



1KOMMANDO

2BEWEGUNG

3BESCHUSS

Heavy burst cannon

R	A	BS	S	AP	D
36"	12	4+	6	-1	2

VERWUNDET

2+3+4+5+6+

T1-3T4-5T6T7-11T12+

Missile pod

R	A	BS	S	AP	D
30"	2	5+	7	-1	2

VERWUNDET

2+3+4+5+6+

T1-3T4-6T7T8-13T14+

Twin fusion blaster

MELTA 2

TWIN-LINKED

R	A	BS	S	AP	D
12"	1	4+	9	-4	D6

VERWUNDET

2+3+4+5+6+

T1-4T5-8T9T10-17T18+

Twin plasma rifle

TWIN-LINKED

R	A	BS	S	AP	D
18"	1	4+	8	-3	3

VERWUNDET

2+3+4+5+6+

T1-4T5-7T8T9-15T16+

Twin smart missile system

INDIRECT FIRE

TWIN-LINKED

R	A	BS	S	AP	D
30"	3	4+	5	0	1

VERWUNDET

2+3+4+5+6+

T1-2T3-4T5T6-9T10+

Ion accelerator - overcharge

HAZARDOUS

R	A	BS	S	AP	D
72"	6	4+	10	-3	4

VERWUNDET

2+3+4+5+6+

T1-5T6-9T10T11-19T20+

Ion accelerator - standard

R	A	BS	S	AP	D
72"	6	4+	9	-2	3

VERWUNDET

2+3+4+5+6+

T1-4T5-8T9T10-17T18+

Battlesuit Support System

The bearer's unit is eligible to shoot in a turn in which it Fell Back, but when doing so only models equipped with this wargear can make ranged attacks.

Nova Charge

Once per battle, when this unit is selected to shoot in your Shooting phase, select one ranged weapon equipped by this model. Until the end of the phase, that weapon has the [DEVASTATING WOUNDS] ability.

Weapon Support System

Each time the bearer makes a ranged attack, you can ignore any or all modifiers to the Hit roll.

4ANGRIFF

5NAHKAMPF

Riptide fists

R	A	WS	S	AP	D
Melee	6	5+	6	0	2

VERWUNDET

2+3+4+5+6+

T1-3T4-5T6T7-11T12+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W9 · RW 2+ · 4++ · 14 LP je Modell

WIRD VERWUNDET MIT

2+3+4+5+6+

S18+S10-17S9S5-8S1-4

RETTUNGSWURF JE DS

DS 0DS -1DS -2DS -3DS -4

2+3+4+4++4++

Damaged: 1-4 Wounds Remaining

While this model has 1-4 wounds remaining, each time this model makes an attack, subtract 1 from the Hit roll.

REGELN & KEYWORDS KURZ

Deadly Demise D6 This ability always takes the form Deadly Demise X.

For The Greater Good If your Army Faction is T'AU EMPIRE, at the start of your Shooting phase you can select units from your army with this ability to become Observer units.

DEVASTATING WOUNDS

 Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

HAZARDOUS

 Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

INDIRECT FIRE

 Units containing one or more models with an [INDIRECT FIRE] weapon can shoot using indirect shooting (10.07).

MELTA

 This ability always takes the form [MELTA X].

TWIN-LINKED

 Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

AUFSTELLUNG

1x Riptide Battlesuit

Ausrüstung:

 Heavy burst cannon, Missile pod, Twin fusion blaster, Twin plasma rifle, Twin smart missile system, ► Ion accelerator - overcharge, ► Ion accelerator - standard, Riptide fists

▪

 This model can replace its Heavy burst cannon with Ion accelerator.

▪

 This model can be equipped with up to 2x Missile Drone.

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 This model can replace its Twin plasma rifle with Twin smart missile system or Twin fusion blaster.