

TECHMARINE ON BIKE

[LEGENDS]

Leader Close-quarters Combat Doctrines Conversion

M

12"

T

5

SV

3+

W

5

LD

6+

OC

2

110 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+

Boltgun

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

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+

Conversion Beamer

CONVERSION

SUSTAINED HITS D3

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

VERWUNDET

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

Flamer

IGNORES COVER

TORRENT

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

VERWUNDET

2+	3+	4+	5+	6+
T1-2	T3	T4	T5-7	T8+

Grav Pistol

ANTI-VEHICLE 2+

PISTOL

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

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

Chainsword

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

VERWUNDET

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

Power fist

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

VERWUNDET

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

Ommission power axe

R	A	WS	S	AP	D
Melee	4	3+	6	-2	2

VERWUNDET

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

Servo-arm

EXTRA ATTACKS

R	A	WS	S	AP	D
Melee	1	3+	8	-2	3

VERWUNDET

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

Plasma Cutter

EXTRA ATTACKS

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

VERWUNDET

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

Thunder Hammer

DEVASTATING WOUNDS

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

VERWUNDET

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

GEGEN DIESE EINHEIT

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

RETTUNGSWURF JE DS

2+	3+
S10+	DS 0
	3+

3+	4+
S6-9	DS -1
	4+

4+	5+
S5	DS -2
	5+

5+	6+
S3-4	DS -3
	6+

6+	7+
S1-2	DS -4
	-

1

KOMMANDO

Blessing of the Omnisiah
In your Command phase, you can select one friendly Adeptus Astartes Vehicle model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, each time that Vehicle model makes an attack, add 1 to the Hit roll. Each model can only be selected for this ability once per turn.

2

BEWEGUNG

—

4

ANGRIFF

—

VERTEIDIGUNG

—

∞

IMMER / EINMALIG

Techmarine
While this model is within 3" of one or more friendly Adeptus Astartes Vehicle units, this model has the Lone Operative ability

Vengeance of the Omnisiah
If a friendly Adeptus Astartes Vehicle model is destroyed within 12" of this model, until the end of the battle, this model's Omnisian power axe has an Attacks characteristic of 7.

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.

Conversion Each time an attack made with this weapon targets a unit more than 12" from the bearer, an unmodified successful Hit roll of 4+ scores a Critical Hit.

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...

EXTRA ATTACKS Each time a unit containing one or more models with an [EXTRAATTACKS] weapon fights, those models will make attacks with those weapons in addition to any others.

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...

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 Techmarine on Bike [Legends]

Ausrüstung: Bolt pistol, Boltgun, Combi-weapon, Conversion Beamer, Flamer, Grav Pistol, Storm bolter, Twin boltgun, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Omnisian power axe, Plasma Cutter, Power fist, Servo-arm, Thunder Hammer

- This model can be equipped with 1x Warlord.
- This model can replace its Omnisian power axe with Chainsword, Thunder Hammer or Power fist.
- This model can replace its Bolt pistol with Boltgun, Grav Pistol, Plasma pistol, Combi-weapon or Storm bolter.
- This model can replace its Servo Harness with Conversion Beamer or Servo-arm.

Anführer

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