

WARHAMMER
40,000

◀ TACTICA™ ▶



XV104 RIPTIDES™

Tactica: XV104 Riptide

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TACTICA: RIPTIDE

INTRODUCTION

There isn't much cooler in Warhammer 40,000 than a house-sized battlesuit armed with an unreasonably large sci-fi cannon, blasting its enemies into atomic particles. The model certainly looks the part – standing as tall again as anything else in your army, it is the perfect centrepiece for your collection. But how do you get the most out of the Riptide on the battlefield? This guide is here to help you.

**TACTICA:
RIPTIDE**

BACKGROUND



TACTICA: RIPTIDE



BIG GUNS

The first thing you need to decide before you even assemble your XV104 Riptide is what to equip it with. The Riptide has a choice of two incredibly powerful main weapons. The massive six-barrelled heavy burst cannon comes as standard, or for the low, low cost of 5 points, you can upgrade to the ion accelerator. Both guns have their strengths, and of course, the option for even more destruction with a nova-charge mode, but which is the best choice?

Conventional wisdom says pay the points for the upgrade. The ion accelerator is an amazing weapon, with three modes of fire that, between them, can pretty much take out any target in the game: standard shots for heavy infantry and light vehicles, overcharge for tightly packed enemies, and nova-charge for when that unit you're shooting at absolutely has to die right now.

The situation where the heavy burst cannon comes out on top is against hordes of enemy infantry or swarms of light vehicles (Orks, Tyranids and Dark Eldar for example). If you usually fight against a horde of enemies, you'll want to keep the burst cannon. If you're more likely to face elite forces like Space Marines, or you want a build to take all comers, pay for the ion accelerator.

MORE GUNS

The firepower doesn't end with the Riptide's main gun. Your battlesuit also has the option for a twin-linked weapon: a smart missile system, plasma rifles or fusion blasters. Which you should choose very much depends on how you want to use your Riptide on the battlefield and what you want it to be killing.

The default smart missile system is a good choice if you're not sure who you'll be facing, as it provides dependable medium range firepower to complement either of the Riptide's main weapons.

The other two choices are more specialised. Choose the plasma rifle if you're expecting power-armoured opposition. Use the fusion blasters if you want to use your Riptide aggressively and up close to hunt enemy tanks. You should bear in mind, however, that this gun is at its best when used within 9", which often means putting your Riptide in harm's way (though a Riptide can take its fair share of hits).

AN ANSWER FOR EVERYTHING

Support systems are where you really get to tailor your battlesuit. Which two support systems you choose to give to your battlesuit can dramatically alter its battlefield role.

Advanced Targeting System

This works well alongside the heavy burst cannon, as you are all but guaranteed a Precision Shot with the sheer number of dice rolled. This upgrade is less useful alongside the ion accelerator, as it gives no bonus to a blast weapon, and against squads that's what you'll be using more often than not.

Counterfire Defence System

You should always try to ensure that your Riptide doesn't get charged, but this upgrade can be great for seeing off small, fast assault units like bikes and jump troops that are quick enough to catch it. It is particularly useful against enemy armies with multiple fast, but fragile units like Dark Eldar. This works best alongside the heavy burst cannon and smart missile system, as between them, you should be looking at four or five hits on charging opponents, which will likely be enough to cause Morale checks on most squads.

Velocity Tracker

If you find yourself struggling against enemy flyers, this upgrade turns your battlesuit into an effective anti-air defence unit. A velocity tracker is best taken with the ion accelerator, as the long range coupled with the high Strength and low AP of the gun mean that you can cover the skies from almost anywhere on the board. If you also take an early warning override, you'll have good odds of shooting down any incoming enemy aircraft before they even fire a shot.

Early Warning Override

This upgrade gives you the ability to open fire on arriving enemy reserves in their turn. Taken in conjunction with an ion accelerator, it effectively removes the advantage of Deep Striking units like Terminators by giving you a chance to hit them with a template immediately after they land in a nice, large-blast-marker-friendly formation for the maximum possible carnage (and often no cover save, as they will be out in the open). Remember though, you can't fire your ion accelerator next turn if you used the Interceptor special rule (you can always use your nova reactor to enable your secondary weapon to fire twice in your own Shooting phase instead).

Target Lock

If you want your Riptide shooting at different targets to his accompanying drones, this lets you do it. Potentially quite useful if you want to blast away at infantry while the drones take potshots at light vehicles, but there are arguably better upgrades if you are short on points.

Drone Controller

The drone controller doesn't work on your Missile Drones, so there is no strategic value to taking it: save this upgrade for another unit.

