

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 ASSAULT	18"	2	4+	3	0	1	

MELEE WEAPONS							
WEAPON	RANGE	A	WS	S	AP	D	
Frag lance LANCE	Melee	D6	3+	4	0	1	
Power sabre	Melee	3	3+	4	-2	1	
Steed's savage claws EXTRAATTACKS	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