



Reivers

REIVER SERGEANT

	M	APL	GA
	3 ②	3	1
	DF	SV	W
	3	3+	13

Special issue bolt pistol

4 2+ 3/4

Rng ⑤ AP1

Bolt carbine

4 2+ 3/4

Combat knife

5 2+ 3/4

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Rng ⑤ AP1

Combat knife

5 2+ 3/4

Lethal 5+

Bladesman: If this operative is not equipped with a bolt carbine, its combat knife gains the Lethal 5+ special rule.

REIVER

	M	APL	GA
	3 ②	3	1
	DF	SV	W
	3	3+	12

Special issue bolt pistol

4 3+ 3/4

Rng ⑤ AP1

Combat knife

5 3+ 3/4

Reivers

Max 1

GRAPNEL/LA

REIVER SERGEANT

REIVER

GRANADE

Special issue bolt pistol

4 2+ 3/4

Rng ⑤ AP1

Bolt carbine

4 2+ 3/4

Combat knife

5 2+ 3/4

Bladesman: If this operative is not equipped with a bolt carbine, its combat knife gains the Lethal 5+ special rule.

Operative

Reivers

Database: Q3 2023
FAQ: 1.8, DECK:4.0

Operative


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REIVER


	M	APL	GA
	3	2	3
	1		
DF	SV	W	
3	3+	12	


Special issue bolt pistol	4	3+	3/4
Rng  AP1			
Combat knife	5	3+	3/4



REIVER


	M	APL	GA
	3	2	3
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Special issue bolt pistol	4	3+	3/4
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REIVER

	M	APL	GA
	3	2	3
	1		
DF	SV	W	
3	3+	12	

Special issue bolt pistol	4	3+	3/4
Rng  AP1			
Bolt carbine	4	3+	3/4
Fists	4	3+	3/4



Operative

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Tac Op

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BOLTER DISCIPLINE

Strategic

1CP

Until the end of the Turning Point, each time a friendly SPACE MARINE operative (excluding a SCOUT operative) is activated, if it does not perform a Fight action during that activation, it can perform two Shoot actions during that activation if a bolt weapon is selected for each of those shooting attacks. A bolt weapon is a ranged weapon that includes 'bolt' in its name, e.g. boltgun, heavy bolter etc. In the case of the infernus heavy bolter, it must be the heavy bolter profile that is selected.

Shoot Twice

SHOCK ASSAULT

Strategic

1CP


Until the end of the Turning Point, each time a friendly SPACE MARINE operative (excluding a SCOUT operative) is activated, if it does not perform a Shoot action during that activation, it can perform two Fight actions during that activation.

Fight Twice

TACTICAL PRECISION

Strategic

1CP

Until the end of the Turning Point, while a friendly SPACE MARINE operative is within  of and Visible to a friendly LEADER operative, each time it fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll one of your attack dice.

Balanced near Leader

TRANSHUMAN PHYSIOLOGY

Tactical

1CP

Use this Tactical Ploy in the Roll Defence Dice step of a shooting attack, after rolling defence dice for a friendly PRIMARIS operative. You can change one of your retained normal saves to a critical save.

Normal Sv to Crit

Strategic

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Strategic

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Strategic

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Tactical

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ONLY IN DEATH DOES DUTY END

Tactical

1CP

Use this Tactical Ploy when a ready friendly SPACE MARINE operative is incapacitated. That operative is not removed from the killzone until the end of your next activation or the end of the battle (whichever comes first) and does not count as being injured.

Not Dead

AND THEY SHALL KNOW NO FEAR

Tactical

1CP

Use this Tactical Ploy when a friendly SPACE MARINE operative is activated. Until the end of that operative's activation, you can ignore any or all modifiers to its APL characteristic and it is not injured.

Not Wounded

TERROR TROOP

Tactical

1 CP

Use this Tactical Ploy during a friendly REIVER operative's activation. Until the start of the next Turning Point:

► Each time an enemy operative would perform a mission action or the Pick Up action, if this friendly REIVER operative is within of that enemy operative, one additional action point must be subtracted to perform that action.

► When determining control of an objective marker that friendly REIVER operative is within range of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier.

Enemy actions harder

SHOCK GRENADE

3EP

The operative can perform the following action during the battle:
SHOCK GRENADE 1AP Select one point on the killzone within ⑥ of this operative. Roll one D6 for each operative within ② of that point, subtracting 1 from the result if they are not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of enemy operatives.

Area APL-

Tactical

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Tactical

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Tactical

Reivers

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Equipment

Reivers

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SHOCK GRENADE

3EP

The operative can perform the following action during the battle:
SHOCK GRENADE 1AP Select one point on the killzone within ② of this operative. Roll one D6 for each operative within ② of that point, subtracting 1 from the result if they are not Visible to this operative. On a 4+, subtract 1 from that operative's APL. This operative can only perform this action once, and cannot perform this action while within Engagement Range of enemy operatives.

Area APL-

FRAG GRENADE

Max: 1

2EP

The operative is equipped with the following ranged weapon for the battle:

Frag grenade	4	3+	2/3
Rng		Blast ②	Indirect Limited

KRAK GRENADE

Max: 1

3EP

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an Overwatch action:

Krak grenade	4	3+	4/5
Rng		AP1	Indirect Limited

PURITY SEAL

3EP

The operative gains the following ability for the battle:
Purity Seal: Once per battle, when this operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy without spending any CP.

