

DEATH RIDERS

60–110 PTS

RIDEMASTER

M	T	Sv	W	LD	OC
10"	4	4+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death Rider lascarbine ASSAULT	18"	2	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Frag lance LANCE	Melee	D6	3+	4	0	1
Power sabre	Melee	3	3+	4	-2	1
Steed's savage claws EXTRA ATTACKS	Melee	2	4+	4	-1	1

ABILITIES

Screening Line

In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6".

WEAPON ABILITIES

- Assault
- Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Lance
- Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.



AUFSTELLUNG

1x Ridemaster - Equipped with: Steed's savage claws, Power sabre, Death Rider lascarbine, Frag lance (60x35.5mm Oval Base)
4-9x Death Rider (60x35.5mm Oval Base)



KEYWORDS: Mounted, Imperium, Grenades, Regiment, Death Riders
FACTION KEYWORDS: Astra Militarum