COMPANY CHAMPION ON BIKE [LEGENDS] - IMPERIUM - SPACE MARINES

60 PTS

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

AUFSTELLUNG

1x Company Champion on Bike [Legends]

Equipped with: Bolt pistol, Twin boltgun, Master-crafted Power Weapon

KEYWORDS: Character, Mounted, Grenades, Imperium, Company Champion

FACTION KEYWORDS: Adeptus Astartes

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon PRECISION	Melee	4	2+	5	-2	2

ABILITIES

CORE - Leader

Honour or Death
While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and you can target that unit with the Heroic Intervention stratagem for 0CP, even if you have already used that Stratagem on a different unit this phase.

Invulnerable Save
4+

Martial Superiority
Each time this model makes a melee attack that targets a Character unit, you can re-roll the Hit roll and you can re-roll the Wound roll

Leader
This model can be attached to the following units: BIKE SQUAD, COMPANY VETERANS ON BIKES, OUTRIDER SQUAD

WEAPON ABILITIES

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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.

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.