Positional Relay

Units moving on from Outflank can benefit from this. However, since you generally will want your Riptide in the centre of your battle line, this possibly isn't the best upgrade for it – this is best left at home, or used on Stealth Teams.

Stimulant Injector

This upgrade carries a hefty price tag, but is worth it if you want to put your Riptide up front and soak up enemy firepower. Combining this with the nova reactor's potential 3+ invulnerable save and the Riptide's already high Toughness and Armour Save can make a unit that will survive all but the most dedicated enemy onslaughts.



SHIELDED MISSILE DRONES

The Riptide has the option to be accompanied by up to two Shielded Missile Drones. It's very much up to you whether you decide to include them in your army. At 50 points for the pair, they are not a cheap addition (that's another Fire Warrior Team!) but they can be very useful in the right circumstances. Drones are hardly going to win any marksmanship awards. In fact, they are pretty much the worst shots in the army, but even with a bad aim, four extra missiles a turn are nothing to disregard. They will also benefit from any markerlight assistance given to the Riptide from friendly Pathfinder units.

The primary purpose of the drones, however, is to keep your Riptide alive for longer. Most armies will have relatively few weapons that will worry a Riptide, but there are some that even the XV104 fears. Amongst these are the Eldar D-weapons (as carried by Wraithguard and Wraithknights) that have the potential to instantly kill any model in the game, including Riptides. Having drones on hand to soak up a few hits might just let you live long enough to return fire and take them out. Drones can also help keep your Riptide alive in combat. The drones have Initiative 4, which will help your Riptide survive if it loses a combat and needs to fall back. The enemy will have a much harder time catching the squad testing against their higher value.

ALL POWER TO THE ENGINES!

The nova reactor is a powerful piece of kit, unique to the Riptide. It has the potential to turn your already formidable Riptide into one of the most powerful models in the game, either by increasing its damage output, making it faster or increasing its survivability. Of course, it can all go a bit wrong...

Because of the number of options it opens up – in terms of mobility, protection or extra fire power (more on these below) – it can be very tempting to use the nova reactor at every opportunity. But be cautious: the nova reactor can be as dangerous to the Riptide as enemy shooting, and each time it is used, there's a 1/3 chance that it will not only fail, but your Riptide will take a wound! You have to decide whether to use the nova reactor in your Movement phase. This does mean that you know what your battlesuit can do this turn before you move and can plan accordingly. So, if you roll and don't get that 3+ invulnerable save to work, you can wait until next turn to try again, before jumping out in front of that Devastator Squad.

Our advice: if you can afford not to use the nova reactor, then don't, and save it for when you really need it.

Nova Shield

This ability makes the Riptide into an incredibly tough model to kill. A 3+ invulnerable save means that even the most powerful weapons will bounce off 2/3 of the time. You will need to

weigh the benefits carefully against the risk of using the reactor. Remember: your Riptide is already pretty hard to kill, and this is probably only worth using if you think that the enemy will be focusing an army's worth of firepower at it next turn. If the enemy has managed to catch you in combat, use the ability to hold his assault unit up for as long as possible. Even against dedicated assault units, Toughness 6 and a 3+ invulnerable save can make up for the Riptide's less than stellar combat abilities.

Boost

This is a very useful ability. The Riptide is fast, but not that fast, and the one thing that can really spoil your day is fast-moving enemy assault troops getting into combat and tearing off Wounds with their power fists. Using the boost gives you a better chance of avoiding them. You can also use this to close within range of all of your weapons in your Movement phase, before jumping comfortably beyond reach of retaliation from most weapons, or even jumping behind buildings if they are tall enough. Don't get overconfident though – even with 4D6" movement, there's still the chance that you'll roll low, so don't put your Riptide in unnecessary danger if you can help it.

Ripple Fire

Ripple fire allows you to fire the Riptide's secondary gun twice. Usually, you will be better off using the nova-charge to increase the damage on the larger gun, but there are certain circumstances where ripple fire can be very helpful. For a Riptide with a twin-linked fusion blaster, this is the the best way to ensure a kill on enemy tanks at short range, and the same goes for a plasma rifle-toting Riptide against enemy Terminators. If you've equipped your Riptide with an early warning override, it lets you kick out a lot of firepower even after your main weapon has fired at enemy reserves in their previous turn.

Nova-charge

This is the fun one. Nova-charge turns up the power on your Riptide's already devastating main weapon. The heavy burst cannon will rip whole squads to ribbons, and the ion accelerator will pretty much atomise whatever it is pointed at. While undeniably satisfying, this is not without risk, and the nova-charge is even more dangerous to the Riptide than the other uses of the reactor, as the weapon gains the Gets Hot special rule as well as the usual 1/3 chance of failure. A lot of the time, using the nova-charge will be overkill, but when the opportunity presents itself and you catch the enemy unawares, there's nothing like sending a nova-charged blast into a tightly packed vehicle formation and reducing it to scrap, or obliterating that stubborn Ork mob in the hail of fire from your heavy burst cannon.

