

COMPANY VETERANS ON BIKES [LEGENDS]

M

12"

T

5

SV

3+

W

2

LD

6+

OC

2

110–275 PTS

Base —

- Close-quarters
- Combat Doctrines

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

Meltagun

MELTA 2

R	A	BS	S	AP	D
12"	1	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

Chainsword

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

Power fist

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

Power weapon

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

Thunder Hammer

DEVASTATING WOUNDS

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

GEGEN DIESE EINHEIT

W5 · RW 3+ · 2 LP je Modell
WIRD VERWUNDET MIT

2+ S10+	3+ S6-9	4+ S5	5+ S3-4	6+ S1-2
RETTUNGSWURF JE DS				
DS 0 3+	DS -1 4+	DS -2 5+	DS -3 6+	DS -4 -

KEYWORDS Mounted, Imperium, Grenades, Company Veterans · FRAKTION Adeptus Astartes

1 KOMMANDO —	2 BEWEGUNG —	4 ANGRIFF Vanguard Assault Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.	◆ VERTEIDIGUNG Storm Shield The bearer has a 4+ invulnerable save	∞ IMMER / EINMALIG —
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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].
- 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 Veteran Biker Sergeant oder Veteran Bikers
- Ausrüstung:** Bolt pistol, Boltgun, Combi-weapon, Flamer, Grav-gun, Grav-pistol, Meltagun, Storm bolter, Twin boltgun, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Power fist, Power weapon, Thunder Hammer
- Each Veteran Biker Sergeant can replace its Boltgun with Bolt pistol, Combi-weapon, Storm bolter, Grav-pistol or Plasma pistol.
 - Each Veteran Biker Sergeant can replace its Chainsword with Power fist, Thunder Hammer or Power weapon.
 - Each Veteran Bikers can replace its Storm Shield with Power fist, Thunder Hammer, Chainsword, Flamer, Meltagun, Plasma gun, Power weapon, Grav-pistol, Plasma pistol or Grav-gun.
 - Each Veteran Bikers can replace its Storm Shield with Power fist, Thunder Hammer, Bolt pistol, Power weapon, Grav-pistol or Plasma pistol.