IMPERIUM - SPACE MARINES

# CAPTAIN ON BIKE

Leader | Close-quarters | Combat Doctrines | Transhuman Strategist

| M | T | SV | W | LD | OC | RW |
|---|---|---|---|---|---|---|
| 12" | 6 | 3+ | 6 | 6+ | 2 | 4+ |

**110 PTS**
Base 90 x 52mm

## 1 KOMMANDO

### Strategic Acumen

In your Command phase, you can use this ability. If you do, select one combat doctrine to be active for this unit until the start of your next Command phase.

## 2 BEWEGUNG

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## 3 BESCHUSS

### Heavy Bolt Pistol — CLOSE-QUARTERS

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

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–2 | T3–4 | T5 | T6–9 | T10+ |

### Twin bolt rifle — ASSAULT | RAPID FIRE 2 | TWIN-LINKED

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

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–2 | T3–4 | T5 | T6–9 | T10+ |

### ➤ Plasma pistol - standard — CLOSE-QUARTERS

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

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–4 | T5–7 | T8 | T9–15 | T16+ |

## 4 ANGRIFF

### Into the Fray

If this unit made a Charge move this turn, this unit's melee attacks have [Cleave 1]

## 5 NAHKAMPF

### Master-crafted power weapon

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 6 | 2+ | 6 | -2 | 2 |

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–3 | T4–5 | T6 | T7–11 | T12+ |

### Thunder Hammer — DEVASTATING WOUNDS

| R | A | WS | S | AP | D |
|---|---|---|---|---|---|
| Melee | 5 | 3+ | 8 | -2 | 3 |

VERWUNDET

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| T1–4 | T5–7 | T8 | T9–15 | T16+ |

## ◆ VERTEIDIGUNG

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## ∞ IMMER / EINMALIG

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## GEGEN DIESE EINHEIT

W6 · RW 3+ · 4++ · 6 LP je Modell

WIRD VERWUNDET MIT

| 2+ | 3+ | 4+ | 5+ | 6+ |
|---|---|---|---|---|
| S12+ | S7–11 | S6 | S4–5 | S1–3 |

RETTUNGSWURF JE DS

| DS 0 | DS −1 | DS −2 | DS −3 | DS −4 |
|---|---|---|---|---|
| 3+ | 4+ | 4++ | 4++ | 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.

**Transhuman Strategist** At the start of the battle round, if a model with this ability is your WARLORD, gain 1 CP

**ASSAULT** Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

**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…

**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 Captain on Bike

**Ausrüstung:** Heavy Bolt Pistol, Twin bolt rifle, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Master-crafted power weapon, Thunder Hammer

- This model can replace its Heavy Bolt Pistol with Plasma pistol.
- This model can replace its Master-crafted power weapon with Thunder Hammer.

### Anführer

This model can be attached to the following units: OUTRIDER SQUAD, RAVENWING BLACK KNIGHTS

**KEYWORDS** Character, Captain, Imperium, Mounted, Explosives · **FRAKTION** Adeptus Astartes