Make sure you get the most out of your nova-charge by using it in conjunction with markerlights. There's nothing as annoying as having your killer shot miss its target, or having the enemy huddle down for cover saves when they should be a greasy smear on the

landscape.

**TACTICA:
RIPTIDE**

TO BATTLE!

A Tau Riptide model, a large, grey, and black vehicle with a prominent red sensor on top, is shown from a side profile. It has a long, low body with various mechanical details and a large, dark, rectangular section in the middle.

TO BATTLE!

TACTICS

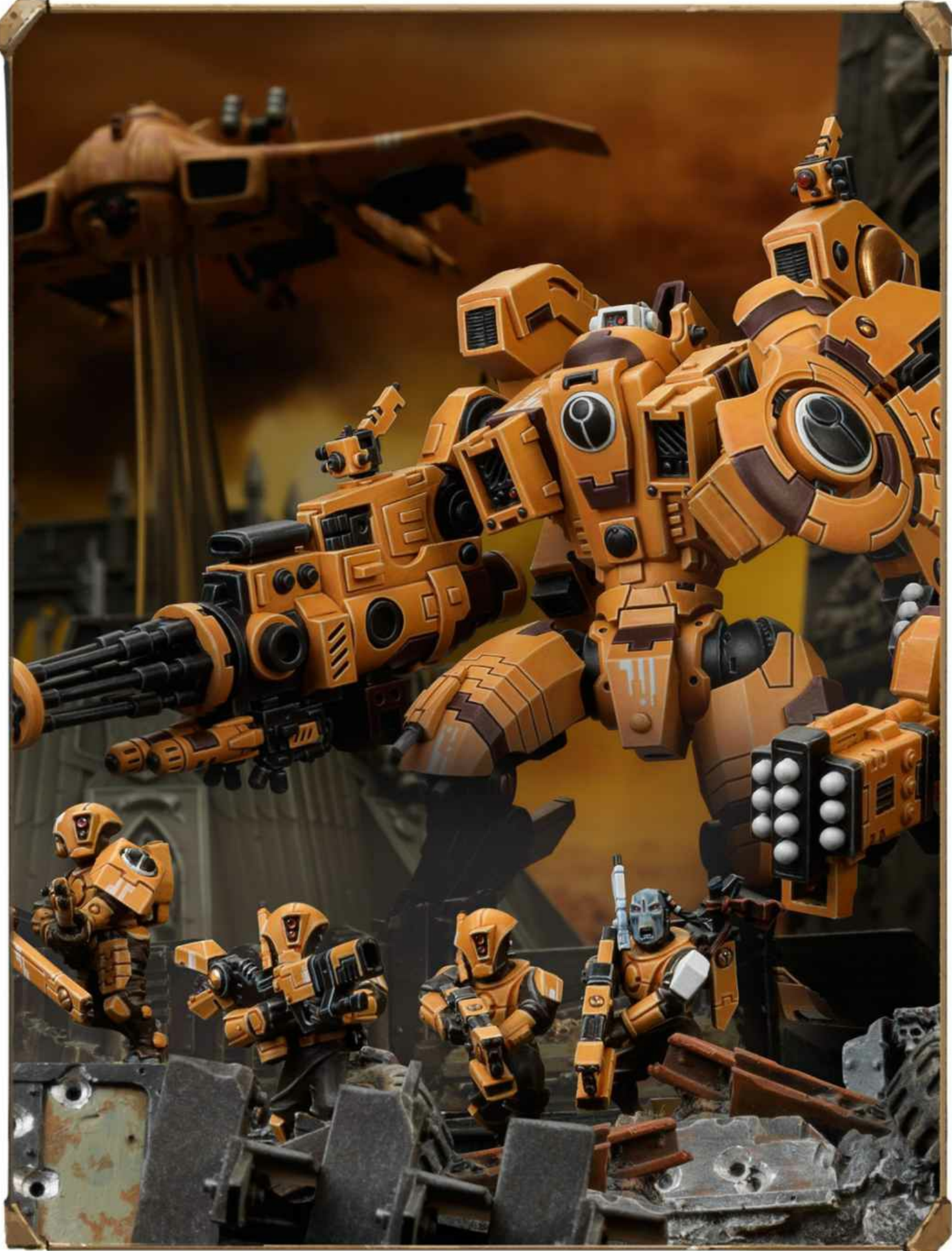
Riptides bring a lot to the Tau Empire army. They are not subtle units – they are your problem solvers, plugging the holes in your battle line and taking advantage of targets of opportunity in the enemy army. Their durability and flexibility allow them to take on most foes and come out on top. Many units in a Tau Empire army are very specialised, but that means that if the enemy can eliminate just a few of them, they can cripple your force. The Riptide can step in to fill multiple roles and this is the biggest benefit it brings to the battlefield. It also has a really big gun, which is always welcome.

