

# Tau XV109 Y'vakra Battlesuit ..... 230 points

Rushed into deployment after the success of the R'varna battlesuit, the XV109 Y'vakra is a Class 10 battlesuit designed for devastating shock assault. To facilitate this role, the Y'vakra is equipped with a triple barrelled phased-plasma flamer capable of vaporising even hardened ceramite, and a massive EMP discharge cannon designed to incapacitate enemy war engines. The complex vectored thruster array incorporated into the Y'vakra's impressive armour allows it to traverse the battlefield in long graceful bounds, slamming into the greatest concentration of the enemy and reaping a heavy toll in lives before jetting away.

The Y'vakra battlesuit originates with the same Earth caste engineer as the R'varna, Fio'O Ke'Ishan Sho'Aun, infamous for his resistance to the will of the Ethereal Council as much as his genius at weapons design. The Y'vakra represents a disturbing paradigm shift in the tactics of the pragmatic Ke'Ishan Sept, in whom long years under near constant attack by alien forces has bred a stubborn pragmatism and siege mentality. The new XV109 is clearly a design intended to carry the fighting to the enemies of the Ke'Ishan, perhaps marking a new stage of expansion on the Tau Empire's neglected eastern border.

	WS	BS	S	T	W	I	A	Ld	Sv
Y'vakra Shas'vre	2	4	6	6	4	2	3	9	2+
Shielded Missile Drone	2	2	4	6	1	4	1	7	4+
Shield Drone	2	2	3	4	1	4	1	7	4+



## Unit Composition

- 1 Y'vakra Shas'vre

## Unit Type

- Y'vakra Shas'vre: Jetpack Monstrous Creature
- Shielded Missile Drone: Jet Pack Infantry (Drone)
- Shield Drone: Jet Pack Infantry (Drone)

## Wargear

- Y'vakra battlesuit
- Ionic discharge cannon
- Phased plasma-flamer
- Ravelin shield generator
- Vectored thruster array
- Flechette dispersal pods

## Wargear (Shielded Missile Drone)

- Missile pod
- Shield generator

## Wargear (Shield Drone)

- Shield generator

## Special Rules

- Nova Reactor - Y'vakra Class (Y'vakra Shas'vre only)
- Supporting Fire
- Hit and Run

## Options

- The Y'vakra Shas'vre may take up to two drones from the following list:
  - Shielded Missile Drones.....+25 points each
  - Shield Drones ..... +12 points each
- The Y'vakra Shas'vre may take up to two items from the Support systems list (see *Codex: Tau Empire*) with the same restrictions of choice that apply to a Riptide battlesuit. This does not include any of the options presented in the *Farsight Enclaves* supplement.

An XV109 Y'vakra battlesuit is a Fast Attack choice in a *Codex: Tau Empire* detachment.



### XV109 Y'vahra Battlesuit

A shock assault variant of the standard XV104 Riptide battlesuit, the Y'vahra battlesuit provides a 2+ Armour save. It includes inbuilt multi-trackers (see *Codex: Tau Empire*) and inbuilt Blacksun Filters (see *Codex: Tau Empire*).

### Ravelin Shield Generator

The Ravelin shield generator provides a 5+ Invulnerable save, increasing to 4+ against any attacks originating from within 12" of the Y'vahra battlesuit or in close combat.

### Phased Plasma-flamer

The phased plasma-flamer has two firing modes. Choose which one is used each time the weapon is fired:

Weapon	Range	Str	AP	Type
Phased plasma-flamer				
- Single canister	Torrent (6")	6	3	Heavy 1, Torrent (6")
- Full rotation	Torrent (6")	6	2	Heavy 2, Torrent (6"), Gets Hot

**Torrent (6"):** As *Torrent*, but the template is placed within 6" of the firing model rather than 12".

### Ionic Discharge Cannon

Weapon	Range	Str	AP	Type
Ionic discharge cannon	12"	8	3	Heavy 3, Blind, Haywire Burst

**Haywire Burst:** For each successful hit this weapon inflicts on a vehicle, roll for a single Haywire hit as well as resolving the attack from the weapon's profile.

### Flechette Dispersal Pods

Whenever the battlesuit enters play from Deep Strike or uses the vectored thruster array to move like a Swooping Monstrous Creature, when it finishes moving it may choose a single unengaged enemy unit within 6" to suffer a flechette attack using the following profile. This attack takes place at the end of the Movement phase and does not count as the suit firing a weapon that turn.

Weapon	Range	Str	AP	Type
Flechette dispersal pod	6"	4	5	Assault D6, Shred

### Vectored Thrust Array

At the beginning of any of the controlling player's Movement phases, a Y'vahra battlesuit may choose to move as though it was a Swooping Monstrous Creature for that phase. As this move represents a long bounding leap rather than true flight, the Y'vahra battlesuit does not gain the Vector Strike special rule while moving in this fashion. This special movement may not be used in two consecutive turns.

### Nova Reactor – Y'vahra Class

The Y'vahra class utilises a variant installation of the Riptide's powerful if dangerous Nova reactor. Using the reactor follows the same rules as for a Riptide (see *Codex: Tau Empire*). Declare an attempt to use the Nova reactor if desired at the start of the model's Movement phase. Roll a D6. On a result of 1-2, the Y'vahra fails and suffers a wound (no saves of any kind may be taken). On a 3+, one of the following abilities may be used, its effects lasting until the start of the owning player's next Movement phase:

#### Ability

##### Nova Barricade

#### Effect

The model's Invulnerable save is increased to 3+ against close combat attacks.

##### Overcharged Ionic Burst

The ionic discharge cannon is treated as Heavy 3+D3 for the duration of this effect.

##### Escape Thrust

At the start of the Movement phase, the model may be removed from play and placed in Ongoing Reserves. It may do this even if in close combat, in which case any previously engaged models consolidate as normal.

##### Vector Evasion

The model gains the Jink special rule, and when Thrusting or Swooping gains a 4+ Cover save as if it had moved Flat Out.