

BIKE SQUAD [LEGENDS]

Close-quartersCombat Doctrines

M12"

T5

SV3+

W5

LD6+

OC2

80–160 PTS

Base —



1KOMMANDO

2BEWEGUNG

3BESCHUSS

4ANGRIFF

5NAHKAMPF

VERTEIDIGUNG

IMMER / EINMALIG

Turbo Boost

Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit

Bolt pistol

CLOSE-QUARTERS

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+

Boltgun

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

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3

T4

T5–7

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+

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+

Grav-gun

ANTI-VEHICLE 2+

R	A	BS	S	AP	D
18"	2	3+	5	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Grav-pistol

ANTI-VEHICLE 2+

PISTOL

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

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3

T4

T5–7

T8+

Hand flamer

CLOSE-QUARTERS

TORRENT

R	A	BS	S	AP	D
9"	3	-	4	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3

T4

T5–7

T8+

Heavy Bolter

SUSTAINED HITS 1

R	A	BS	S	AP	D
36"	3	3+	5	-1	2

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Inferno Pistol

CLOSE-QUARTERS

MELTA 1

R	A	BS	S	AP	D
9"	1	3+	8	-3	D3+2

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–7

T8

T9–15

T16+

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+

Multi-melta

MELTA 2

R	A	BS	S	AP	D
18"	2	3+	9	-4	D6

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–8

T9

T10–17

T18+

Storm 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+

Twin boltgun

TWIN-LINKED

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

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3

T4

T5–7

T8+

► 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

RAPID FIRE 1

HAZARDOUS

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

CLOSE-QUARTERS

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

CLOSE-QUARTERS

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+

Astartes Chainsword

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

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3

T4

T5–7

T8+

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	4	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3

T4

T5–7

T8+

Close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	4	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3

T4

T5–7

T8+

Power fist

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

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–7

T8

T9–15

T16+

Power weapon

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

VERWUNDET

2+

3+

4+

5+

6+

T1–2

T3–4

T5

T6–9

T10+

Thunder Hammer

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	2	4+			

8

-2

3

VERWUNDET

2+

3+

4+

5+

6+

T1–4

T5–7

T8

T9–15

T16+

GEGEN DIESE EINHEIT					
W5 - RW 3+ - 5 LP je Modell					
WIRD VERWUNDET MIT					
2+	3+	4+	5+	6+	
S10+	S6–9	S5	S3–4	S1–2	
RETTUNGSWURF JE DS					
DS 0	DS –1	DS –2	DS –3	DS –4	
3+	4+	5+	6+	–	

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.

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...

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].

SUSTAINED HITS This ability always takes the form [SUSTAINED HITS X].

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.

AUFSTELLUNG

1x Attack Bike - Equipped with: Bolt pistol, Close combat weapon, Twin boltgun, Heavy Bolter, Multi-melta

3-6x Biker Sergeant oder Space Marine Bikers w/ Bolt Pistol oder Space Marine Bikers w/ Astartes Chainsword oder Space Marine Bikers w/ Special Weapon

• Each Attack Bike can replace its Heavy Bolter with Multi-melta.

• This model's Bolt pistol can be replaced with 1x Astartes Chainsword.

• Each Biker Sergeant can replace its Bolt pistol with Boltgun, Combi-weapon, Hand flamer, Grav-pistol, Inferno Pistol, Plasma pistol, Storm bolter, Power weapon, Power fist, Thunder Hammer or Astartes Chainsword.

• Each Space Marine Bikers w/ Special Weapon can replace its Flamer with Meltagun, Plasma gun, Plasma pistol or Grav-gun.