DEPLOYMENT

The Riptide is one of the few units in the Tau Empire army that actually does pretty well on its own. It's usually fast enough to avoid combat, so support fire is less of a bonus than for other units, and it's pretty durable, so it doesn't need to hide behind your main force. The one thing it does benefit from hugely is markerlight support from Pathfinders and other markerlight-wielding units.

Where possible, deploy your Riptide behind cover, in such a way that you can move on the first turn to get your weapons in range (easy with the ion accelerator; a bit trickier with the heavy burst cannon's shorter range) and close enough to a squad of Pathfinders to take advantage of their markerlights. Try to stay out of range and line of sight of enemy heavy weapons where possible, particularly AP1 and AP2 weapons (easier said than done with a model as big as the Riptide). Do all this, and you can't go too far wrong.

The Riptide does have the option to Deep Strike, but you probably want it on the board from the first turn shooting at your foes, rather than waiting in orbit. Unless you have a fusion blaster, you don't actually gain much from being up close to the enemy, and you can kill them just as happily, and far more safely, from your own deployment zone.



MOVEMENT

The most important thing in this phase is to make sure you stay well clear of enemy assault units. Watch out for opportunistic bike and jump troops. If in doubt, move further away, or move units in to eliminate them. Enemy assaults are almost always a bigger threat to your Riptide than shooting, but against some armies with lots of low AP weapons, you might want to take cover (Eldar and Dark Eldar can bring a lot of Lance weapons to the table, and the Imperial Guard can field a large amount of lascannons if required as well).

As with most Tau Empire units, the Riptide is at its best at arm's length. A Riptide is just as deadly at 30" as 6", so, unless you need to go forward, don't. The Earth caste didn't build a gun with a 72" range so you could bog yourself down in the enemy deployment zone.

SHOOTING

This is undeniably the phase where the Riptide really shines. As with all Tau Empire units, target priority is important. What the priority is depends on which weapons you chose for your battlesuit. The Riptide tends to have a longer range than most, so you might find holding its firepower until last is a good idea, letting you finish off any enemy that the rest of your army didn't manage to destroy.

In the enemy Shooting phase, they will likely throw a lot at your Riptide. This isn't such a bad thing, as it is a fairly tough model and it means they aren't shooting at the rest of your army. You can even take advantage of this, and if your Nova-shield is charged, you could try purposefully making your Riptide as tempting a target as possible by moving in to meet the enemy, ensuring the rest of your army is left unmolested. Remember: if the enemy gets lucky and does manage to kill it, it was all for the Greater Good.

ASSAULT

The less said about the Riptide's combat skills the better. If you're in combat, something has usually gone wrong with the battle plan. The Riptide isn't actually too bad at smashing tanks up, and he might be able to squash a few Imperial Guardsmen, but against anything that can put up a decent fight your Riptide will be at a distinct disadvantage. As mentioned earlier, drones can aid your survivability in close combat, but you can't have more than two of them, so that's not a reliable survival strategy. The best advice for close combat is to try not to be there.

Don't skip your Assault phase though, as like many battlesuits, the Riptide can make a jump move. This is traditionally made to move away from the enemy and out of range of their guns, but can also be used to get behind cover or to make that last minute dash to contest an objective.



TACTICA: RIPTIDE

EXAMPLE BUILDS

EXAMPLE BUILDS



Below are some example builds for Riptide battlesuits, and some thoughts on how to use them in a game.



WARRIOR OF MANY PATHS - 275 points

Ion accelerator

Twin-linked smart missile system

2 Shielded Missile Drones

Early warning override

Stimulant injector

This Riptide is designed to be able to take on all comers. It will do equally well against elite Space Marines or hordes of Orks, and would be a good choice to take to a game where you don't know what enemy force you will be facing. This flexibility comes at a cost however, and this Riptide is almost 100 points more than a 'basic' battlesuit.

SKYHUNTER - 210 points

Ion accelerator

Twin-linked plasma rifle

Early warning override

Velocity tracker

Nightscythes and Stormtalons beware – this warrior is specifically set up to blast enemy aircraft out of the sky. Being a Riptide, it also wouldn't be bad against other opponents, though lacking drones or other defensive equipment, it might be best placed in the heart of your army where it can be protected, while still in range with its fearsome weaponry.

