TIGER SHARK

395 PTS

M	T	Sv	W	LD	OC
-	11	3+	18	7+	-

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Burst cannon	18"	4	4+	5	0	1
Missile pod	30"	2	4+	7	-1	2
Seeker missile ONE SHOT	48"	1	4+	14	-3	D6+1
2x Skyspear missile rack ANTI-FLY 3+ BLAST	72"	D6+1	4+	6	-1	1
2x Swiftstrike burst cannon	36"	16	4+	6	-1	1
Swiftstrike railgun DEVASTATING WOUNDS	72"	1	4+	20	-5	D6+6
➤ Cyclic ion blaster - overcharge HAZARDOUS	18"	3	4+	8	-2	2
➤ Cyclic ion blaster - standard	18"	3	4+	7	-1	1
2x ➤ Ion cannon - overcharge BLAST HAZARDOUS	60"	D6+3	4+	8	-2	3
2x ➤ Ion cannon - standard BLAST	60"	D6+3	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured hull	Melee	3	5+	6	0	1

ABILITIES

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.

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.

Transport bay
The bearer has the TRANSPORT keyword and has a transport capacity of 12 TACTICAL DRONES models.

WEAPON ABILITIES

Anti
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

AUFSTELLUNG

1x Tiger Shark (160mm)

Equipped with: Burst cannon, Missile pod, Seeker missile, 2x Skyspear missile rack, 2x Swiftstrike burst cannon, Swiftstrike railgun, ➤ Cyclic ion blaster - overcharge, ➤ Cyclic ion blaster - standard, 2x ➤ Ion cannon - overcharge, 2x ➤ Ion cannon - standard, Armoured hull

Wargear Options:

- This model can replace its 2 burst cannons with 2 cyclic ion blasters.
- This model can replace its [illegible] with 2 [illegible]

KEYWORDS: Vehicle, Aircraft, Fly, Tiger Shark, Non-Kroot
FACTION KEYWORDS: T'au Empire

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Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

FACTION RULES

For The Greater Good
If your Army Faction is T'AU EMPIRE, at the start of your Shooting phase you can select units from your army with this ability to become Observer units.

During your Shooting phase, for each Observer unit from your army that has not been selected to shoot this phase and is eligible to shoot (excluding FORTIFICATION and Battle-shocked units) select one enemy unit that is visible to be marked as their Spotted unit until the end of the phase. Each enemy unit can only be marked as a Spotted unit once per phase.

Units from your army with the For the Greater Good ability (excluding Observer units) are Guided units while targeting one or more Spotted units.

Until the end of the phase, each time a model from your army in a Guided unit makes an attack that targets a Spotted unit, improve the Ballistic Skill characteristic of that attack by 1 and, if the Spotted unit was marked by an Observer unit that has the Markerlight keyword, that attack has the [IGNORES COVER] ability.

CORE RULES

Deadly Demise D6+2
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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