Reroll

Equipment

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Reroll

AUSPEX

Max: 1

3EP

The operative can perform the following action during the battle:

AUSPEX 2AP : Select one friendly SPACE MARINE operative within 3 of and Visible to this operative. Until the end of the Turning Point, that operative's ranged weapons are treated as having the No Cover special rule. This operative cannot perform this action while within Engagement Range of enemy operatives.

Give No Cover

GRAPNEL LAUNCHER

Max: 1

1EP

The operative gains the following ability for the battle:

Grapnel Launcher:

- Each time this operative ascends or descends a terrain feature while climbing, the first vertical distance of up to 3 it travels is counted as for that climb.
- This operative does not need to be within of a physical and climbable part of a terrain feature in order to climb it.
- Each time this operative drops, the intended location can be any vertical distance from the level it occupies.
- Each time this operative drops, it counts any vertical distance it travels as half for that drop.

Easy Climb

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Easy Climb

Equipment

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GRAV-CHUTE

Max: 1

2EP

The operative gains the following ability for the battle:

Grav-chute:

- During the mission sequence, after resolving your selected option in the Scouting step, if this operative is wholly within your drop zone, it can perform a Grav-chute insertion. If it does so, you can perform a free Normal Move action with this operative. For that action, it has a Movement characteristic of 2 and can FLY.
- Each time this operative moves off a Vantage Point, for that move, it can move as though it can FLY, so long as it does not move higher than that Vantage Point and ends that move lower than that Vantage Point

Forward deploy and glide

GRAV-CHUTE

Max: 1

2EP

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Grav-chute:

- During the mission sequence, after resolving your selected option in the Scouting step, if this operative is wholly within your drop zone, it can perform a Grav-chute insertion. If it does so, you can perform a free Normal Move action with this operative. For that action, it has a Movement characteristic of 2 and can FLY.
- Each time this operative moves off a Vantage Point, for that move, it can move as though it can FLY, so long as it does not move higher than that Vantage Point and ends that move lower than that Vantage Point

Forward deploy and glide

SMOKE GRENADE

3EP

The operative can perform the following action during the battle:
SMOKE GRENADE 1AP Place the centre of one Smoke token on a point within 1 of this operative. That token creates an area of smoke with a 2 radius and unlimited upward height (but not below) measured from the centre of that token. Until the end of the Turning Point, an operative is Obscured if every Cover line drawn to it crosses an area of smoke. This operative can only perform this action once, and cannot perform this action while within Engagement Range of enemy operatives.

Obscure Area

SMOKE GRENADE

3EP

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SMOKE GRENADE 1AP Place the centre of one Smoke token on a point within 1 of this operative. That token creates an area of smoke with a 2 radius and unlimited upward height (but not below) measured from the centre of that token. Until the end of the Turning Point, an operative is Obscured if every Cover line drawn to it crosses an area of smoke. This operative can only perform this action once, and cannot perform this action while within Engagement Range of enemy operatives.

Obscure Area

Equipment

Reivers

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SPACE MARINE REIVERS

Seek and Destroy
Infiltration
Recon
1 leader and 5 operatives

REIVER SERGEANT
Special Issue Bolt Pistol, Combat Knife and optionally Bolt

REIVER SERGEANT
Special Issue Bolt Pistol and Combat Knife

REIVER
Special Issue Bolt Pistol and Combat Knife

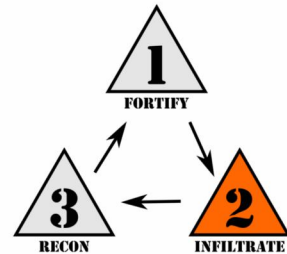
REIVER
Special Issue Bolt Pistol, Bolt Carbine and Fists

Faction Ability

INFILTRATE

Matched Play
Once during the first turning point, when you select an operative to activate, you can change its order

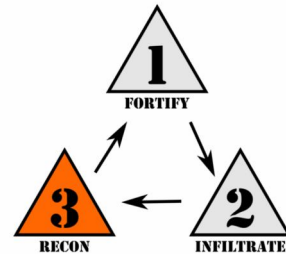
Critical Ops
Once during the first turning point, when you select an operative to activate, you can change its order



RECON

Matched Play
Perform a free Dash action with one operative that is wholly within your drop zone

Critical Ops
Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



Team

Reivers

Abilities

Reivers

Scouting

Reivers

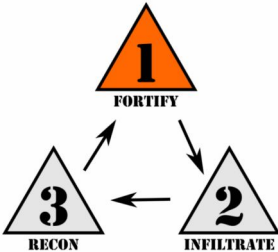
Scouting

Reivers

FORTIFY

Matched Play
Set up one additional barricade within 🏠 of your drop zone

Critical Ops
Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

TURN SEQUENCE

- INITIATIVE PHASE
READY OPERATIVES
DETERMINE
INITIATIVE
- STRATEGY PHASE
GENERATE
COMMAND POINTS
PLAY STRATEGIC
PLOYS
TARGET REVEAL
- FIREFIGHT PHASE
PERFORM ACTIONS

SCORE CARD

COMMAND POINTS	PRIMARY		
	SECONDARY		
	1	2	3
	1	2	3
		4	
		3	
		2	
		1	

Scouting

Reivers

Matched

Reivers

Matched

Reivers

Scorecard

Reivers