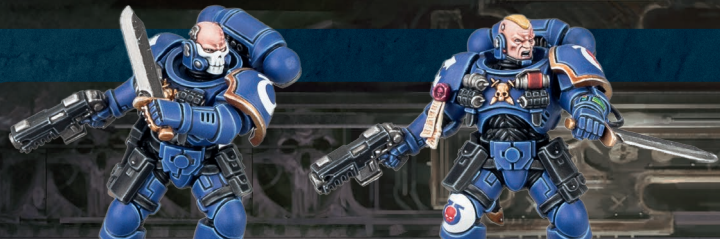


REIVER SQUAD

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



⦿ RANGED WEAPONS	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	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	4	0	1
Combat knife [PRECISION]	Melee	4	3+	4	0	1

ABILITIES

CORE: Scouts 6"

FACTION: Oath of Moment

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.

Terror Troops (Aura): While an enemy unit is within 6" of this unit, each time that unit takes a Battle-shock or Leadership test, subtract 1 from that test.

WARGEAR ABILITIES

Grapnel Launcher: 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.

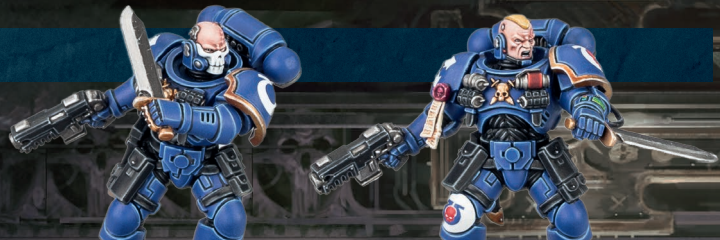
KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, REIVER SQUAD



FACTION KEYWORDS:
ADEPTUS ASTARTES

REIVER SQUAD

Rapid-insertion terror troops, Reiver Squads often deploy using grav-chutes and directional fins to land with pinpoint accuracy. Operating with near perfect stealth to reach the optimum location to strike from, when ready they unleash their fury, surging forward with augmented guttural roars and blasts of weapons fire.



WARGEAR OPTIONS

- All models in this unit can each have their combat knife replaced with 1 bolt carbine.
- If the Reiver Sergeant is equipped with 1 bolt carbine, it can be equipped with 1 combat knife.
- All models in this unit can each be equipped with 1 Reiver grav-chute.
- All models in this unit can each be equipped with 1 grapnel launcher.

UNIT COMPOSITION

- 1 Reiver Sergeant
- 4-9 Reivers

Every model is equipped with: special issue bolt pistol; combat knife.

KEYWORDS: INFANTRY, GRENADES, SMOKE, IMPERIUM, PHOBOS, REIVER SQUAD



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ADEPTUS ASTARTES