



## TIGER SHARK AX-1-0

### DAMAGE

Some of a Tiger Shark AX-1-0's characteristics change as it takes damage, as shown below:

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tiger Shark AX-1-0	*	5+	*	8	8	16	3	8	3+

The Tiger Shark AX-1-0 is a single model equipped with two heavy rail cannon, two burst cannon and two missile pods.

REMAINING W	M	BS
8-16+	20"-75"	2+
4-7	20"-45"	3+
1-3	20"-30"	4+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy rail cannon	120"	Macro 1	18	-5	2D6	Each wound roll of 6+ made for this weapon inflicts an additional D3 mortal wounds in addition to any other damage.
Burst cannon	18"	Assault 4	5	0	1	-
Cyclic ion blaster	When attacking with this weapon, choose one of the profiles below:					
- Standard	18"	Assault 3	7	-1	-1	-
- Overcharge	18"	Assault D3	8	-1	D3	If you make one or more hit rolls of 1, the bearer suffers a mortal wound after all of this weapon's shots have been resolved.
Missile pod	36"	Assault 2	7	-1	D3	-
Seeker missile	72"	Heavy 1	-	-	-	A unit hit by this weapon suffers a mortal wound. Each seeker missile can only be used once per battle. This weapon only hits on a roll of a 6, regardless of the firing model's Ballistic Skill or any modifiers.

### WARGEAR OPTIONS

- The Tiger Shark AX-1-0 may take up to six seeker missiles.
- The Tiger Shark AX-1-0 may replace its two burst cannon with two cyclic ion blasters.

### ABILITIES

**Airborne:** This model cannot charge, can only be charged by units that can **FLY**, and can only attack or be attacked in the Fight phase by units that can **FLY**.

**Tiger Shark Dispersion Field:** This model has a 5+ invulnerable save.

**Supersonic:** Each time this model moves, first pivot it on the spot up to 90° (this does not contribute to how far the model moves), and then move the model straight forwards. Note that it cannot pivot again after the initial pivot. When this model Advances, increase its Move characteristic by 25" until the end of the phase – do not roll a dice.

**Hard to Hit:** Your opponent must subtract 1 from all hit rolls for attacks that target this model in the shooting phase. In addition, if the Tiger Shark AX-1-0 advances, it may only be affected by weapons of the Heavy and Macro type.

**Crash and Burn:** If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield; on a 6 it explodes and each unit within 12" suffers D3 mortal wounds.

**Titan Hunter:** This model may fire Macro weapons even if it has moved this turn.

**Macro Weapons:** This is an additional weapon type to the five types presented in the main *Warhammer 40,000* rulebook. Macro weapons are truly gigantic in proportion, often the size of armoured vehicles in their own right in many cases. Such mighty weapons are unwieldy and only able to be mounted on the largest of war engines such as Titans, but their power is enough to annihilate the most well-protected target and is particularly effective against the fortifications and the largest war machines, against which their power can be fully spent.

A model armed with a Macro weapon may not fire it if it has moved previously in the turn, unless the firing unit also has the **TITANIC** keyword. No Macro weapon may be used to make Overwatch attacks. When used against units with the **TITANIC** or **BUILDING** keyword, the damage inflicted by a Macro weapon is doubled (this doubling takes place after any randomised damage has been rolled for).

### FACTION KEYWORDS

T'AU EMPIRE, <SEPT>

### KEYWORDS

VEHICLE, FLY, TIGER SHARK AX-1-0

### UNIT POINTS COST

MODEL	MODELS PER UNIT	POINTS PER MODEL (does not include weapons or support systems)
Tiger Shark AX-1-0	1	255

### RANGED WEAPONS POINTS COST

WEAPON	POINTS PER WEAPON
Heavy rail cannon	130
Burst cannon	10
Missile pod	24
Cyclic ion blaster	18
Seeker missile	5