

IMPERIUM - SPACE MARINES

ANCIENT ON BIKE

[LEGENDS]

M12"

T5

SV3+

W5

LD6+

OC2

90 PTS

Base —

- Leader
- Close-quarters
- Combat Doctrines

1KOMMANDO

2BEWEGUNG

Raise the Banner

At the end of your Movement phase, if this unit is controlling an objective, that objective is secured.

3BESCHUSS

Bolt pistol

CLOSE-QUARTERS

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

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Boltgun

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	4	0	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Grav-pistol

ANTI-VEHICLE 2+

PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	-1	2

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Twin boltgun

TWIN-LINKED

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+T1-2

3+T3

4+T4

5+T5-7

6+T8+

► Plasma pistol - standard

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+T1-3

3+T4-6

4+T7

5+T8-13

6+T14+

► Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

4ANGRIFF

5NAHKAMPF

Chainsword

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

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Power fist

R	A	WS	S	AP	D
Melee	3	3+	8	-2	2

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

Power weapon

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

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Thunder Hammer

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	2	4+	8	-2	3

VERWUNDET

2+T1-4

3+T5-7

4+T8

5+T9-15

6+T16+

∞

VERTEIDIGUNG

IMMER / EINMALIG

Unbreakable Duty

While this model is within range of an objective marker and/or within 6" of the centre of the battlefield, this model has the Feel No Pain 4+ ability.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 5 LP je Modell

WIRD VERWUNDET MIT

2+S10+

3+S6-9

4+S5

5+S3-4

6+S1-2

RETTUNGSWURF JE DS

DS 03+

DS -14+

DS -25+

DS -36+

DS -4-

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

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.

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...

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

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

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

AUFSTELLUNG

1x Ancient on Bike [Legends]

Ausrüstung: Bolt pistol, Boltgun, Combi-weapon, Grav-pistol, Storm bolter, Twin boltgun, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Power fist, Power weapon, Thunder Hammer

This model can replace its Power fist with Thunder Hammer, Bolt pistol, Boltgun, Power weapon, Combi-weapon, Storm bolter, Grav-pistol or Plasma pistol.

Anführer

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

KEYWORDS Character, Mounted, Grenades, Imperium, Ancient · FRAKTION Adeptus Astartes