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- This unit may have a Command-link Drone (**Power Rating +1**). If this unit has a Command-link Drone, it has the following additional abilities: **Command-link**.
- This unit may have Shield Drones (**Power Rating +1**). If this unit has Shield Drones, improve its Save characteristic by 1.

## ABILITIES

**Infiltrators, Stealth, Master of War**

**Genius of Kauyon:** Once per battle, at the start of the Action phase, this unit can declare Kauyon even if Kauyon or Mont'ka has already been declared. Mont'ka and Kauyon cannot be both declared in the same turn.

**Command-link:** If this unit has a Command-link Drone, then after this unit makes a Move action, you can select one friendly **T'AU EMPIRE** unit within 6" of this unit. Until the end of the phase, re-roll hit rolls of 1 for attacks made with ranged weapons by that unit.

**FACTION KEYWORDS:** T'AU EMPIRE, T'AU SEPT

**KEYWORDS:** LIGHT, INFANTRY, FLY, BATTLESUIT, CHARACTER, COMMANDER, XV22 STALKER, JET PACK, SHADOWSUN

# COMMANDER FARSIGHT



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Commander Farsight is a unit that contains 1 model. It is equipped with: High-intensity Plasma Rifle; The Dawn Blade. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Commander Farsight	8"	2+	2+	1	1	7	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
High-intensity Plasma Rifle	Heavy	30"	1	6+	6+	Rapid Fire
The Dawn Blade	Melee	Melee	x2	7+	7+	-

## ABILITIES

### Deep Strike, Master of War

**Genius of Mont'ka:** Once per battle, at the start of the Action phase, this unit can declare Mont'ka even if Kauyon or Mont'ka has already been declared. Mont'ka and Kauyon cannot be both declared in the same turn.

**Way of the Short Blade:** Re-roll hit rolls of 1 made for friendly **FARSIGHT ENCLAVE** units when using melee weapons whilst they are within 6" of this unit (and ranged weapons, if the target is an **ORKS** unit).

**FACTION KEYWORDS:** T'AU EMPIRE, FARSIGHT ENCLAVES

**KEYWORDS:** LIGHT, BATTLESUIT, FLY, CHARACTER, COMMANDER, JET PACK, FARSIGHT

# COMMANDER



A Commander is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Commander</b>	8"	3+	2+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
High-output Burst Cannon	Heavy	18"	4	8+	9+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- This unit must be equipped with two items from the *Commander Weapons* list.
- This unit can also be equipped with two items from the *Commander Weapons* list.
- This model can have one of the following (**Power Rating +1**):
  - XV8-02 Crisis Iridium Battlesuit. If this unit has an XV8-02 Crisis Iridium Battlesuit, improve its Save characteristic by 1.
  - XV85 Enforcer Battlesuit. If this unit has an XV85 Enforcer Battlesuit, it:
    - Has the following additional abilities: **Enforcer Battlesuit**.
    - Has the **XV85 ENFORCER** keyword instead of the **XV8 CRISIS** keyword.
  - XV86 Coldstar Battlesuit. If this unit has an XV86 Coldstar Battlesuit, it:
    - Has a Move characteristic of 20".
    - Is equipped with 1 High-output Burst Cannon instead of one item from the *Commander Weapons* list.
    - Has the **XV86 COLDSTAR** keyword instead of the **XV8 CRISIS** keyword.
- This unit can have up to two of the following (**Power Rating +1**): Gun Drone, Marker Drone, Shield Drone.
  - If this unit has a Gun Drone, re-roll wound rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Marker Drone, re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Shield Drone, improve its Save characteristic by 1.

## ABILITIES

### Deep Strike, Master of War

**Enforcer Battlesuit:** At the start of the Damage phase, if this unit has an XV85 Enforcer Battlesuit, you can remove one blast marker from this unit. Small blast markers must be removed before large blast markers.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** LIGHT, BATTLESUIT, FLY, CHARACTER, XV8 CRISIS, JET PACK, COMMANDER

# AUN'VA



Aun'Va is a unit that contains 3 models. It is equipped with: Honour Blades. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Aun'Va (3 models)	6"	3+	3+	2	2	7	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Honour Blades	Melee	Melee	User	8+	8+	-

## ABILITIES

**Failure Is Not an Option:** Friendly T'AU EMPIRE units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**Supreme Loyalty:** You can re-roll Morale tests taken for T'AU EMPIRE units in this unit's Detachment whilst this unit is on the battlefield.

