

REIVER SQUAD

75–150 PTS



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

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

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.

ABILITIES

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.



CORE RULES

◆ Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

◆ Scouts 6"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.
- If that unit is wholly within your deployment zone, it can make a scout move.
- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

