

SERBERYS RAIDERS

SERBERYS RAIDER ALPHA

M	T	SV	W	LD	OC	
12"	4	4+	2	7+	2	

AUFSTELLUNG

1x Serberys Raider Alpha - Equipped with: Mechanicus pistol, Galvanic carbine, Cavalry sabre & clawed limbs
2-5x Serberys Raider oder Serberys Raider w/ data-tether

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Galvanic carbine DEVASTATING WOUNDS	18"	3	4+	4	0	1
Galvanic carbine DEVASTATING WOUNDS	18"	3	4+	4	0	1
Galvanic carbine DEVASTATING WOUNDS	18"	3	4+	4	0	1
Mechanicus pistol DEVASTATING WOUNDS, PISTOL	12"	1	4+	6	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Cavalry sabre & clawed limbs	Melee	4	4+	4	-1	1
Cavalry sabre & clawed limbs	Melee	4	4+	4	-1	1
Cavalry sabre & clawed limbs	Melee	4	4+	4	-1	1

ABILITIES

RULES - Doctrina Imperatives, Scouts 9"

Enhanced data-tether

Each time you select the bearer's unit as the target of a Stratagem, roll one D6: on a 5+, you gain 1CP.

Tactica Obliqua

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, it can do one of the following:

- Make a Normal move of up to D6".
- Make a Normal move of up to 6", provided every model in this unit ends that move wholly within 6" of one or more friendly Adeptus Mechanicus Battleline units.



WEAPON RULES

Devastating Wounds

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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.