**Paradox of Duality:** Subtract 1 from wound rolls for attacks that target this unit.

**FACTION KEYWORDS:** T'AU EMPIRE, T'AU SEPT

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, ETHEREAL, ETHEREAL GUARD, AUN'VA

# AUN'SHI



4



Aun'Shi is a unit that contains 1 model. It is equipped with: Honour Blade. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Aun'Shi	6"	2+	4+	1	1	7	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Honour Blade	Melee	Melee	User	7+	8+	-

## ABILITIES

**Failure Is Not an Option:** Friendly T'AU EMPIRE units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**Blademaster:** Re-roll wound rolls of 1 for attacks made with melee weapons by this unit.

**FACTION KEYWORDS:** T'AU EMPIRE, VIOR'LA SEPT

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, ETHEREAL, AUN'SHI

# ETHEREAL



An Ethereal is a unit that contains 1 model. It is equipped with: Honour Blade.

	M	WS	BS	A	W	Ld	Sv
Ethereal	6"	3+	4+	1	1	7	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Honour Blade	Melee	Melee	User	8+	8+	-
Pulse Carbine	Small Arms	18"	User	9+	9+	-

## WARGEAR OPTIONS

- This unit can have up to two of the following (**Power Rating +1**): Gun Drone, Marker Drone, Shield Drone.
  - If this unit has a Gun Drone, it is also equipped with 1 Pulse Carbine.
  - If this unit has a Marker Drone, re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Shield Drone, improve its Save characteristic by 1.
- This unit can have a Hover Drone (**Power Rating +1**). If this unit has a Hover Drone, it:
  - Has a Move characteristic of 8".
  - Gains the following additional keywords: **JET PACK, FLY.**

## ABILITIES

**Failure Is Not an Option:** Friendly T'AU EMPIRE units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, ETHEREAL

# CADRE FIREBLADE



4



A Cadre Fireblade is a unit that contains 1 model. It is equipped with: Pulse Rifle; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
Cadre Fireblade	6"	3+	2+	1	1	6	8+

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

## WARGEAR OPTIONS

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

## ABILITIES

**Volley Fire:** Add 1 to the Attacks characteristic of <SEPT> units within 6" of any friendly <SEPT> Cadre Fireblades whilst they are making attacks with Pulse Carbines and Pulse Rifles that target a unit within half range of the weapon being used for that attack.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, CADRE FIREBLADE

# DARKSTRIDER



Darkstrider is a unit that contains 1 model. It is equipped with: Pulse Carbine; Close Combat Weapons. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Darkstrider	7"	3+	2+	1	1	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Pulse carbine	Small Arms	18"	User	9+	9+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

## ABILITIES

### Infiltrators

**Structural Analyser:** Once per turn, after this unit makes a Shoot action, you can select one friendly **LIGHT T'AU SEPT** unit within 6" of this unit. Add 1 to wound rolls for attacks made with ranged weapons by that unit that target a unit targeted by this unit this turn.

**FACTION KEYWORDS:** T'AU EMPIRE, T'AU SEPT

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, DARKSTRIDER

# LONGSTRIKE



12



Longstrike is a unit that contains 1 model. It is equipped with: 2 Pulse Carbines; Railgun; Armoured Hull. You can only include one of this unit in your army.

	M	WS	BS	A	W	Ld	Sv
Longstrike	12"	6+	2+	1	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burst Cannon	Heavy	18"	2	8+	9+	-
Ion Cannon	Heavy	60"	2	6+	6+	Supercharge
Railgun	Heavy	72"	1	8+	4+	Destroyer
Smart Missile Systems	Heavy	30"	2	7+	9+	Barrage
Pulse Carbine	Small Arms	18"	User	9+	9+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Railgun, this unit can be equipped with 1 Ion Cannon.
- Instead of 2 Pulse Carbines, this unit can be equipped with one of the following: 2 Burst Cannons; Smart Missile Systems.

## ABILITIES

**Tank Ace:** Add 1 to wound rolls for attacks made by this unit with ranged weapons that target **HEAVY** or **SUPER-HEAVY** units.

**Fire Caste Exemplar:** Add 1 to hit rolls for attacks made with ranged weapons by friendly **T'AU SEPT TX7 HAMMERHEAD GUNSHIP** units whilst they are within 6" of this unit.

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

**FACTION KEYWORDS:** T'AU EMPIRE, T'AU SEPT

**KEYWORDS:** HEAVY, VEHICLE, FLY, CHARACTER, TX7 HAMMERHEAD GUNSHIP, LONGSTRIKE

# BREACHER TEAM



3



A Breacher Team is a unit that contains 5 models. It can contain 10 models (**Power Rating 6**). It is equipped with: Pulse Blasters; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Breacher Team (5 models)</b>	6"	5+	4+	1	1	5	8+
<b>Breacher Team (10 models)</b>	6"	5+	4+	2	2	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Pulse Blasters	Small Arms	15"	x2	5+	9+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- This unit can have up to two of the following (**Power Rating +1**): Guardian Drone, Gun Drone, Marker Drone, Shield Drone.
  - If this unit has a Guardian Drone, this unit has the following abilities: **Ignore Damage (6+)**.
  - If this unit has a Gun Drone, re-roll wound rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Marker Drone, re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Shield Drone, improve its Save characteristic by 1.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** LIGHT, INFANTRY, BREACHER TEAM

