

# CAPTAIN ON BIKE [LEGENDS]

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

## AUFSTELLUNG

1x Captain on Bike [Legends]

**Equipped with:** 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

## Wargear Options:

- 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.

## RANGED WEAPONS

| WEAPON                                                                | RANGE | A | BS | S | AP | D |
|-----------------------------------------------------------------------|-------|---|----|---|----|---|
| Bolt pistol<br>CLOSE-QUARTERS                                         | 12"   | 1 | 2+ | 5 | -1 | 1 |
| Combi-weapon<br>ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE<br>1 | 24"   | 1 | 4+ | 4 | 0  | 1 |
| Hand flamer<br>CLOSE-QUARTERS, TORRENT                                | 9"    | 3 | -  | 4 | 0  | 1 |

## ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Leader

### Relic Shield

Add 1 to the bearer's Wounds characteristic.

### 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.



|                                                            |     |   |    |   |    |      |
|------------------------------------------------------------|-----|---|----|---|----|------|
| Inferno Pistol<br>CLOSE-QUARTERS, MELTA 1                  | 9"  | 1 | 3+ | 8 | -3 | D3+2 |
| Master-crafted boltgun                                     | 24" | 2 | 2+ | 4 | 0  | 2    |
| Storm bolter<br>RAPID FIRE 2                               | 24" | 2 | 3+ | 5 | -1 | 1    |
| Twin boltgun<br>TWIN-LINKED                                | 24" | 2 | 3+ | 4 | 0  | 1    |
| ► Plasma pistol - standard<br>CLOSE-QUARTERS               | 12" | 1 | 3+ | 7 | -2 | 1    |
| ► Plasma pistol - supercharge<br>HAZARDOUS, CLOSE-QUARTERS | 12" | 1 | 3+ | 8 | -3 | 2    |

✂ MELEE WEAPONS

| WEAPON                               | RANGE | A | WS | S | AP | D |
|--------------------------------------|-------|---|----|---|----|---|
| Astartes Chainsword                  | Melee | 7 | 2+ | 4 | -1 | 1 |
| Close combat weapon                  | Melee | 6 | 2+ | 4 | 0  | 1 |
| Power fist                           | Melee | 5 | 2+ | 8 | -2 | 2 |
| Relic Weapon                         | Melee | 6 | 2+ | 5 | -2 | 2 |
| Thunder Hammer<br>DEVASTATING WOUNDS | Melee | 5 | 3+ | 8 | -2 | 3 |
| Twin lightning claws<br>TWIN-LINKED  | Melee | 6 | 2+ | 5 | -2 | 1 |

Swift Assault

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

Leader

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



## WEAPON RULES

### Anti

This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

### 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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [DEVASTATING WOUNDS] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [DEVASTATING WOUNDS] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

### 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 the number of [HAZARDOUS] weapons you selected in the Select Weapons step.



### **Melta**

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

### **Rapid Fire**

This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

### **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.

