

OUTRIDER SQUAD

INVADER ATV

M	T	SV	W	LD	OC
12"	5	3+	8	6+	2

AUFSTELLUNG

1x Invader ATV - Equipped with: Bolt pistol, Twin bolt rifle, Close combat weapon, Onslaught gatling cannon, Multi-melta
3-6x Outrider oder Outrider Sergeant

Wargear Options:

- Each Invader ATV can replace its Onslaught gatling cannon with Multi-melta.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1
Heavy Bolt Pistol PISTOL	18"	1	3+	4	-1	1
Multi-melta MELTA 2	18"	2	3+	9	-4	D6
Onslaught gatling cannon DEVASTATING WOUNDS	24"	8	3+	5	0	1
Twin bolt rifle TWIN-LINKED	24"	2	3+	4	-1	1

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

RULES - Close-quarters

Thunderous Impact

Each time a model in this unit makes a melee attack, if this unit made a Charge move this turn, improve the Strength and Damage characteristics of that attack by 1

Invader ATV KEYWORDS: Mounted, Grenades, Imperium, Invader ATV, Faction: Adeptus Astartes

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FACTION: Adeptus Astartes 70–140 PTS

Astartes Chainsword	Melee	4	3+	4	-1	1
Close combat weapon	Melee	5	3+	4	0	1

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.*

Melta

This ability always takes the form **[MELTA X]**. Each time a model makes an attack with a **[MELTA]** weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a **[MELTA 2]** weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*



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.

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

