OUTRIDER SQUAD

80–160 PTS

M	T	Sv	W	LD	OC
12"	6	3+	4	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	3+	5	-1	1
Twin bolt rifle **ASSAULT** **RAPID FIRE 2** **TWIN-LINKED**	24"	2	2+	5	-1	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge **HAZARDOUS** CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	4	3+	5	-1	1
Power weapon	Melee	3	3+	5	-2	1
Thunder Hammer **DEVASTATING WOUNDS**	Melee	3	4+	8	-2	3

ABILITIES

Full-throttle Assault

If this unit made a charge move this turn, this unit's:

- Thunder Hammer weapons have +1 to hit rolls and [SUSTAINED HITS 1].
- Other melee weapons have +1 D and [SUSTAINED HITS 1].

WEAPON ABILITIES

Assault

Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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 the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Rapid Fire

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Twin-linked

Each time an attack is made with a [**TWIN-LINKED**] weapon, you can re-roll the wound roll.

AUFSTELLUNG

3-6x Outrider oder Outrider Sergeant oder Outrider w/ Plasma Pistol (90x52.5mm Oval Base)

Equipped with: Heavy Bolt Pistol, Twin bolt rifle, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Chainsword, Power weapon, Thunder Hammer

Wargear Options:

- This model's Heavy Bolt Pistol can be replaced with 1x Plasma pistol.
- Each Outrider Sergeant can replace its Chainsword with Power weapon or Thunder Hammer.
- Each Outrider Sergeant can replace its Heavy Bolt Pistol wit[illegible]a pistol.

KEYWORDS: Mounted, Imperium, Outrider Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

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FACTION RULES

Combat Doctrines

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [**ASSAULT**]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle

- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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