ORKSLAYER - 188 points

Heavy burst cannon

Smart missile system

Advanced targeting system

Counterfire defence system

This Riptide is equipped to mow down hordes of onrushing enemies. Once the enemy gets in range, the battlesuit charges up its nova reactor and unleashes its nova-charged heavy burst cannon. The Riptide's job is to sit in the centre of his battle line, forming a bulwark, and because of this, you should expect him to be charged by the enemy as soon as they get a chance. This is where the counterfire defence system comes into play, blasting apart a last handful of foes before the battlesuit is caught.

This is one of the cheapest load-outs for a Riptide, meaning that you can field two, or even three, even in small games. Three of these guys holding down your battle line will see all but the most determined enemy assault blasted apart.

HONOURABLE MENTION:

FARSIGHT ENCLAVES

It's worth mentioning the extra kit available to Riptides in a Detachment from the Farsight Enclaves.

The Earth Caste Pilot Array is a pricey upgrade, but does make your Riptide both better at shooting and more reliable when using its nova reactor. This comes at a cost however, and the Riptide's already substandard close combat skill drops to the truly abysmal (just under that of grots, and just above a servo skull's). The upgrade is still probably worth the points if you can spare them.

GIANTSLAYER

So that all sounds great, unless of course your opponent is the one with the Riptide. What can you do to combat it?

There are very few things that can easily kill a Riptide – the combination of a good Armour Save and high Toughness combined with its manoeuvrability makes it very hard to engage, and tough to kill even if you can catch it. Unless your army has an abundance of AP2 or Poisoned weapons, you're going to have a very hard time killing the Riptide at range.

Most armies do have access to fast-moving assault troops, however, and these are your best shot at neutralising the giant battlesuit. Bikes, jump troops and beasts will all do the job, but your opponent will know this, and will likely pour a lot of fire into them at every opportunity.

Another option is to use Monstrous Creatures of your own. The Riptide will likely win in a shootout against most foes, but they struggle to hold up in combat, and units like Trygons, Wraithknights and Dreadknights are fast and/or have ways to deploy very close to the enemy. Flying Monstrous Creatures can also charge very quickly, and any of them will take out a Riptide in short order.

Some armies, however, do have the firepower to take Riptides down. Imperial Guard and Eldar forces with a lot of lascannons and Lance weapons might have enough firepower to take out a Riptide at range, but these are also the perfect weapons for dealing with the other, more common, battlesuits, so you will need to pick your targets wisely. Chaos Space Marine Chosen, Imperial Guard Veterans and Space Marine Sternguard all have the option to load up on plasma guns, and a squad of these guys at short range will cripple a Riptide unless its nova shield is activated. Just having a unit like this nearby can force your opponent into using the nova reactor to power the shield, reducing its effectiveness because it isn't using the nova-charge on its weaponry, and possibly forcing a malfunction.

The best Riptide killers have to be the Eldar Wraithguard. A squad of these guys unleashing their wraithcannons at point-blank range is about as sure a kill as it's possible to get against the Riptide, or for that matter, any other Monstrous Creature. So, happy hunting!

TACTICA: RIPTIDE

RULES

XV104 RIPTIDE



	WS	BS	S	T	W	I	A	Ld	Sv
Riptide Shas'vere	2	3	6	6	5	2	3	9	2+

POINTS: 180 points

Unit Type: Jet Pack Monstrous Creature

Unit Composition: 1 Riptide Shas'vere

Wargear:

Riptide battlesuit: Riptide battlesuits include a multi-tracker and a blacksun filter. They confer a 2+ Armour Save.

Multi-tracker: A model with a multi-tracker can fire an additional weapon in each Shooting phase.

Blacksun Filter: A model with a blacksun filter has the Night Vision special rule. Non-vehicle models with a blacksun filter are immune to the effects of the Blind special rule.

Night Vision: A unit that contains at least one model with this special rule ignores the effects of Night Fighting.

Heavy burst cannon:

	Range	S	AP	Type
Standard	36"	6	4	Heavy 8
Nova-charge	36"	6	4	Heavy 12, Gets Hot, Rending, Nova-charge

Nova-charge: This profile can only be used if a Riptide Shas'vere uses his nova

reactor to charge his primary weapon.

Gets Hot: When firing a weapon that Gets Hot, roll To Hit as normal. For each To Hit roll of 1, the firing model immediately suffers a Wound (armour saves or invulnerable saves can be taken) – a vehicle instead suffers a glancing hit on a further roll of a 1, 2 or 3.

