

OUTRIDER SQUAD - IMPERIUM - SPACE MARINES

80–160 PTS

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

**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 with Plasma pistol.

**KEYWORDS:** Mounted, Imperium, Outrider Squad, Explosives

**FACTION KEYWORDS:** Adeptus Astartes

🎯 RANGED WEAPONS

| WEAPON                                                                    | RANGE | A | BS | S | AP | D |
|---------------------------------------------------------------------------|-------|---|----|---|----|---|
| Heavy Bolt Pistol<br><small>CLOSE-QUARTERS</small>                        | 18"   | 1 | 3+ | 5 | -1 | 1 |
| Twin bolt rifle<br><small>ASSAULT, RAPID FIRE 2, TWIN-LINKED</small>      | 24"   | 2 | 2+ | 5 | -1 | 1 |
| ➤ Plasma pistol - standard<br><small>CLOSE-QUARTERS</small>               | 12"   | 1 | 3+ | 7 | -2 | 1 |
| ➤ Plasma pistol - supercharge<br><small>HAZARDOUS, CLOSE-QUARTERS</small> | 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<br><small>DEVASTATING WOUNDS</small> | 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.

OUTRIDER SQUAD - IMPERIUM - SPACE MARINES

80–160 PTS

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

**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 with Plasma pistol.

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

**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.

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.