# STRIKE TEAM



3



A Strike Team is a unit that contains 5 models. It can contain 10 models (**Power Rating 6**) or 12 models (**Power Rating 7**). It is equipped with: Pulse Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Strike Team (5 models)</b>	6"	5+	4+	1	1	5	8+
<b>Strike Team (10 models)</b>	6"	5+	4+	2	2	5	8+
<b>Strike Team (12 models)</b>	6"	5+	4+	3	2	5	8+

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

## WARGEAR OPTIONS

- This unit can have up to two of the following (**Power Rating +1**): Guardian Drone, Gun Drone, Marker Drone, Shield Drone.
  - If this unit has a Guardian Drone, this unit has the following abilities: **Ignore Damage (6+)**.
  - If this unit has a Gun Drone, re-roll wound rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Marker Drone, re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Shield Drone, improve its Save characteristic by 1.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** LIGHT, INFANTRY, STRIKE TEAM

# KROOT CARNIVORES



4



Kroot Carnivores are a unit that contains 10 models. It can contain 20 models (**Power Rating 7**). It is equipped with: Kroot Rifles (Ranged); Kroot Rifles (Melee).

	M	WS	BS	A	W	Ld	Sv
<b>Kroot Carnivores (10 models)</b>	7"	3+	4+	1	2	4	10+
<b>Kroot Carnivores (20 models)</b>	7"	3+	4+	2	4	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Kroot rifles (ranged)	Small Arms	24"	User	7+	9+	Rapid Fire
Kroot rifles (melee)	Melee	Melee	x2	7+	9+	-

## ABILITIES

Infiltrators

**FACTION KEYWORDS:** T'AU EMPIRE, KROOT

**KEYWORDS:** LIGHT, INFANTRY, KROOT CARNIVORES

# KROOT SHAPER



3



A Kroot Shaper is a unit that contains 1 model. It is equipped with: Ritual Blade.

	M	WS	BS	A	W	Ld	Sv
<b>Kroot Shaper</b>	7"	3+	4+	1	1	5	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ritual Blade	Melee	Melee	User	8+	9+	-

## ABILITIES

**Wise of their Kind:** Friendly **KROOT** units can use this unit's Leadership characteristic instead of their own whilst they are within 6" of this unit.

**The Shaper Commands:** Re-roll wound rolls of 1 for attacks made by friendly **KROOT** units whilst they are within 6" of this unit.

**FACTION KEYWORDS:** T'AU EMPIRE, KROOT

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, KROOT SHAPER

# KROOTOX RIDERS



1



Krootox Riders are a unit that contains 1 model. It can contain 2 models (**Power Rating 2**) or 3 models (**Power Rating 3**). It is equipped with: Kroot Guns; Krootox Fists.

	M	WS	BS	A	W	Ld	Sv
<b>Krootox Riders (1 model)</b>	8"	3+	4+	1	1	4	10+
<b>Krootox Riders (2 models)</b>	8"	3+	4+	2	2	4	10+
<b>Krootox Riders (3 models)</b>	8"	3+	4+	3	3	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Kroot Guns	Small Arms	48"	User	8+	8+	Rapid Fire
Krootox Fists	Melee	Melee	User	7+	9+	-

**FACTION KEYWORDS:** T'AU EMPIRE, KROOT

**KEYWORDS:** LIGHT, CAVALRY, KROOTOX RIDERS

# XV25 STEALTH BATTLESUITS



6



XV25 Stealth Battlesuits are a unit that contains 3 models. It can contain 6 models (Power Rating 10). It is equipped with: Burst Cannons; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>XV25 Stealth Battlesuits (3 models)</b>	8"	5+	4+	1	1	6	6+
<b>XV25 Stealth Battlesuits (6 models)</b>	8"	5+	4+	2	2	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burst Cannons	Small Arms	18"	x3	8+	9+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## WARGEAR OPTIONS

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

## ABILITIES

Infiltrators, Stealth

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** LIGHT, BATTLESUIT, FLY, INFANTRY, JET PACK, XV25 STEALTH BATTLESUITS

# XV8 CRISIS BATTLESUITS



7



XV8 Crisis Battlesuits are a unit that contains 3 models. It can contain 6 models (**Power Rating 13**) or 9 models (**Power Rating 19**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>XV8 Crisis Battlesuits (3 models)</b>	8"	5+	4+	1	2	6	6+
<b>XV8 Crisis Battlesuits (6 models)</b>	8"	5+	4+	2	4	6	6+
<b>XV8 Crisis Battlesuits (9 models)</b>	8"	5+	4+	3	6	6	6+

