

SERBERYS RAIDERS

Doctrina Imperatives Scouts 9"

M

12"

T

4

SV

4+

W

2

LD

7+

OC

2

RW

5+

60-105 PTS  
Base 60x35.5mm Oval Base



1KOMMANDO

2BEWEGUNG

**Tactica Obliqua**

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, it can do one of the following:

- Make a Normal move of up to D6".
- Make a Normal move of up to 6", provided every model in this unit ends that move wholly within 6" of one or more friendly Adeptus Mechanicus Battleline units.

3BESCHUSS

**Galvanic carbine** DEVASTATING WOUNDS

|     |   |    |   |    |   |
|-----|---|----|---|----|---|
| R   | A | BS | S | AP | D |
| 18" | 3 | 4+ | 4 | 0  | 1 |

VERWUNDET

|            |          |          |            |           |
|------------|----------|----------|------------|-----------|
| 2+<br>T1-2 | 3+<br>T3 | 4+<br>T4 | 5+<br>T5-7 | 6+<br>T8+ |
|------------|----------|----------|------------|-----------|

**Mechanicus pistol** DEVASTATING WOUNDS

PISTOL

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

VERWUNDET

|            |            |          |             |            |
|------------|------------|----------|-------------|------------|
| 2+<br>T1-3 | 3+<br>T4-5 | 4+<br>T6 | 5+<br>T7-11 | 6+<br>T12+ |
|------------|------------|----------|-------------|------------|

4ANGRIFF

5NAHKAMPF

**Cavalry sabre & clawed limbs**

|       |   |    |   |    |   |
|-------|---|----|---|----|---|
| R     | A | WS | S | AP | D |
| Melee | 4 | 4+ | 4 | -1 | 1 |

VERWUNDET

|            |          |          |            |           |
|------------|----------|----------|------------|-----------|
| 2+<br>T1-2 | 3+<br>T3 | 4+<br>T4 | 5+<br>T5-7 | 6+<br>T8+ |
|------------|----------|----------|------------|-----------|

VERTEIDIGUNG

IMMER / EINMALIG

**Enhanced data-tether**

Each time you select the bearer's unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

GEGEN DIESE EINHEIT

W4 · RW 4+ · 5++ · 2 LP je Modell

WIRD VERWUNDET MIT

|           |            |          |          |            |
|-----------|------------|----------|----------|------------|
| 2+<br>S8+ | 3+<br>S5-7 | 4+<br>S4 | 5+<br>S3 | 6+<br>S1-2 |
|-----------|------------|----------|----------|------------|

RETTUNGSWURF JE DS

|            |             |              |              |              |
|------------|-------------|--------------|--------------|--------------|
| DS 0<br>4+ | DS -1<br>5+ | DS -2<br>5++ | DS -3<br>5++ | DS -4<br>5++ |
|------------|-------------|--------------|--------------|--------------|

REGELN & KEYWORDS KURZ

**Doctrina Imperatives** At the start of the battle round, you can select one of the Doctrina Imperatives below.

**Scouts 9"** This ability always takes the form Scouts X".

**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...

**PISTOL** [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

1x Serberys Raider Alpha - Equipped with: Mechanicus pistol, Galvanic carbine, Cavalry sabre & clawed limbs

2-5x Serberys Raider oder Serberys Raider w/ data-tether