

T'AU EMPIRE

RIPTIDE
BATTLESUIT

190 PTS



M

10"

T

9

SV

2+

W

14

LD

7+

OC

4

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy burst cannon	36"	12	4+	6	-1	2
Missile pod	30"	2	5+	7	-1	2
Twin fusion blaster	12"	1	4+	9	-4	D6
Twin plasma rifle	18"	1	4+	8	-3	3
Twin smart missile system	30"	3	4+	5	0	1
► Ion accelerator - overcharge	72"	6	4+	10	-3	4
► Ion accelerator - standard	72"	6	4+	9	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Riptide fists	Melee	6	5+	6	0	2

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 smart missile system or Twin fusion blaster.

ABILITIES

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 RULES

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.

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").