T'AU EMPIRE

Y'VAHRA BATTLESUIT [LEGENDS]

210 PTS

M	T	SV	W	LD	OC
10"	9	2+	15	7+	4

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Flechette pod	12"	5	4+	3	0	1
Missile pod	30"	2	5+	7	-1	2
Phased plasma-flamer IGNORES COVER TORRENT	12"	10	N/A	6	-1	1
➤ Ionic discharge cannon - overcharge BLAST HAZARDOUS	18"	D6+1	4+	8	-2	3
➤ Ionic discharge cannon - standard BLAST	18"	D6+1	4+	7	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Battlesuit fists	Melee	6	5+	6	0	2

AUFSTELLUNG

1x Y'vahra Battlesuit [Legends]

Equipped with: Flechette pod, Missile pod, Phased plasma-flamer, ➤ Ionic discharge cannon - overcharge, ➤ Ionic discharge cannon - standard, Battlesuit fists

Wargear Options:

■ This model can be equipped with up to 2x Missile Drone.

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.

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.

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 the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

WEAPON RULES

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).*

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.

IGNORES COVER

Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

TORRENT

Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

CORE RULES

Deadly Demise D6

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").

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.