

CAPTAIN ON BIKE

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

AUFSTELLUNG

1x Captain on Bike (90 x 52mm)

Equipped with: Heavy Bolt Pistol, Twin bolt rifle, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Master-crafted power weapon, Thunder Hammer

Wargear Options:

- This model can replace its Heavy Bolt Pistol with Plasma pistol.
- This model can replace its Master-crafted power weapon with Thunder Hammer.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Heavy Bolt Pistol CLOSE-QUARTERS	18"	1	2+	5	-1	1
Twin bolt rifle ASSAULT, RAPID FIRE 2, TWIN-LINKED	24"	2	2+	5	-1	1
► Plasma pistol - standard CLOSE-QUARTERS	12"	1	2+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	2+	8	-3	2

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Leader, Transhuman Strategist

Into the Fray

If this unit made a Charge move this turn, this unit's melee attacks have [Cleave 1]

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.

Leader

This model can be attached to the following units: OUTRIDER SQUAD, RAVENWING BLACK KNIGHTS



Master-crafted power weapon	Melee	6	2+	6	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	5	3+	8	-2	3

WEAPON RULES

Assault

Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).

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.



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).

Twin-linked

Each time an attack is made with a [TWIN-LINKED] weapon, you can re-roll the wound roll.