

IMPERIUM - SPACE MARINES

REIVER SQUAD

Close-quarters Combat Doctrines Deep Strike

M8"

T4

SV3+

W2

LD6+

OC1

85–165 PTS

Base 32mm



1KOMMANDO

2BEWEGUNG

Grav-chute
This unit has Deep Strike.

3BESCHUSS

Bolt Carbine **ASSAULT** **PRECISION**

R	A	BS	S	AP	D
18"	3	3+	5	-1	1

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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Special-issue Bolt Pistol **CLOSE-QUARTERS**

PRECISION

R	A	BS	S	AP	D
12"	1	3+	5	-2	1

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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4ANGRIFF

5NAHKAMPF

Monomolecular Combat Knife **PRECISION**

R	A	WS	S	AP	D
Melee	4	3+	5	-1	1

VERWUNDET

2+ T1–2	3+ T3–4	4+ T5	5+ T6–9	6+ T10+
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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.

VERTEIDIGUNG

IMMER / EINMALIG

Grapple 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.

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

GEGEN DIESE EINHEIT

W4 · RW 3+ · 2 LP je Modell

WIRD VERWUNDET MIT

2+ S8+	3+ S5–7	4+ S4	5+ S3	6+ S1–2
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RETTUNGSWURF JE DS

DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 –
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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.

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" horizo...

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 m...

AUFSTELLUNG

4-9x Reivers oder Reiver Sergeant

Ausrüstung: Bolt Carbine, Special-issue Bolt Pistol, Monomolecular Combat Knife

KEYWORDS Infantry, Imperium, Smoke, Phobos, Reiver Squad, Explosives · FRAKTION Adeptus Astartes