

Tau XV107 R'varna Battlesuit..... 260 points

The XV107 R'varna is a rare variant of the recently introduced Riptide battlesuit which mounts as its main armament two pulse submunitions cannon, experimental weapons systems which fire micro-cluster projectiles capable of saturating the target area in a deadly storm of plasma pulses. The R'varna also has far heavier armour than the more mobile, jump-capable Riptide, allowing the veterans assigned to pilot it to stand firm against any foe, while the more mobile elements of the cadre envelop and destroy them.

The stoic Earth caste of Ke'Ischan was almost forced to abandon its plans for developing the R'varna battlesuit due to the monumental cost of these new war engines. Instead Fio'O Ke'Ischan Sho'Aun turned to the Ethereal Council's demands for improved stealth and infiltration units, appropriating resources intended for this project to create the initial prototype units under the guise of developing a new Stealth suit. Renewed Tyranid attacks against the beleaguered sept world of Ke'Ischan were to reveal O'Sho'aun's deception to the Council, as the trio of prototype units held back the savage host of organic nightmares that threatened to engulf the sept's primary city.

The destruction they wrought on the alien horde earned the battlesuit the title R'varna, named for Commander Burning Rain, a legendary hero of Ke'Ischan's wars against Hive Fleet Gorgon. It also earned O'Sho'aun the full attention of the Ethereal Council, who have summoned the errant engineer to T'au, though he has delayed this 'honour', citing the need to complete his work before accepting any accolade. Meanwhile, the R'varna battlesuit has entered full production on the world of Ke'Ischan, whose grim and fatalistic warriors favour the tenacity and firepower of the new battlesuit, with many other examples of O'Sho'aun's masterwork dispatched to other septs for combat evaluation against the myriad of threats arrayed against the Tau Empire.

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

Unit Composition

- 1 R'varna Shas'vre

Unit Type

- R'varna Shas'vre: Monstrous Creature
- Shielded Missile Drone: Jet Pack Infantry (Drone)

Wargear

- R'varna battlesuit
- Two pulse submunitions cannon
- Riptide shield generator

Wargear

(Shielded Missile Drone)

- Missile pod
- Shield generator

Special Rules

- Nova Reactor - R'varna Class (R'varna Shas'vre only)
- Supporting Fire

Options

- The R'varna Shas'vre may take:
 - Up to two Shielded Missile Drones..... +25 points each
- The R'varna Shas'vre may take the following support systems only: Positional Relay, Stimulant Injector (see page 95 of Codex: Tau Empire).

An XV107 R'varna battlesuit is a Heavy Support choice in a Codex: Tau Empire army.



XV107 R'varna Battlesuit

A heavy fire support variant of the standard XV104 Riptide battlesuit, the R'varna battlesuit provides a 2+ Armour save. It includes inbuilt multi-trackers (see page 69 of *Codex: Tau Empire*), inbuilt blacksun filters (see page 68 of *Codex: Tau Empire*) and a flechette discharger (see page 72 of *Codex: Tau Empire*). In the case of the flechette discharger, all models in contact with the R'varna's base are subject to the attack.

Pulse Submunitions Cannon

Unlike standard pulse weapons, these powerful cannon fire clusters of sophisticated micro-submunitions that detonate in proximity to their target in a storm of separate pulse-discharges, showering the area with deadly effect. Larger targets suffer proportionately greater harm, as they can be struck with a wave of near-simultaneous detonations, magnifying the blast and shredding them apart.

Weapon	Range	Str	AP	Type
Pulse submunitions cannon	60"	6	4	Heavy 1, Large Blast (5"), Cluster Fire

Cluster Fire: Very Bulky models, as well as those with the Bike/Jetbike/Beasts/Cavalry type, suffer two hits each from this weapon at an increased Strength of 7. Extremely Bulky and Artillery/Monstrous Creature/Flying Monstrous Creature/Vehicle (any type) models and specifically targeted buildings and fortifications suffer 3 hits each if they are hit by the weapon at an increased Strength of 8.

Example: *The Large Blast (5") from a pulse submunitions cannon hits models from two separate units: one comprising Space Marine Devastator Centurions and the other being a Tactical squad – two Space Marine Centurions and three Tactical squad Space Marines are affected by the blast.*

Against the Tactical squad, the weapon's listed profile of Strength 6 is used as the Cluster Fire rule does not affect infantry models without the Bulky rule, and only 3 hits (one per model under the template) are inflicted, as per the standard rules. The Centurion squad suffers 4 hits at Strength 7 (two hits per model with the Very Bulky rule).

Note: The Pulse submunitions cannon cannot benefit from the Storm of Fire special rule (see page 35 of *Codex: Tau Empire*).

Nova Reactor – R'varna Class

The R'varna class utilises a variant installation of the Riptide's powerful, if dangerous, nova reactor. The reactor follows the same rules as for a Riptide (see page 45 of *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 R'varna fails and suffers a wound (no saves of any kind may be taken, and the wound cannot be negated by the Feel No Pain special rule). On a 3+, one of the following abilities may be used, its effects lasting until the start of the controlling player's next Movement phase.

Ability	Effect
Nova Shield	The model's Invulnerable saves are increased to 3+.

Volley Fire	The model's pulse submunitions cannon can each be fired twice. Even though these weapons are fired twice, each still only counts as firing a single weapon. If this option is chosen then the R'varna may not fire its weapons at all in the subsequent turn.
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Electromagnetic Shockwave	All models within 6" of the R'varna's base, enemy and friendly, suffer an immediate single Strength 2 AP 5 hit with the Haywire type.
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Flank Speed	The model gains the Fleet special rule and when making a Run move, the controlling player rolls 2D6 to determine the distance moved instead of just a D6.
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