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

## WARGEAR OPTIONS

- For each 3 models this unit contains, it must be equipped with one of the following (**Power Rating +1** per Burst Cannon, Cyclic Ion Blaster, Flamer and Plasma Rifle): 3 Airbursting Fragmentation Projectors; 3 Burst Cannons; 3 Cyclic Ion Blasters; 3 Flamers; 3 Fusion Blasters; 3 Missile Pods; 3 Plasma Rifles.
- This unit can have up to two of the following (**Power Rating +1** for each 3 models this unit contains): Gun Drones, Marker Drones, Shield Drones.
  - If this unit has Gun Drones, re-roll wound rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has Marker Drones, re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has Shield Drones, improve its Save characteristic by 1.

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** LIGHT, BATTLESUIT, FLY, JET PACK, XV8 CRISIS BATTLESUITS

# XV8 CRISIS BODYGUARDS



8



XV8 Crisis Bodyguards are a unit that contains 3 models. It can contain 6 models (**Power Rating 15**) or 9 models (**Power Rating 22**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>XV8 Crisis Bodyguards (3 models)</b>	8"	5+	4+	1	2	6	6+
<b>XV8 Crisis Bodyguards (6 models)</b>	8"	5+	4+	2	4	6	6+
<b>XV8 Crisis Bodyguards (9 models)</b>	8"	5+	4+	3	6	6	6+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Airbursting Fragmentation Projector	Heavy	18"	1	8+	10+	Barrage
Burst Cannon	Heavy	18"	2	8+	9+	-
Cyclic Ion Blaster	Heavy	18"	2	8+	8+	-
Flamer	Heavy	8"	1	7+	10+	Inferno
Fusion Blaster	Heavy	18"	1	11+	4+	-
Missile Pod	Heavy	36"	1	6+	8+	-
Plasma Rifle	Heavy	24"	1	7+	7+	Rapid Fire
Close Combat Weapons	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- For each 3 models this unit contains, it must be equipped with one of the following (**Power Rating +1** per Burst Cannon, Cyclic Ion Blaster, Flamer and Plasma Rifle): 3 Airbursting Fragmentation Projectors; 3 Burst Cannons; 3 Cyclic Ion Blasters; 3 Flamers; 3 Fusion Blasters; 3 Missile Pods; 3 Plasma Rifles.
- This unit can have up to two of the following (**Power Rating +1** for each 3 models this unit contains): Gun Drones, Marker Drones, Shield Drones.
  - If this unit has Gun Drones, re-roll wound rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has Marker Drones, re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has Shield Drones, improve its Save characteristic by 1.

## ABILITIES

### Deep Strike

**Sworn Protectors:** At the start of the Damage phase, you can select one friendly <SEPT> CHARACTER unit that has at least one blast marker next to it and is within 6" of this unit. Remove up to D3 blast markers from that CHARACTER unit and place them next to this unit.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** LIGHT, BATTLESUIT, FLY, JET PACK, XV8 CRISIS BODYGUARDS

# FIRESIGHT MARKSMAN



3



A Firesight Marksman is a unit that contains 1 model. It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Firesight Marksman</b>	5"	5+	3+	1	1	5	8+

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

## ABILITIES

Stealth

**Drone Uplink:** Add 1 to hit rolls for attacks made with ranged weapons by <SEPT> MV71 SNIPER DRONES whilst they are within 6" of any friendly units with this ability.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** LIGHT, INFANTRY, CHARACTER, FIRESIGHT MARKSMAN

# XV95 GHOSTKEEL BATTLESUIT



12



An XV95 Ghostkeel Battlesuit is a unit that contains 1 model. It is equipped with: Flamers; Fusion Collider; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>XV95 Ghostkeel Battlesuit</b>	<b>12"</b>	<b>5+</b>	<b>4+</b>	<b>1</b>	<b>2</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burst Cannon	Heavy	18"	2	8+	9+	-
Cyclic Ion Raker	Heavy	24"	2	8+	8+	Supercharge
Flamers	Heavy	8"	2	7+	10+	Inferno
Fusion Blasters	Heavy	18"	2	10+	4+	-
Fusion Collider	Heavy	18"	1	8+	3+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Fusion Collider, this unit can be equipped with 1 Cyclic Ion Raker.
- Instead of Flamers, this unit can be equipped with one of the following: 2 Burst Cannons; Fusion Blasters.

