



TIGER SHARK

DAMAGE

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

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

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Tiger Shark	*	5+	*	8	8	16	3	7	3+

A Tiger Shark is a single model equipped with two ion cannon, two burst cannon and two missile pods.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Ion cannon	When attacking with this weapon, choose one of the profiles below:					
- Standard	60"	Heavy 3	7	-2	2	-
- Overcharge	60"	Heavy D3	8	-2	3	Change the type to Heavy D6 against units containing 10 or more models. 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.
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	-
Skyspear missile rack	72"	Heavy D6	6	-2	2	-
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 6, regardless of the firing model's Ballistic Skill or any modifiers.
Swiftstrike railgun	36"	Heavy 2	8	-4	D6	Each wound roll of 6+ made for this weapon inflicts a single mortal wound in addition to all other damage.
Swiftstrike burst cannon	36"	Heavy 8	6	-1	1	-

WARGEAR OPTIONS
<ul style="list-style-type: none"> The Tiger Shark may take up to six seeker missiles. The Tiger Shark may replace its two burst cannon with two cyclic ion blasters. The Tiger Shark may replace its two ion cannon with either two swiftstrike burst cannon or two swiftstrike railguns. The Tiger Shark may replace its transport bay, leaving it unable to transport any models, losing the TRANSPORT keyword and gaining two skyspear missile racks.

ABILITIES
<p>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.</p> <p>Tiger Shark Dispersion Field: This model has a 5+ invulnerable save.</p> <p>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.</p> <p>Hard to Hit: Your opponent must subtract 1 from all hit rolls for attacks that target this model in the shooting phase.</p> <p>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.</p>

TRANSPORT
This model can transport up to 14 <SEPT> TACTICAL DRONES

FACTION KEYWORDS
T'AU EMPIRE, <SEPT>

KEYWORDS
VEHICLE, TRANSPORT, FLY, TIGER SHARK

UNIT POINTS COST

MODEL	MODELS PER UNIT	POINTS PER MODEL (does not include weapons or support systems)
Tiger Shark	1	245

RANGED WEAPONS POINTS COST

WEAPON	POINTS PER WEAPON
Ion cannon	55
Burst cannon	10
Cyclic ion blaster	18
Missile pod	24
Skyspear missile rack	0
Seeker missile	5
Swiftstrike railgun	101
Swiftstrike burst cannon	55