

ATTILAN ROUGH RIDERS - IMPERIUM -
ASTRA MILITARUM

60–120 PTS

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

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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⚙️ 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.

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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).