## ABILITIES

Infiltrators, Stealth

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** HEAVY, BATTLESUIT, FLY, MONSTER, JET PACK, XV95 GHOSTKEEL BATTLESUIT

# XV104 RIPTIDE BATTLESUIT



13



An XV104 Riptide Battlesuit is a unit that contains 1 model. It is equipped with: Heavy Burst Cannon; Smart Missile Systems; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>XV104 Riptide Battlesuit</b>	<b>12"</b>	<b>5+</b>	<b>4+</b>	<b>2</b>	<b>3</b>	<b>6</b>	<b>4+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Fusion Blasters	Heavy	18"	2	10+	4+	-
Heavy Burst Cannon	Heavy	36"	6	7+	8+	-
Ion Accelerator	Heavy	72"	4	6+	6+	Supercharge
Missile Pod	Heavy	36"	1	6+	8+	-
Plasma Rifles	Heavy	24"	2	7+	7+	Rapid Fire
Smart Missile Systems	Heavy	30"	2	7+	9+	Barrage
Close Combat Weapons	Melee	Melee	User	8+	9+	-

## WARGEAR OPTIONS

- Instead of Smart Missile Systems, this unit can be equipped with one of the following: Fusion Blasters; Plasma Rifles.
- Instead of 1 Heavy Burst Cannon, this unit can be equipped with 1 Ion Accelerator.
- This unit can have up to two Missile Drones (**Power Rating +1** per drone). For each Missile Drone this unit has, it is also equipped with 1 Missile Pod.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** HEAVY, BATTLESUIT, FLY, MONSTER, JET PACK, XV104 RIPTIDE BATTLESUIT

# PATHFINDER TEAM



5



A Pathfinder Team is a unit that contains 5 models. It can contain 10 models (**Power Rating 9**). It is equipped with: Pulse Carbines; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Pathfinder Team (5 models)</b>	7"	5+	4+	1	1	5	8+
<b>Pathfinder Team (10 models)</b>	7"	5+	4+	2	2	5	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ion Rifle	Heavy	30"	1	6+	8+	Supercharge
Pulse Carbines	Heavy	18"	x2	6+	8+	-
Rail Rifle	Heavy	30"	1	8+	6+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- This unit can also be equipped with up to three of the following in any combination (**Power Rating +1** per weapon): 1 Ion Rifle; 1 Rail Rifle.
- This unit can have up to two of the following (**Power Rating +1**): Gun Drone, Marker Drone, Shield Drone.
  - If this unit has a Gun Drone, re-roll wound rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Marker Drone, re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has a Shield Drone, improve its Save characteristic by 1.
- This unit can have a Recon Drone (**Power Rating +1**). If this unit has a Recon Drone, it does not suffer the penalty for attacks made with ranged weapons that target obscured targets.
- This unit can take up to two of the following (**Power Rating +1**): Grav-inhibitor Drone, Pulse Accelerator Drone.
  - If an enemy unit starts a Move action within 3" of any units accompanied by a Grav-inhibitor Drone, reduce its Movement characteristic by 2" until that Move action is completed.
  - If this unit has a Pulse Accelerator Drone, add 6" to the range of its Pulse carbines.

## ABILITIES

Infiltrators

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** LIGHT, INFANTRY, PATHFINDER TEAM

# TX4 PIRANHAS



3



TX4 Piranhas are a unit that contains 1 model. It can contain 3 models (**Power Rating 9**) or 5 models (**Power Rating 15**). It is equipped with: Pulse Carbines; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>TX4 Piranhas (1 model)</b>	16"	6+	4+	1	1	4	8+
<b>TX4 Piranhas (3 models)</b>	16"	6+	4+	3	3	4	8+
<b>TX4 Piranhas (5 models)</b>	16"	6+	4+	5	5	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burst Cannon	Heavy	18"	2	8+	9+	-
Fusion Blaster	Heavy	18"	1	10+	4+	-
Pulse Carbines	Heavy	18"	x2	6+	8+	-
Close Combat Weapons	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with one of the following: 1 Fusion Blaster; 1 Burst Cannon.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** HEAVY, VEHICLE, FLY, TX4 PIRANHAS

# TACTICAL DRONES



3



Tactical Drones are a unit that contains 4 models. It can contain 8 models (**Power Rating 5**) or 12 models (**Power Rating 7**). It is equipped with: Pulse Carbines; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Tactical Drones (4 models)</b>	8"	5+	5+	1	1	4	8+
<b>Tactical Drones (8 models)</b>	8"	5+	5+	2	2	4	8+
<b>Tactical Drones (12 models)</b>	8"	5+	5+	3	3	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Pulse Carbines	Heavy	18"	x2	6+	8+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- This unit can have up to two of the following (**Power Rating +1** for each 4 models this unit contains): Gun Drones, Marker Drones, Shield Drones.
  - If this unit has Gun Drones, re-roll wound rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has Marker Drones, re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has Shield Drones, improve its Save characteristic by 1.