Gets Hot and Re-rolls: If a model has the ability to re-roll its rolls To Hit (including because of BS 6+, or Twin-linked), a Wound is only suffered if the To Hit re-roll is also a 1; it may also re-roll Gets Hot results of 1 for weapons that do not roll To Hit.

Rending: If a model has the Rending special rule, or is attacking with a Melee weapon that has the Rending special rule, there is a chance that his close combat attacks will strike a critical blow. For each To Wound roll of a 6, the target automatically suffers a Wound, regardless of his Toughness. These Wounds are resolved at AP 2.

Similarly, if a model makes a shooting attack with a weapon that has the Rending special rule, a To Wound roll of 6 wounds automatically, regardless of Toughness, and is resolved at AP 2.

In either case, against vehicles, each armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total (these hits are not treated as AP2).

Twin-linked smart missile system:

	Range	S	AP	Type
Smart missile system	30"	5	5	Heavy 4, Homing, Ignores Cover

Homing: Smart missile systems can be fired at targets out of the unit's line of sight.

Ignores Cover: Cover saves cannot be taken against Wounds caused by weapons with the Ignores Cover special rule.

Riptide shield generator: A Riptide shield generator confers a 5+ invulnerable save.

Special Rules:

Nova Reactor: You must declare if the pilot is going to attempt to use the reactor at the start of each of his Movement phases. If he chooses to do so, roll a D6. On the roll of a 1 or a 2, something has gone wrong – the Riptide Shas'vere suffers a single Wound with no saves of any kind allowed and the attempt fails. On any other roll, the attempt is successful, and you

can choose one of the abilities listed below for the Riptide Shas'vre to have (until the start of its next Movement phase).

Action Effect

Nova Shield: This grants the Riptide Shas'vre a 3+ invulnerable save.

Boost: The Riptide Shas'vre rolls 4D6 for its Thrust Move in the Assault phase.

Ripple Fire: The Riptide Shas'vre can fire its twin-linked fusion blaster, its twin-linked plasma rifle, or its twin-linked smart missile system twice this turn. Even though these weapons are fired twice, each still only counts as firing one weapon.

Nova-charge: The Riptide Shas'vre's ion accelerator or heavy burst cannon can fire using its nova-charge profile.

Supporting Fire: When an enemy unit declares a charge, all friendly models with this special rule in units within 6" of the charging unit's target can choose to fire Overwatch as if they were also targets of the charge. Remember that a unit can still only fire Overwatch once each phase.

Options:

May exchange twin-linked smart missile system for one of the following:

- Twin-linked plasma rifle - *free*

	Range	S	AP	Type
Plasma rifle	24"	6	2	Rapid Fire

- Twin-linked fusion blaster - *free*

	Range	S	AP	Type
Fusion blaster	18"	8	1	Assault 1, Melta

Melta: Ranged weapons with this special rule roll an additional D6 when rolling to penetrate a vehicle's Armour at half range or less. If the weapon is more than half its maximum range away, it rolls to penetrate as normal. See the Vehicles rules for more details on armour penetration.

May exchange heavy burst cannon for ion accelerator - *5 pts*

	Range	S	AP	Type
Standard	72"	7	2	Heavy 3
Overcharge	72"	8	2	Heavy 1, Gets Hot, Large Blast
Nova-charge	72"	9	2	Ordnance 1, Gets Hot, Large Blast, Nova-charge

Nova-charge: This profile can only be used if a Riptide Shas'vere uses his nova reactor to charge his primary weapon.

May take up to two items from the following list:

Advanced targeting system - 3pts: Any To Hit roll of a 6 made in the Shooting phase by a model with an advanced targeting system is a Precision Shot. If a character has an advanced targeting system, any To Hit roll of 5 or 6 they make in the Shooting phase is a Precision shot. If a vehicle has an advanced targeting system, any To Hit roll of a 6 made in the Shooting phase is a Precision Shot.

Precision Shot: Wounds from Precision Shots are allocated against a model (or models) of your choice in the target unit, as long as it is in range and line of sight of the firing model, rather than following the normal rules for Wound allocation. This means that Precision Shots can be allocated against enemies with specialist weaponry, or even characters!

A character that has a Precision Shot Wound allocated to it can still make a Look Out, Sir roll.

Note that Snap Shots and shots from weapons that scatter, or do not roll To Hit, can never be Precision Shots.

Counterfire defense system - 5pts: A model with a counterfire defence system fires Overwatch at Ballistic Skill 2, rather than Ballistic Skill 1.

Early warning override - 5pts: All weapons on a model with an early warning override have the Interceptor special rule.

