COMPANY CHAMPION ON BIKE [LEGENDS]

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

AUFSTELLUNG

1x Company Champion on Bike [Legends]

Equipped with: Bolt pistol, Twin boltgun, Master-crafted Power Weapon

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon PRECISION	Melee	4	2+	5	-2	2

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Leader

Honour or Death
While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and you can target that unit with the Heroic Intervention stratagem for 0CP, even if you have already used that Stratagem on a different unit this phase.

Invulnerable Save
4+

Martial Superiority
Each time this model makes a melee attack that targets a Character unit, you can re-roll the Hit roll and you can re-roll the Wound roll

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

WEAPON RULES

Precision

While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Twin-linked

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