## ABILITIES

### Deep Strike

**Threat Identification Protocols:** This unit must target the closest enemy unit when it makes a Shoot action. If more than one unit is equally close, select one of those units to target.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

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

# VESPID STINGWINGS



5



Vespid Stingwings are a unit that contains 4 models. It can contain 8 models (**Power Rating 11**) or 12 models (**Power Rating 16**). It is equipped with: Neutron Blasters; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>Vespid Stingwings (4 models)</b>	14"	4+	4+	1	1	6	8+
<b>Vespid Stingwings (8 models)</b>	14"	4+	4+	2	2	6	8+
<b>Vespid Stingwings (12 models)</b>	14"	4+	4+	3	3	6	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Neutron Blasters	Small Arms	18"	User	6+	6+	-
Close Combat Weapons	Melee	Melee	User	7+	9+	-

## ABILITIES

Deep Strike

**FACTION KEYWORDS:** T'AU EMPIRE, VESPID

**KEYWORDS:** LIGHT, INFANTRY, FLY, VESPID STINGWINGS

# KROOT HOUNDS



2



Kroot Hounds are a unit that contains 4 models. It can contain 8 models (**Power Rating 4**) or 12 models (**Power Rating 6**). It is equipped with: Ripping Fangs.

	M	WS	BS	A	W	Ld	Sv
<b>Kroot Hounds (4 models)</b>	12"	3+	-	1	1	4	10+
<b>Kroot Hounds (8 models)</b>	12"	3+	-	2	2	4	10+
<b>Kroot Hounds (12 models)</b>	12"	3+	-	3	3	4	10+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ripping Fangs	Melee	Melee	x2	7+	9+	-

## ABILITIES

**Voracious Predators:** Add 1 to wound rolls for attacks made by this unit that target units that are not **VEHICLES** and have any damage markers next to them.

**FACTION KEYWORDS:** T'AU EMPIRE, KROOT

**KEYWORDS:** LIGHT, BEASTS, KROOT HOUNDS

# XV88 BROADSIDE BATTLESUITS



6



XV88 Broadside Battlesuits are a unit that contains 1 model. It can contain 2 models (**Power Rating 11**) or 3 models (**Power Rating 16**). It is equipped with: Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>XV88 Broadside Battlesuits (1 model)</b>	5"	5+	4+	1	1	6	5+
<b>XV88 Broadside Battlesuits (2 model)</b>	5"	5+	4+	2	2	6	5+
<b>XV88 Broadside Battlesuits (3 model)</b>	5"	5+	4+	3	3	6	5+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Heavy Rail Rifle	Heavy	60"	1	9+	5+	-
High-yield Missile Pod	Heavy	36"	2	7+	9+	-
Plasma Rifles	Heavy	24"	2	7+	7+	Rapid Fire
Smart Missile Systems	Heavy	30"	2	7+	9+	Barrage
Missile Pod	Heavy	36"	1	6+	8+	-
Close Combat Weapons	Melee	Melee	User	9+	10+	-

## WARGEAR OPTIONS

- For each model this unit contains, it must be equipped with one of the following: 1 Heavy Rail Rifle; 2 High-yield Missile Pods (**Power Rating +1**).
- For each model this unit contains, it must be equipped with one of the following: Smart Missile Systems; Plasma Rifles.
- This unit can have up to two of the following (**Power Rating +1** for each model this unit contains): Gun Drones, Marker Drones, Shield Drones.
  - If this unit has Gun Drones, re-roll wound rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has Marker Drones, re-roll hit rolls of 1 for attacks made with ranged weapons by this unit.
  - If this unit has Shield Drones, improve its Save characteristic by 1.
- For each model this unit contains, it can have up to two Missile Drones (**Power Rating +1** per drone). For each Missile Drone this unit has, it is also equipped with 1 Missile Pod.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** LIGHT, BATTLESUIT, XV88 BROADSIDE BATTLESUITS

# TX7 HAMMERHEAD GUNSHIP



10



A TX7 Hammerhead Gunship is a unit that contains 1 model. It is equipped with: Railgun; 2 Pulse Carbines; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
<b>TX7 Hammerhead Gunship</b>	<b>12"</b>	<b>6+</b>	<b>3+</b>	<b>1</b>	<b>2</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burst Cannon	Heavy	18"	2	8+	9+	-
Ion Cannon	Heavy	60"	2	6+	6+	Supercharge
Railgun	Heavy	72"	1	8+	4+	Destroyer
Smart Missile Systems	Heavy	30"	2	7+	9+	Barrage
Pulse Carbine	Small Arms	18"	User	9+	9+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Railgun, this unit can be equipped with 1 Ion Cannon.
- Instead of 2 Pulse Carbines, this unit can be equipped with one of the following (**Power Rating +1**): 2 Burst Cannons; Smart Missile Systems.

