

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



1

KOMMANDO

2 BEWEGUNG

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.

3 BESCHUSS

Galvanic carbine **DEVASTATING WOUNDS**

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Mechanicus pistol **DEVASTATING WOUNDS**

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

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

4

ANGRIFF

5 NAHKAMPF

Cavalry sabre & clawed limbs

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	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+	3+	4+	5+	6+
S8+	S5–7	S4	S3	S1–2

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
4+	5+	5++	5++	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