



1KOMMANDO

2BEWEGUNG

Unholy Speed

Add 1 to Advance and Charge rolls made for this model's unit.

Warp Stalker

You can re-roll Advance and Charge rolls made for this model's unit.

3BESCHUSS

Bolt pistol **PISTOL**

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

 Combi-bolter **RAPID FIRE 2** | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 24" | 2 | 3+ | 5 | -1 | 1 | VERWUNDET | | | | | | |------|------|----|------|------| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–2 | T3–4 | T5 | T6–9 | T10+ | | **Combi-weapon** **ANTI-INFANTRY 4+** **RAPID FIRE 1** | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 24" | 1 | 4+ | 4 | 0 | 1 | VERWUNDET | | | | | | |------|----|----|------|-----| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–2 | T3 | T4 | T5–7 | T8+ | | **Flamer** **IGNORES COVER** **TORRENT** | | | | | | | |-----|----|-----|---|----|---| | R | A | BS | S | AP | D | | 12" | D6 | N/A | 4 | 0 | 1 | VERWUNDET | | | | | | |------|----|----|------|-----| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–2 | T3 | T4 | T5–7 | T8+ | | **Meltagun** **MELTA 2** | | | | | | | |-----|---|----|---|----|----| | R | A | BS | S | AP | D | | 12" | 1 | 3+ | 9 | -4 | D6 | VERWUNDET | | | | | | |------|------|----|--------|------| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–4 | T5–8 | T9 | T10–17 | T18+ | | **Plasma gun - standard** **RAPID FIRE 1** | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 24" | 1 | 3+ | 7 | -2 | 1 | VERWUNDET | | | | | | |------|------|----|-------|------| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–3 | T4–6 | T7 | T8–13 | T14+ | | **Plasma gun - supercharge** **HAZARDOUS** **RAPID FIRE 1** | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 24" | 1 | 3+ | 8 | -3 | 2 | VERWUNDET | | | | | | |------|------|----|-------|------| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–4 | T5–7 | T8 | T9–15 | T16+ | | **Plasma pistol - standard** **PISTOL** | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 12" | 1 | 3+ | 7 | -2 | 1 | VERWUNDET | | | | | | |------|------|----|-------|------| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–3 | T4–6 | T7 | T8–13 | T14+ | | **Plasma pistol - supercharge** **HAZARDOUS** **PISTOL** | | | | | | | |-----|---|----|---|----|---| | R | A | BS | S | AP | D | | 12" | 1 | 3+ | 8 | -3 | 2 | VERWUNDET | | | | | | |------|------|----|-------|------| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–4 | T5–7 | T8 | T9–15 | T16+ | | **Dark Blessing** Once per battle, at the start of your opponent's Shooting phase, this model can use this ability. If it does, until the end of the phase, this model's unit has the Stealth ability. |

4ANGRIFF

Rapid Assault

Each time a model in this unit makes a melee attack, if this unit made a Charge move this turn, improve the Strength characteristic of that attack by 1.

5NAHKAMPF

Accursed weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

 Astartes chainsword | | | | | | | |-------|---|----|---|----|---| | R | A | WS | S | AP | D | | Melee | 4 | 3+ | 5 | -1 | 1 | VERWUNDET | | | | | | |------|------|----|------|------| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–2 | T3–4 | T5 | T6–9 | T10+ | | **Close combat weapon** | | | | | | | |-------|---|----|---|----|---| | R | A | WS | S | AP | D | | Melee | 3 | 3+ | 5 | 0 | 1 | VERWUNDET | | | | | | |------|------|----|------|------| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–2 | T3–4 | T5 | T6–9 | T10+ | | **Power fist** | | | | | | | |-------|---|----|---|----|---| | R | A | WS | S | AP | D | | Melee | 3 | 3+ | 8 | -2 | 2 | VERWUNDET | | | | | | |------|------|----|-------|------| | 2+ | 3+ | 4+ | 5+ | 6+ | | T1–4 | T5–7 | T8 | T9–15 | T16+ | |

VERTEIDIGUNG

Eightfold Eyes

Once per turn, you can re-roll one Hit roll, one Wound roll, one Damage roll or one saving throw made for this model.

IMMER / EINMALIG

Chaos icon

Each time the bearer's unit takes a Leadership test for the Dark Pacts ability, you can re-roll that test.

Daemonic Flesh

Add 1 to this model's Toughness characteristic.

Iron-hard Talons

Improve the Armour Penetration characteristic of melee weapons equipped by this model by 1.

Khorne

Add 2 to the Strength characteristic of this model's hellforged weapons.

Massive Fangs

Melee weapons equipped by this model have the [LANCE] ability.

Mutant Form

Add 1 to this model's Wounds characteristic.

Nurgle

Add 1 to this model's Toughness characteristic.

Scorpion Tail

Add 1 to the Attacks characteristic of melee weapons equipped by this model.

Slaanesh

Add 2" to this model's Move characteristic.

Tzeentch

Add 3 to the Attacks characteristic of this model's infernal cannon.

GEGEN DIESE EINHEIT

W6 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+ S12+	3+ S7–11	4+ S6	5+ S4–5	6+ S1–3
RETTUNGSWURF JE DS DS 0 3+	DS –1 4+	DS –2 5+	DS –3 6+	DS –4 –

REGELN & KEYWORDS KURZ

Dark Pacts If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact.

Stealth If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).

ANTI This ability always takes the form [ANTI-X Y+].

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

HAZARDOUS Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

LANCE Each time an attack is made with a [LANCE] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

MELTA This ability always takes the form [MELTA X].

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

RAPID FIRE This ability always takes the form [RAPID FIRE X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Biker Champion - Equipped with: Combi-bolter, Close combat weapon, Bolt pistol, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Power fist, Accursed weapon, Astartes chainsword

2-5x Biker w/ combi-bolter and bolt pistol oder Biker w/ combi-bolter and chainsword

- Each Biker Champion can replace its Bolt pistol with Accursed weapon, Astartes chainsword, Plasma pistol or Power fist.
- Each Biker w/ flamer can replace its Bolt pistol with Astartes chainsword.
- Each Biker w/ meltagun can replace its Bolt pistol with Astartes chainsword.
- Each Biker w/ plasma gun can replace its Bolt pistol with Astartes chainsword.
- Each Biker w/ combi-weapon can replace its Bolt pistol with Astartes chainsword.

KEYWORDS Mounted, Grenades, Chaos, Chaos Bikers · FRAKTION Heretic Astartes · BIKER CHAMPION Unit Champion