

IMPERIUM - ASTRA MILITARUM

DEATH RIDERS

M

10"

T

4

SV

4+

W

2

LD

7+

OC

1

60–110 PTS

Base 60x35.5mm Oval Base



1

KOMMANDO

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2

BEWEGUNG

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".

3

BESCHUSS

Death Rider lascarbine **ASSAULT**

R	A	BS	S	AP	D
18"	2	4+	3	0	1

VERWUNDET

2+ T1	3+ T2	4+ T3	5+ T4–5	6+ T6+
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4

ANGRIFF

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5

NAHKAMPF

Frag lance **LANCE**

R	A	WS	S	AP	D
Melee	D6	3+	4	0	1

VERWUNDET

2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+
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Power sabre

R	A	WS	S	AP	D
Melee	3	3+	4	-2	1

VERWUNDET

2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+
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Steed's savage claws **EXTRA ATTACKS**

R	A	WS	S	AP	D
Melee	2	4+	4	-1	1

VERWUNDET

2+ T1–2	3+ T3	4+ T4	5+ T5–7	6+ T8+
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IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W4 · RW 4+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5–7	4+ S4	5+ S3	6+ S1–2
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RETTUNGSWURF JE DS

DS 0 4+	DS -1 5+	DS -2 6+	DS -3 –	DS -4 –
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REGELN & KEYWORDS KURZ

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

4-9x Death Rider

KEYWORDS Mounted, Imperium, Grenades, Regiment, Death Riders · FRAKTION Astra Militarum