

IMPERIUM - ASTRA MILITARUM

MUKAALI RIDERS

[LEGENDS]

Scouts 6"

M8"

T6

SV4+

W5

LD7+

OC2

110 PTS

Base —

3 BESCHUSS

Flamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Laspistol

PISTOL

R	A	BS	S	AP	D
12"	1	4+	3	0	1

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

Meltagun

MELTA 2

R	A	BS	S	AP	D
12"	1	4+	9	-4	D6

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Grenade launcher - frag

BLAST

R	A	BS	S	AP	D
24"	D3	4+	4	0	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Grenade launcher - krak

R	A	BS	S	AP	D
24"	1	4+	9	-2	D3

VERWUNDET

2+T1-4

3+T5-8

4+T9

5+T10-17

6+T18+

Plasma gun - standard

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	7	-2	1

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

Plasma gun - supercharge

HAZARDOUS

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	8	-3	2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Plasma pistol - standard

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	7	-2	1

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

Plasma pistol - supercharged

HAZARDOUS

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	8	-3	2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

5 NAHKAMPF

Chainsword

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

VERWUNDET

2+T1

3+T2

4+T3

5+T4-5

6+T6+

Hunting lance

LANCE

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

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Power weapon

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

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Stomping Feet

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	2	4+	4	0	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

GEGEN DIESE EINHEIT

W6 · RW 4+ · 5 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7-11	4+ S6	5+ S4-5	6+ S1-3
RETTUNGSWURF JE DS				
DS 0 4+	DS -1 5+	DS -2 6+	DS -3 -	DS -4 -

1

KOMMANDO

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2 BEWEGUNG

Desert Riders

You can ignore any or all modifiers to this unit's Move characteristic and to Advance and Charge rolls made for it. In addition, this unit is eligible to shoot and declare a charge in a turn in which it Fell Back

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ANGRIFF

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VERTEIDIGUNG

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IMMER / EINMALIG

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REGELN & KEYWORDS KURZ

- Scouts 6"** This ability always takes the form Scouts X".
- BLAST** Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...
- EXTRA ATTACKS** Each time a unit containing one or more models with an [EXTRAATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.
- HAZARDOUS** Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...
- IGNORES COVER** Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...
- 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.
- MELTA** This ability always takes the form [MELTA X].
- PISTOL** [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- RAPID FIRE** This ability always takes the form [RAPID FIRE X].
- TORRENT** Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

- 1x Mukaali Rider Sergeant
2x Mukaali Riders
- Ausrüstung:** Flamer, Laspistol, Meltagun, ► Grenade launcher - frag, ► Grenade launcher - krak, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharged, Chainsword, Hunting lance, Power weapon, Stomping Feet
- Each Mukaali Rider Sergeant can replace its Laspistol with Plasma pistol.
 - Each Mukaali Rider Sergeant can replace its Hunting lance with Chainsword or Power weapon.
 - Each Mukaali Riders can replace its Hunting lance with Flamer, Plasma gun, Meltagun or Grenade launcher.