## ABILITIES

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

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** HEAVY, VEHICLE, FLY, TX7 HAMMERHEAD GUNSHIP

# TX78 SKY RAY GUNSHIP



9



A TX78 Sky Ray Gunship is a unit that contains 1 model. It is equipped with: Seeker Missiles; 2 Pulse Carbines; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
<b>TX78 Sky Ray Gunship</b>	<b>12"</b>	<b>6+</b>	<b>3+</b>	<b>1</b>	<b>2</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burst Cannon	Heavy	18"	2	8+	9+	-
Pulse Carbine	Small Arms	18"	User	9+	9+	-
Seeker Missiles	Heavy	72"	1	8+	6+	Barrage
Smart Missile Systems	Heavy	30"	2	7+	9+	Barrage
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 2 Pulse Carbines, this unit can be equipped with one of the following (**Power Rating +1**): 2 Burst Cannons; Smart Missile Systems.

## ABILITIES

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

**Velocity Tracker:** Add 2 to hit rolls for attacks made with ranged weapons by this unit that target **AIRCRAFT** units.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** HEAVY, VEHICLE, FLY, TX78 SKY RAY GUNSHIP

# MV71 SNIPER DRONES



3



MV71 Sniper Drones are a unit that contains 3 models. It can contain 6 models (**Power Rating 5**) or 9 models (**Power Rating 7**). It is equipped with: Longshot Pulse Rifles; Close Combat Weapons.

	M	WS	BS	A	W	Ld	Sv
<b>MV71 Sniper Drones (3 models)</b>	8"	5+	5+	1	1	4	8+
<b>MV71 Sniper Drones (6 models)</b>	8"	5+	5+	2	2	4	8+
<b>MV71 Sniper Drones (9 models)</b>	8"	5+	5+	3	3	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Longshot Pulse Rifles	Small Arms	48"	User	6+	8+	Sniper
Close Combat Weapons	Melee	Melee	User	10+	10+	-

## ABILITIES

Stealth

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** LIGHT, DRONE, FLY, MV71SNIPER DRONES

# TY7 DEVILFISH



A TY7 Devilfish is a unit that contains 1 model. It is equipped with: Burst Cannon; 2 Pulse Carbines; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
<b>TY7 Devilfish</b>	<b>12"</b>	<b>6+</b>	<b>4+</b>	<b>1</b>	<b>2</b>	<b>6</b>	<b>6+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Pulse Carbine	Small Arms	18"	User	9+	9+	-
Smart Missile Systems	Heavy	30"	2	7+	9+	Barrage
Burst Cannon	Heavy	18"	2	8+	9+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 2 Pulse Carbines, this unit can be equipped with Smart Missile Systems.

## ABILITIES

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

## TRANSPORT

This unit can transport up to 12 <SEPT> INFANTRY or DRONE models. It cannot transport BATTLESUITS.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** HEAVY, VEHICLE, FLY, TRANSPORT, TY7 DEVILFISH

# AX3 RAZORSHARK STRIKE FIGHTER



11



An AX3 Razorshark Strike Fighter is a unit that contains 1 model. It is equipped with: Burst Cannon; Quad Ion Turret; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
<b>AX3 Razorshark Strike Fighter</b>	<b>20-50"</b>	<b>6+</b>	<b>4+</b>	<b>1</b>	<b>2</b>	<b>4</b>	<b>8+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Burst Cannon	Heavy	18"	2	8+	9+	-
Missile Pod	Heavy	36"	1	6+	8+	-
Quad Ion Turret	Heavy	30"	2	7+	7+	Anti-air; Supercharge
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- Instead of 1 Burst Cannon, this unit can be equipped with 1 Missile Pod.

## ABILITIES

Supersonic

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** HEAVY, AIRCRAFT, VEHICLE, FLY, AX3 RAZORSHARK STRIKE FIGHTER

# AX39 SUN SHARK BOMBER



10



An AX39 Sun Shark Bomber is a unit that contains 1 model. It is equipped with: Ion Rifles; Missile Pod; Armoured Hull.

	M	WS	BS	A	W	Ld	Sv
AX39 Sun Shark Bomber	20-50"	6+	4+	1	2	4	7+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Ion Rifles	Heavy	30"	2	6+	8+	Supercharge
Missile Pod	Heavy	36"	1	6+	8+	-
Armoured Hull	Melee	Melee	User	10+	10+	-

## WARGEAR OPTIONS

- This unit can also be equipped with 1 Missile Pod (**Power Rating +1**).

## ABILITIES

### Supersonic

**Bombing Run:** When this unit finishes making a Move action, select one enemy unit it moved over whilst making that Move action. Roll three D6, subtracting 1 from each result if that unit is a **CHARACTER** and adding 1 to each result if that unit is **INFANTRY**; for each result of 4+ place one blast marker next to that unit.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** HEAVY, AIRCRAFT, VEHICLE, FLY, AX39 SUN SHARK BOMBER

# TIDEWALL SHIELDLINE



4



A Tidewall Shieldline is a unit that contains 1 model, either a Tidewall Shieldline model or a Tidewall Defence Platform model.

