

REIVER SQUAD

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

⦿ 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

RULES - Close-quarters, Combat Doctrines, Deep Strike

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 RULES

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.