

190 PTS

INVULNERABLE
SAVE



WEAPON

Heavy burst cannon	36"	12	4+	6	-1	2
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Missile pod	30"	2	5+	7	-1	2
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Twin fusion blaster

MELTA 2 12 1 4+ 9 -4 D6

TWIN-LINKED

Twin plasma rifle	12"	1	1	2	2	2
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	10	1	1	9	9	9
TWIN-LINKED						

Twin smart missile system						
INDIRECT FIRE	30"	3	4+	5	0	1

TWIN-LINKED

► Ion accelerator - overcharge	72"	6	4+	10	-3	4
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Category	Standard	70"	6	4	3	2	1
Low accelerator	standard						

WEAPON

Riptide fists	Melee	6	5+	6	0	2
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ADULTS

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.

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.

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.

WEAPON ABILITIES

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



AUFSTELLUNG

1x Riptide Battlesuit

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

Wargear Options:

- This model can replace its Heavy burst cannon with Ion accelerator.
- This model can be equipped with up to 2x Missile Drone.
- This model can replace its twin plasma rifle with Twin missile system.



KEYWORDS: Vehicle, Walker, Fly, Battlesuit, Riptide, Non-Kroot
FACTION KEYWORDS: T'au Empire

- 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]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.
- Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*
- Twin-linked**
Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

CORE RULES

- Deadly Demise D6**
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").
- Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.*

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