	M	WS	BS	A	W	Ld	Sv
Tidewall Shieldline	6"	-	-	-	2	4	7+

## ABILITIES

### Open-topped

**Tidewall Network:** Each Fortification slot in a Detachment allows you to take two Tidewall Shieldline units in your army – one that contains 1 Tidewall Shieldline model and one that contains 1 Defence Platform model – instead of just one. Each unit taken for a single Fortification slot must be placed at the same time and within 1" of each other unit taken for the same slot the first time they are set up. If a Tidewall Shieldline unit that contains 1 Defence Platform model is not in the same Fortification slot as a Tidewall Shieldline unit that contains 1 Tidewall Shieldline model, it cannot be deployed.

**Mobile Defence Platform:** This unit can only make a Move action if any models are embarked aboard it.

## TRANSPORT

This unit can transport up to 10 T'AU EMPIRE INFANTRY models.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** BUILDING, VEHICLE, TRANSPORT, TIDEWALL SHIELDLINE

# TIDEWALL DRONEPORT



4



A Tidewall Droneport is a unit that contains 1 model. It is equipped with: 2 Pulse Carbines.

	M	WS	BS	A	W	Ld	Sv
<b>Tidewall Droneport</b>	6"	-	5+	-	2	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Pulse Carbine	Small Arms	18"	1	9+	9+	

## ABILITIES

Open-topped

**Automated Drone Control Systems:** This unit will always target the closest enemy unit with its Pulse Carbines. If two enemy units are equally close, you can choose which one this unit targets.

**Mobile Defence Platform:** This unit can only make a Move action if any models are embarked aboard it.

## TRANSPORT

This unit can transport up to 10 T'AU EMPIRE INFANTRY models.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** BUILDING, VEHICLE, TRANSPORT, TIDEWALL DRONEPORT

# TIDEWALL GUNRIG



6



A Tidewall Gunrig is a unit that contains 1 model. It is equipped with: Supremacy Railgun.

	M	WS	BS	A	W	Ld	Sv
Tidewall Gunrig	6"	-	5+	-	2	4	8+

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Supremacy Railgun	Heavy	72"	1	8+	4+	Destroyer

## ABILITIES

### Open-topped

**Automated Fire Control Systems:** This unit will always target the closest enemy unit with its Supremacy Railgun unless a friendly <SEPT> unit is embarked aboard it. If two enemy units are equally close, you can choose which one this unit targets.

**Mobile Defence Platform:** This unit can only make a Move action if any models are embarked aboard it.

## TRANSPORT

This unit can transport up to 10 T'AU EMPIRE INFANTRY models.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** BUILDING, VEHICLE, TRANSPORT, TIDEWALL GUNRIG

# KV128 STORMSURGE



20



A KV128 Stormsurge is a unit that contains 1 model. It is equipped with: Cluster Rocket System; 4 Destroyer Missiles; Flamers; Pulse Blastcannon; Smart Missile Systems; Crushing Feet.

	M	WS	BS	A	W	Ld	Sv
<b>KV128 Stormsurge</b>	<b>6"</b>	<b>5+</b>	<b>4+</b>	<b>1</b>	<b>5</b>	<b>6</b>	<b>5+</b>

WEAPON	TYPE	RANGE	A	SAP	SAT	ABILITIES
Airbursting Fragmentation Launchers	Heavy	18"	2	8+	10+	Barrage
Burst Cannon	Heavy	18"	2	8+	9+	-
Cluster Rocket System	Heavy	48"	8	8+	10+	-
Destroyer Missile	Heavy	60"	1	5+	5+	Destroyer, One Use Only
Flamers	Heavy	8"	2	7+	10+	Inferno
Pulse Blastcannon	Heavy	30"	4	6+	5+	-
Pulse Driver Cannon	Heavy	72"	1	8+	4+	Destroyer
Smart Missile Systems	Heavy	30"	2	7+	9+	Barrage
Crushing Feet	Melee	Melee	User	8+	9+	-

## WARGEAR OPTIONS

- Instead of Flamers, this unit can be equipped with one of the following: Airbursting Fragmentation Projectors; 2 Burst Cannons.
- Instead of 1 Pulse Blastcannon, this unit can be equipped with 1 Pulse Driver Cannon.

## ABILITIES

**Stabilising Anchors:** Re-roll hit rolls of 1 for attacks made with ranged weapons by this unit if it did not make a Move action this turn.

**FACTION KEYWORDS:** T'AU EMPIRE, <SEPT>

**KEYWORDS:** SUPER-HEAVY, TITANIC, VEHICLE, KV128 STORMSURGE