

REIVER SQUAD

M	T	SV	W	LD	OC
6"	4	3+	2	6+	1

AUFSTELLUNG

4-9x Reivers oder Reiver Sergeant

Equipped with: Bolt Carbine, Special Issue Bolt Pistol, Close combat weapon, Combat Knife

Wargear Options:

- Each Reivers can replace its Combat Knife with Bolt Carbine and Close Combat Weapon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt Carbine PRECISION	24"	2	3+	4	0	1
Special Issue Bolt Pistol PISTOL, PRECISION	12"	1	3+	4	-1	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat Knife PRECISION	Melee	4	3+	4	-1	1

ABILITIES

RULES - Deep Strike, Scouts 6"

Fearsome Assault

At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test subtracting 1 from that test

Grapnel Launchers

Each time the bearer's unit makes a Normal, Advance, Fall Back or Charge move, ignore any vertical distance when determining the total distance the bearer can be moved during that move

Reiver Grav-chute

The bearer has the Deep Strike ability.



Terror Troops

While an enemy unit (excluding Monsters and Vehicles) is within 3" of one or more units with this ability, subtract 1 from the Objective Control characteristic of models in that enemy unit.

WEAPON RULES

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.

Precision

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.