IMPERIUM - SPACE MARINES

CAPTAIN ON BIKE [LEGENDS]

Leader | Close-quarters | Combat Doctrines

M	T	SV	W	LD	OC	RW
12"	5	3+	6	6+	2	4+

95 PTS
Base —

3 BESCHUSS

Bolt pistol — CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	2+	5	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

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+

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+

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+

Master-crafted boltgun

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

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 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+

5 NAHKAMPF

Astartes Chainsword

R	A	WS	S	AP	D
Melee	7	2+	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	6	2+	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	5	2+	8	-2	2

VERWUNDET

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

Relic Weapon

R	A	WS	S	AP	D
Melee	6	2+	5	-2	2

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	5	3+	8	-2	3

VERWUNDET

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

Twin lightning claws — TWIN-LINKED

R	A	WS	S	AP	D
Melee	6	2+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

GEGEN DIESE EINHEIT

W5 · RW 3+ · 4++ · 6 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+	4++	4++	4++

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

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	4 ANGRIFF	◆ VERTEIDIGUNG
—	—	—

∞ IMMER / EINMALIG

Relic Shield

Add 1 to the bearer's Wounds characteristic.

Swift Assault

While this model is leading a unit, ranged weapons equipped by models in that unit have the [ASSAULT] ability.

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…

MELTA This ability always takes the form [MELTA X].

RAPID FIRE This ability always takes the form [RAPID FIRE 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 Captain on Bike [Legends]

Ausrüstung: Bolt pistol, Combi-weapon, Hand flamer, Inferno Pistol, Master-crafted boltgun, Storm bolter, Twin boltgun, ➤ Plasma pistol - standard, ➤ Plasma pistol - supercharge, Astartes Chainsword, Close combat weapon, Power fist, Relic Weapon, Thunder Hammer, Twin lightning claws

- This model can replace its Bolt pistol with Combi-weapon, Power fist, Master-crafted boltgun, Relic Weapon, Relic Shield, Storm bolter, Hand flamer, Inferno Pistol, Plasma pistol or Thunder Hammer.
- This model can replace its Astartes Chainsword with Close Combat Weapon and Relic Shield, Power fist or Relic Weapon.

Anführer

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