

SCOUT BIKE SQUAD

[LEGENDS]

M
12"

T
5

SV
4+

W
3

LD
6+

OC
2

75-150 PTS

Base —



- Close-quarters
- Combat Doctrines
- Scouts 9"

3 BESCHUSS

Astartes Shotgun ASSAULT

R	A	BS	S	AP	D
18"	2	3+	4	0	1

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

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

Inferno Pistol CLOSE-QUARTERS MELTA 1

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

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

► Astartes grenade launcher - frag BLAST

R	A	BS	S	AP	D
24"	D3	3+	4	0	1

► Astartes grenade launcher - krak

R	A	BS	S	AP	D
24"	1	3+	9	-2	D3

► Plasma pistol - standard CLOSE-QUARTERS

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

► Plasma pistol - supercharge HAZARDOUS

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

Combat Knife

R	A	WS	S	AP	D
Melee	3	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 4+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+
S10+

RETTUNGSWURF JE DS

DS 0
4+

3+
S6-9

DS -1
5+

4+
S5

DS -2
6+

5+
S3-4

DS -3
-

6+
S1-2

DS -4
-

<div>1</div> <div>KOMMANDO</div> <div>—</div>	<div>2 BEWEGUNG</div> <div>Outflank</div> <div>When this unit arrives from Strategic Reserves, it can be set up within your opponent's deployment zone (all other restrictions still apply).</div>	<div>4</div> <div>ANGRIFF</div> <div>—</div>	<div>◆</div> <div>VERTEIDIGUNG</div> <div>—</div>	<div>∞</div> <div>IMMER / EINMALIG</div> <div>—</div>
<div>REGELN & KEYWORDS KURZ</div> <div>Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).</div> <div>Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.</div> <div>Scouts 9" This ability always takes the form Scouts X".</div> <div>ANTI This ability always takes the form [ANTI-X Y+].</div> <div>ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).</div> <div>BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...</div> <div>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...</div> <div>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...</div> <div>MELTA This ability always takes the form [MELTA X].</div> <div>PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.</div> <div>RAPID FIRE This ability always takes the form [RAPID FIRE X].</div> <div>TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.</div> <div>TWIN-LINKED Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.</div>		<div>AUFSTELLUNG</div> <div>3-6x Scout Biker w/ Astartes Grenade Launcher oder Scout Biker w/ Twin Boltgun oder Scout Biker Sergeant</div> <div>Ausrüstung: Astartes Shotgun, Bolt pistol, Boltgun, Combi-weapon, Grav-pistol, Hand flamer, Inferno Pistol, Storm bolter, Twin boltgun, ► Astartes grenade launcher - frag, ► Astartes grenade launcher - krak, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Astartes Chainsword, Combat Knife, Power fist, Power weapon, Thunder Hammer</div> <div><ul style="list-style-type: none">▪ This model's Twin boltgun can be replaced with 1x Astartes grenade launcher.▪ Each Scout Biker Sergeant can replace its Twin boltgun with Astartes grenade launcher.▪ Each Scout 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.</div>		