

OUTRIDER SQUAD

Close-quartersCombat Doctrines

M

12"

T

6

SV

3+

W

4

LD

6+

OC

2

80–160 PTS
Base 90x52.5mm Oval Base



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Heavy Bolt Pistol

CLOSE-QUARTERS

R

18"

A

1

BS

3+

S

5

AP

-1

D

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Twin bolt rifle

ASSAULT

RAPID FIRE 2

TWIN-LINKED

R

24"

A

2

BS

2+

S

5

AP

-1

D

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Plasma pistol - standard

CLOSE-QUARTERS

R

12"

A

1

BS

3+

S

7

AP

-2

D

1

VERWUNDET

2+

T1–3

3+

T4–6

4+

T7

5+

T8–13

6+

T14+

Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

R

12"

A

1

BS

3+

S

8

AP

-3

D

2

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

4

ANGRIFF

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].

5

NAHKAMPF

Chainsword

R

Melee

A

4

WS

3+

S

5

AP

-1

D

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Power weapon

R

Melee

A

3

WS

3+

S

5

AP

-2

D

1

VERWUNDET

2+

T1–2

3+

T3–4

4+

T5

5+

T6–9

6+

T10+

Thunder Hammer

DEVASTATING WOUNDS

R

Melee

A

3

WS

4+

S

8

AP

-2

D

3

VERWUNDET

2+

T1–4

3+

T5–7

4+

T8

5+

T9–15

6+

T16+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W6 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+

S12+

3+

S7–11

4+

S6

5+

S4–5

6+

S1–3

RETTUNGSWURF JE DS

DS 0

DS -1

DS -2

DS -3

DS -4

3+

4+

5+

6+

-

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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...

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...

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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

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

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.