

REIVER SQUAD - IMPERIUM - SPACE MARINES

85–165 PTS

M	T	Sv	W	LD	OC
8"	4	3+	2	6+	1

AUFSTELLUNG
4-9x Reivers oder Reiver Sergeant (32mm)
Equipped with: Bolt Carbine, Special-issue Bolt Pistol, Monomolecular Combat Knife

KEYWORDS: Infantry, Imperium, Smoke, Phobos, Reiver Squad, Explosives
FACTION KEYWORDS: Adeptus Astartes

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Carbine ASSAULT, PRECISION	18"	3	3+	5	-1	1
Special-issue Bolt Pistol CLOSE-QUARTERS, PRECISION	12"	1	3+	5	-2	1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Monomolecular Combat Knife PRECISION	Melee	4	3+	5	-1	1

ABILITIES

Fearsome Assault
At the start of the Fight phase, each enemy unit engaged with a unit with this ability makes a battle-shock roll, with -1 to that battle-shock roll.

Grapnel Launchers
When this unit makes a move, this unit can:

- Move through all types of model.
- Ignore all vertical distance for the purposes of how far this unit has moved.

Grav-chute
This unit has Deep Strike.

Terror Troops (Aura)
While an enemy model is within 3" of this unit, that enemy model has -1 OC.

WEAPON ABILITIES

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

Precision
While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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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.

Deep Strike
Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.