

COMPANY VETERANS  
ON BIKES [LEGENDS]

110–275 PTS

| M   | T | Sv | W | LD | OC |
|-----|---|----|---|----|----|
| 12" | 5 | 3+ | 2 | 6+ | 2  |

RANGED WEAPONS

| WEAPON                                                                 | RANGE | A  | BS  | S | AP | D  |
|------------------------------------------------------------------------|-------|----|-----|---|----|----|
| Bolt pistol<br>CLOSE-QUARTERS                                          | 12"   | 1  | 3+  | 5 | -1 | 1  |
| Boltgun                                                                | 24"   | 2  | 3+  | 4 | 0  | 1  |
| Combi-weapon<br>ANTI-INFANTRY 4+<br>DEVASTATING WOUNDS<br>RAPID FIRE 1 | 24"   | 1  | 4+  | 4 | 0  | 1  |
| Flamer<br>IGNORES COVER<br>TORRENT                                     | 12"   | D6 | N/A | 4 | 0  | 1  |
| Grav-gun<br>ANTI-VEHICLE 2+                                            | 18"   | 2  | 3+  | 5 | -1 | 2  |
| Grav-pistol<br>ANTI-VEHICLE 2+<br>PISTOL                               | 12"   | 1  | 3+  | 4 | -1 | 2  |
| Meltagun<br>MELTA 2                                                    | 12"   | 1  | 3+  | 9 | -4 | D6 |
| Storm bolter<br>RAPID FIRE 2                                           | 24"   | 2  | 3+  | 5 | -1 | 1  |
| Twin boltgun<br>TWIN-LINKED                                            | 24"   | 2  | 3+  | 4 | 0  | 1  |
| ► Plasma gun - standard<br>RAPID FIRE 1                                | 24"   | 1  | 3+  | 7 | -2 | 1  |
| ► Plasma gun - supercharge<br>RAPID FIRE 1<br>HAZARDOUS                | 24"   | 1  | 3+  | 8 | -3 | 2  |
| ► Plasma pistol - standard<br>CLOSE-QUARTERS                           | 12"   | 1  | 3+  | 7 | -2 | 1  |
| ► Plasma pistol - supercharge<br>HAZARDOUS<br>CLOSE-QUARTERS           | 12"   | 1  | 3+  | 8 | -3 | 2  |

MELEE WEAPONS

| WEAPON                               | RANGE | A | WS | S | AP | D |
|--------------------------------------|-------|---|----|---|----|---|
| Chainsword                           | Melee | 4 | 3+ | 5 | -1 | 1 |
| Power fist                           | Melee | 3 | 3+ | 8 | -2 | 2 |
| Power weapon                         | Melee | 3 | 3+ | 5 | -2 | 2 |
| Thunder Hammer<br>DEVASTATING WOUNDS | Melee | 2 | 4+ | 8 | -2 | 3 |

ABILITIES

- Storm Shield**  
The bearer has a 4+ invulnerable save
- Vanguard Assault**  
Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

AUFSTELLUNG

1x Veteran Biker Sergeant oder Veteran Bikers

**Equipped with:** Bolt pistol, Boltgun, Combi-weapon, Flamer, Grav-gun, Grav-pistol, Meltagun, Storm bolter, Twin boltgun, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Power fist, Power weapon, Thunder Hammer

**Wargear Options:**

- Each Veteran Biker Sergeant can replace its Boltgun with Bolt pistol, Combi-weapon, Storm bolter, Grav-pistol or Plasma pistol.
- Each Veteran Biker Sergeant can replace its Chainsword with Power fist, Power weapon, Thunder Hammer

**KEYWORDS:** Mounted, Imperium, Grenades, Company Veterans  
**FACTION KEYWORDS:** Adeptus Astartes

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WEAPON ABILITIES

- 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).
- 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.
- Twin-linked**

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.

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FACTION RULES

**Combat Doctrines**

At the start of your Command phase, you can select one Combat Doctrine listed below. If you do, that Combat Doctrine is active for friendly ADEPTUS ASTARTES units with this ability until the start of your next Command Phase

Assault Doctrine

When this unit is selected to make an Advance move, that Advance move does not prevent this unit from being eligible to declare a charge.

Devastator Doctrine

This unit's ranged attacks have [ASSAULT]

Tactical Doctrine

When this unit is selected to make a Fall-back move, that Fall-back move does not prevent this unit from being eligible to shoot and eligible to declare a charge.

Unless otherwise stated.

- You can only select each Combat Doctrine once per battle
- Only one Combat Doctrine can be active for each unit. If a rule make a Combat Doctrine active for a unit, any Combat Doctrine previously active for that unit is no longer active for that unit.

CORE RULES

**Close-quarters**

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.

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