

ATTILAN ROUGH RIDERS

60–120 PTS

M	T	Sv	W	LD	OC
12"	4	4+	2	7+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Lasgun RAPID FIRE 1	24"	1	4+	3	0	1
Laspistol PISTOL	12"	1	4+	3	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Goad lance LANCE	Melee	2	3+	6	-2	2
Power sabre	Melee	4	3+	4	-2	1
Steed's hooves EXTRA ATTACKS	Melee	2	4+	4	0	1
➤ Hunting lance - frag tip LANCE	Melee	D6	3+	4	0	1
➤ Hunting lance - melta tip LANCE	Melee	1	3+	9	-4	D6

ABILITIES

Horsemasters
This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.

WEAPON ABILITIES

- Extra Attacks**
Each time a unit containing one or more models with an [EXTRA ATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:
- All of that model's [EXTRA ATTACKS] weapons.
 - One of that model's other melee weapons, if possible.
- 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.
- Pistol**
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
- Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:
- One or more of its [CLOSE-QUARTERS] weapons.
 - One or more of its other ranged weapons.



AUFSTELLUNG

4-9x Rough Rider w/ Hunting lance oder Rough Rider w/ Goad lance
1x Rough Rider Sergeant

Equipped with: Lasgun, Laspistol, Goad lance, Power sabre, Steed's hooves, ➤ Hunting lance - frag tip, ➤ Hunting lance - melta tip

Wargear Options:

- Each Rough Rider Sergeant can replace its Hunting lance with Goad lance.



KEYWORDS: Mounted, Imperium, Grenades, Regiment, Attilan Rough Riders

FACTION KEYWORDS: Astra Militarum

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Rapid Fire

This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

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