CHAOS BIKERS

80–150 PTS

BIKER CHAMPION

M	T	SV	W	LD	OC
12"	6	3+	3	6+	2

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol PISTOL	12"	1	3+	5	-1	1
Combi-bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Meltagun MELTA 2	12"	1	3+	9	-4	D6
➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2
➤ Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Accursed weapon	Melee	4	3+	5	-2	1
Astartes chainsword	Melee	4	3+	5	-1	1
Close combat weapon	Melee	3	3+	5	0	1
Power fist	Melee	3	3+	8	-2	2

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 (75x42mm Oval Base)
2-5x Biker w/ combi-bolter and bolt pistol oder Biker w/ combi-bolter and chainsword (75x42mm Oval Base)

Wargear Options:

- 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.

ABILITIES

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.

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.

Biker Champion KEYWORDS: Unit Champion
KEYWORDS: Mounted, Grenades, Chaos, Chaos Bikers

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.

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.

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.

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.

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.

WEAPON RULES

ANTI
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.

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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.

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 model or unit the benefit of cover (e.g. Stealth).

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]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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.

RAPID FIRE

This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

TORRENT

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

CORE RULES

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. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

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).