

Y'VAHRA BATTLESUIT [LEGENDS] - T'AU EMPIRE

210 PTS

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

INVULNERABLE
SAVE

5+

AUFSTELLUNG
1x Y'vakra 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.

KEYWORDS: Vehicle, Walker, Fly, Battlesuit, Y'vakra, Non-Kroot
FACTION KEYWORDS: T'au Empire

⦿ 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

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 ABILITIES

- 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.

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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").

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.