Interceptor: At the end of the enemy Movement phase, a weapon with the Interceptor special rule can be fired at any one unit that has arrived from Reserve within its range and line of sight. If this rule is used, the weapon cannot be fired in the next turn, but the firing model can shoot a different weapon if it has one. If a weapon has both the Interceptor and Skyfire special rules, it uses its full Ballistic Skill against all targets (unless it is firing Snap Shots).

Positional relay - 5pts: Whilst the bearer is within 6" of a board edge, any friendly unit from *Codex: Tau Empire* that arrives from Reserve using the Outflank special rule, can choose to move on from that board edge (even if it is your, or your opponent's board edge). Outflanking units that do not choose to arrive from that board edge arrive using the Outflank special rule, as detailed in the *Warhammer 40,000* rulebook.

Outflank: During deployment, players can declare that any unit that contains at least one model with this special rule is attempting to Outflank the enemy. This means they are making a wide sweeping move to get behind enemy lines or come at the foe from an unexpected direction. When an Outflanking unit arrives from Reserves, but not Ongoing Reserve, the controlling player rolls a D6: on a 1-2, the unit comes in from the table edge to the left of their controlling player's own table edge; on a 3-4, they come on from the right; on a 5-6, the player can choose left or right. Models move onto the table as described for other Reserves. If such units are picked from their army list with a Dedicated Transport, they may Outflank along with their Transport, but if they do, they must move onto the table embarked within it.

Target lock - 5pts: A model with a target lock can shoot at a different target to the rest of his unit.

Drone controller - 8pts: All Gun Drones, Marker Drones and Sniper Drones in the same unit as a model with a drone controller use the bearer's Ballistic Skill instead of their own. If a unit contains several Drone Controllers, use the highest Ballistic Skill amongst the bearers.

Stimulant injector - 35pts: A model with a stimulant injector has the Feel No Pain special rule.

Feel No Pain: When a model with this special rule suffers an unsaved Wound, it can make a special Feel No Pain roll to avoid being wounded (this is not a saving throw). Roll a D6 each time an unsaved Wound is suffered. On a 4 or less, you must take the Wound as normal. On a 5+, the unsaved Wound is discounted – treat it as having been saved. Note that Feel No Pain rolls cannot be made against unsaved Wounds that inflict Instant Death, but can be made against Wounds caused by Perils of the Warp.

If a unit has the Feel No Pain special rule with a number in brackets afterwards – Feel No Pain (6+), for example – then the number in brackets is the D6 result needed to discount the Wound.

If one or more models in a unit have the Feel No Pain special rule, then the Mixed Saves method of Wound allocation should always be used for allocating Wounds and removing casualties from that unit; Feel No Pain rolls should be individually made after each failed save.

Velocity tracker - 20pts: A model with a velocity tracker can choose whether or not to have

the Skyfire special rule each time he makes a shooting attack (choose once for all weapons).

Skyfire: A model with this special rule, or that is firing a weapon with this special rule, fires using its normal Ballistic Skill when shooting at Flyers, Flying Monstrous Creatures and Skimmers. Unless it also has the Interceptor special rule, it can only fire snap shots against other targets.

May take up to two Shielded Missile Drones - *25 pts/model*

	WS	BS	S	T	W	I	A	Ld	Sv
Shielded Missile Drone	2	2	4	6	1	4	1	7	4+

Unit Type: Jet Pack Infantry (Drone)

Drone: A unit comprised entirely of drones is a non-scoring, nondenial unit. Drones do not have the Bulky special rule.

Unit Upgrade Drones: Drones taken as upgrades for a unit act as additional squad members in all regards. They are unable to leave their unit and must maintain unit coherency with their unit at all times. Drones taken as upgrades cannot purchase options, however, and so do not pay for them if their unit does so.

