



BARRACUDA AX-5-2

DAMAGE

Some of the Barracuda AX-5-2's characteristics change as it suffers damage, as shown below:

REMAINING W	M	BS
7-14+	20"-65"	3+
4-6	20"-45"	4+
1-3	20"-25"	5+

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Barracuda AX-5-2	*	6+	*	6	7	14	3	7	3+

A Barracuda AX-5-2 is a single model equipped with a swiftstrike burst cannon, two long-barrelled burst cannon and two missile pods.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Swiftstrike burst cannon	36"	Heavy 8	6	-1	1	-
Long-barrelled burst cannon	36"	Heavy 4	5	0	1	-
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.
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.
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 6, regardless of the firing model's Ballistic Skill or any modifiers.

- WARGEAR OPTIONS**
- The Barracuda AX-5-2 may replace its swiftstrike burst cannon with either an ion cannon or a swiftstrike railgun.
 - The Barracuda AX-5-2 may replace both its long-barrelled burst cannon with two cyclic ion blasters.
 - The Barracuda AX-5-2 may also take up to four seeker missiles.

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**.

Barracuda 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 20" 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.

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 6" suffers D3 mortal wounds.

FACTION KEYWORDS T'AU EMPIRE, <SEPT>

KEYWORDS VEHICLE, FLY, BARRACUDA AX-5-2

UNIT POINTS COST

MODEL	MODELS PER UNIT	POINTS PER MODEL (does not include weapons or support systems)
Barracuda AX-5-2	1	160

RANGED WEAPONS POINTS COST

WEAPON	POINTS PER WEAPON
Cyclic ion blaster	18
Ion cannon	55
Long-barrelled burst cannon	12
Missile pod	24
Seeker missile	5
Swiftstrike burst cannon	55
Swiftstrike railgun	101