

BIKE SQUAD
[LEGENDS]

Close-quarters Combat Doctrines

M12"5

T3+

SV5

W6+

LD2

OC

80–160 PTS

Base —



3 BESCHUSS

Bolt pistol CLOSE-QUARTERS

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

Boltgun

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

Combi-weapon ANTI-INFANTRY 4+
DEVASTATING WOUNDS RAPID FIRE 1

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

Flamer IGNORES COVER TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	0	1

Grav-gun ANTI-VEHICLE 2+

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

Grav-pistol ANTI-VEHICLE 2+ PISTOL

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

Hand flamer CLOSE-QUARTERS TORRENT

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

Heavy Bolter SUSTAINED HITS 1

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

Inferno Pistol CLOSE-QUARTERS MELTA 1

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

Meltagun MELTA 2

R	A	BS	S	AP	D
12"	1	3+	9	-4	D6

Multi-melta MELTA 2

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

Storm bolter RAPID FIRE 2

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

Twin boltgun TWIN-LINKED

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

Plasma gun - standard RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	3+	7	-2	1

Plasma gun - supercharge RAPID FIRE 1
HAZARDOUS

R	A	BS	S	AP	D
24"	1	3+	8	-3	2

Plasma pistol - standard CLOSE-QUARTERS

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

Plasma pistol - supercharge HAZARDOUS
CLOSE-QUARTERS

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

5 NAHKAMPF

Astartes Chainsword

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

Close combat weapon

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

Close combat weapon

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

Power fist

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

Power weapon

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

Thunder Hammer DEVASTATING WOUNDS

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

GEGEN DIESE EINHEIT

W5 - RW 3+ - 5 LP je Modell
WIRD VERWUNDET MIT

RETTUNGSWURF JE DS

2+
S10+

DS 0
3+

3+
S6-9

DS -1
4+

4+
S5

DS -2
5+

5+
S3-4

DS -3
6+

6+
S1-2

DS -4
-

1
KOMMANDO

—

2 BEWEGUNG

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

4
ANGRIFF

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VERTEIDIGUNG

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∞
IMMER / EINMALIG

—

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.