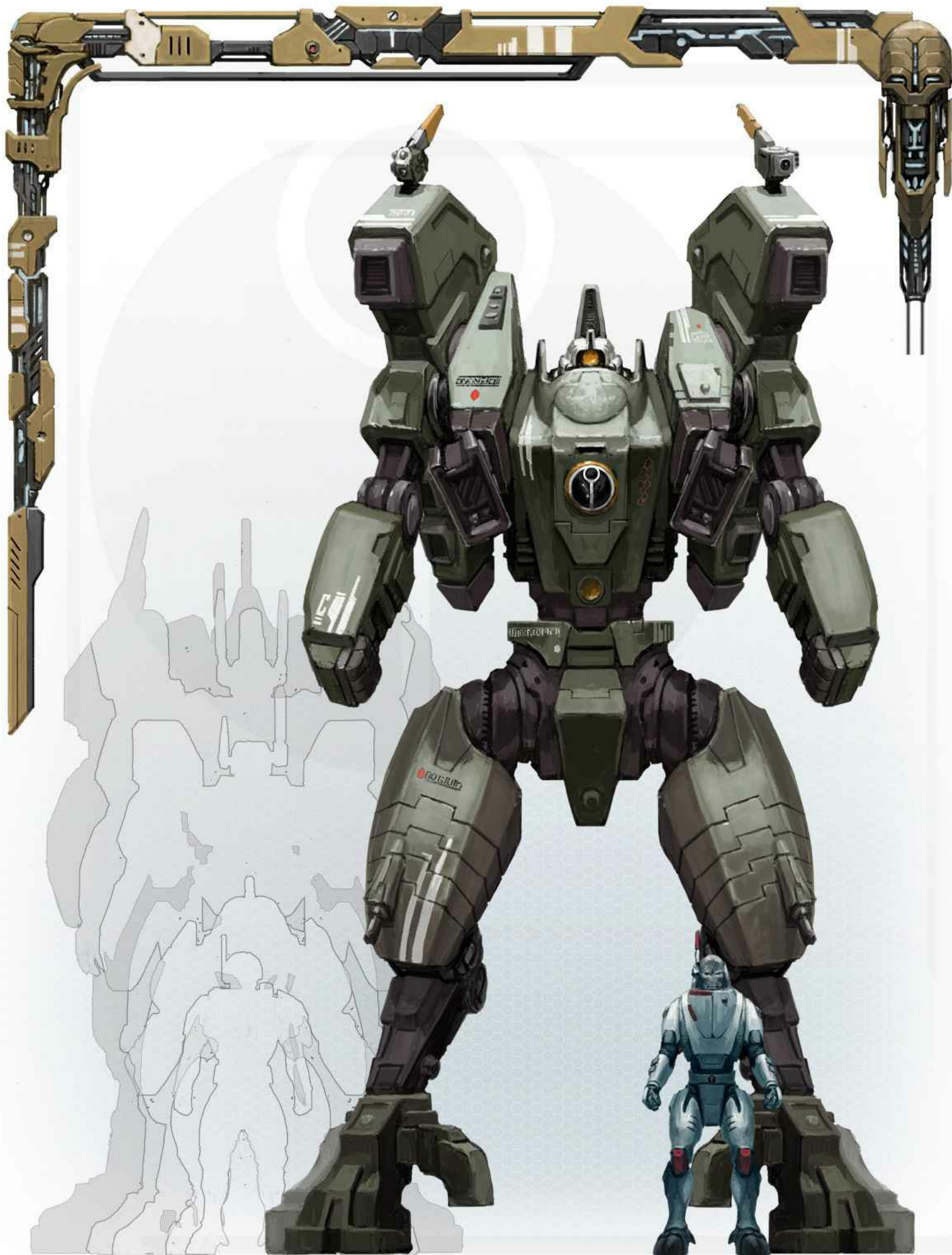
Wargear:

Missile pod

	Range	S	AP	Type
Missile pod	36"	7	4	Assault 2

Shield generator: A shield generator confers a 4+ invulnerable save.

Special Rules: Supporting Fire



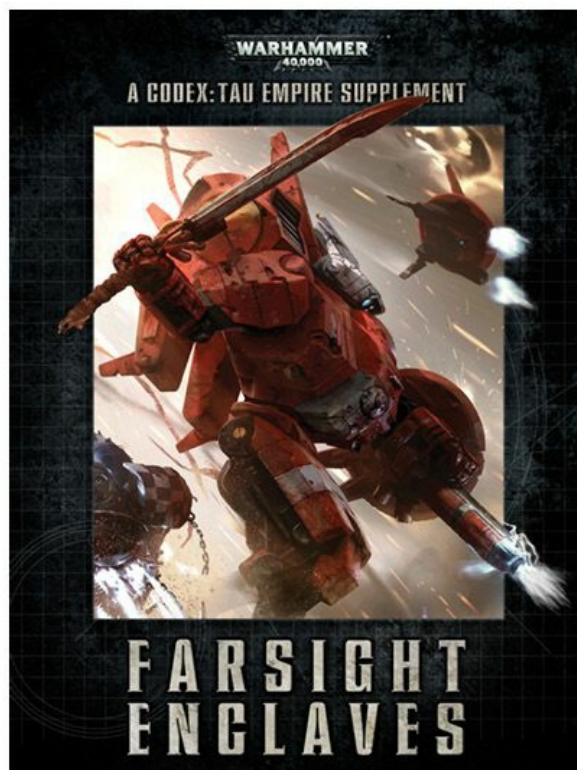
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