IMPERIUM - SPACE MARINES

OUTRIDER SQUAD

Close-quarters | Combat Doctrines

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

80–160 PTS
Base 90x52.5mm Oval Base

1 KOMMANDO

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2 BEWEGUNG

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3 BESCHUSS

Heavy Bolt Pistol — CLOSE-QUARTERS

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Twin bolt rifle — ASSAULT | RAPID FIRE 2 | TWIN-LINKED

R	A	BS	S	AP	D
24"	2	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

➤ Plasma pistol - standard — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–6	T7	T8–13	T14+

➤ Plasma pistol - supercharge — HAZARDOUS | CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	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	A	WS	S	AP	D
Melee	4	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Power weapon

R	A	WS	S	AP	D
Melee	3	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Thunder Hammer — DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	3	4+	8	-2	3

VERWUNDET

2+	3+	4+	5+	6+
T1–4	T5–7	T8	T9–15	T16+

◆ VERTEIDIGUNG

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∞ IMMER / EINMALIG

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GEGEN DIESE EINHEIT

W6 · RW 3+ · 4 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S12+	S7–11	S6	S4–5	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.

KEYWORDS Mounted, Imperium, Outrider Squad, Explosives · **FRAKTION** Adeptus Astartes