

DEATH RIDERS

60–110 PTS

RIDEMASTER

| M   | T | Sv | W | LD | OC |
|-----|---|----|---|----|----|
| 10" | 4 | 4+ | 2 | 7+ | 1  |

RANGED WEAPONS

| WEAPON                            | RANGE | A | BS | S | AP | D |
|-----------------------------------|-------|---|----|---|----|---|
| Death Rider lascarbine<br>ASSAULT | 18"   | 2 | 4+ | 3 | 0  | 1 |

MELEE WEAPONS

| WEAPON                                | RANGE | A  | WS | S | AP | D |
|---------------------------------------|-------|----|----|---|----|---|
| Frag lance<br>LANCE                   | Melee | D6 | 3+ | 4 | 0  | 1 |
| Power sabre                           | Melee | 3  | 3+ | 4 | -2 | 1 |
| Steed's savage claws<br>EXTRA ATTACKS | Melee | 2  | 4+ | 4 | -1 | 1 |

ABILITIES

Screening Line

In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6".

WEAPON ABILITIES

- Assault
- Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Lance
- Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.



AUFSTELLUNG

1x Ridemaster - Equipped with:  
Steed's savage claws, Power  
sabre, Death Rider lascarbine,  
Frag lance  
4-9x Death Rider



KEYWORDS: Mounted, Imperium,  
Grenades, Regiment, Death Riders  
FACTION KEYWORDS: Astra  
Militarum