



## MUKAALI RIDERS

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Mukaali Rider	8"	4+	4+	3	4	3	1	6	4+
Mukaali Sergeant	8"	4+	4+	3	4	3	2	7	4+
This unit contains 2 Mukaali Riders and a Mukaali Sergeant. It can include up to 3 additional Mukaali Riders ( <b>Power Rating +1 per model</b> ). Each model is armed with a laspistol, hunting lance and frag grenades, and rides a mukaali that attacks with stomping feet.									
WEAPON	RANGE	TYPE		S	AP	D	ABILITIES		
<b>Rider</b>									
Flamer	8"	Assault D6		4	0	1	This weapon automatically hits its target.		
Grenade launcher	When attacking with this weapon, choose one of the profiles below.								
- Frag grenade	24"	Assault D6		3	0	1	-		
- Krak grenade	24"	Assault 1		6	-1	D3	-		
Laspistol	12"	Pistol 1		3	0	1	-		
Meltagun	12"	Assault 1		8	-4	D6	If the target is within half range of this weapon, roll two dice when inflicting damage with it and discard the lowest result.		
Plasma gun	When attacking with this weapon, choose one of the profiles below.								
- Standard	24"	Rapid Fire 1		7	-3	1	-		
- Supercharge	24"	Rapid Fire 1		8	-3	2	On a hit roll of 1, the bearer is slain after all of this weapon's shots have been resolved.		
Plasma pistol	When attacking with this weapon, choose one of the profiles below.								
- Standard	12"	Pistol 1		7	-3	1	-		
- Supercharge	12"	Pistol 1		8	-3	2	On a hit roll of 1, the bearer is slain.		
Chainsword	Melee	Melee		User	0	1	Each time the bearer fights, it can make 1 additional attack with this weapon.		
Hunting lance	Melee	Melee		+2	-2	D3	A model may only attack with this weapon on a turn in which it has made a charge move.		
Power axe	Melee	Melee		+1	-2	1	-		
Power lance	Melee	Melee		+2	-1	1	-		
Power maul	Melee	Melee		+2	-1	1	-		
Power sword	Melee	Melee		User	-3	1	-		
Frag grenade	6"	Grenade D6		3	0	1	-		
<b>Mukaali</b>									
Stomping feet	Melee	Melee		5	0	1	After a model riding a mukaali makes its close combat attacks, you can attack with its mount. Make 3 additional attacks, using this weapon profile.		
<b>WARGEAR OPTIONS</b>	<ul style="list-style-type: none"> <li>The Mukaali Sergeant can replace their laspistol with a plasma pistol.</li> <li>The Mukaali Sergeant can replace their hunting lance with a chainsword, power axe, power lance, power maul or power sword.</li> <li>Up to two Mukaali Riders can each replace their hunting lances with one of the following: <ul style="list-style-type: none"> <li>- Flamer</li> <li>- Grenade launcher</li> <li>- Meltagun</li> <li>- Plasma gun</li> </ul> </li> </ul>								
<b>ABILITIES</b>	<b>Flanking Manoeuvres:</b> During deployment, you can set up this unit on the army's flank instead of placing it on the battlefield. At the end of any of your Movement phases, this unit can race in to encircle the foe – set it up so that all models in the unit are within 7" of a battlefield edge of your choice and more than 9" away from any enemy models.								
<b>FACTION KEYWORDS</b>	IMPERIUM, ASTRA MILITARUM, TALLARN								
<b>KEYWORDS</b>	CAVALRY, MUKAALI RIDERS								