TECHMARINE ON BIKE [LEGENDS]

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

AUFSTELLUNG

1x Techmarine on Bike [Legends]

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

Wargear Options:

- This model can be equipped with 1x Warlord.
- This model can replace its Omnissian 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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	2+	5	-1	1
Boltgun	24"	2	2+	4	0	1
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	4+	4	0	1
Conversion Beamer CONVERSION, SUSTAINED HITS D3	24"	1	3+	8	-1	2

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Conversion, Leader

KEYWORDS: Character, Mounted, Grenades, Imperium, Techmarine

FACTION: Adeptus Astartes **110 PTS**

Flamer IGNORES COVER, TORRENT	12"	D6	N/A	4	0	1
Grav Pistol ANTI-VEHICLE 2+, PISTOL	12"	1	2+	4	-1	1
Storm bolter RAPID FIRE 2	24"	2	3+	5	-1	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
➤ Plasma pistol - standard CLOSE-QUARTERS	12"	1	3+	7	-2	1
➤ Plasma pistol - supercharge HAZARDOUS, CLOSE-QUARTERS	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Chainsword	Melee	5	3+	5	-1	1
Omnissian power axe	Melee	4	3+	6	-2	2
Plasma Cutter EXTRA ATTACKS	Melee	2	3+	8	-2	2
Power fist	Melee	4	3+	8	-2	2
Servo-arm EXTRA ATTACKS	Melee	1	3+	8	-2	3
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

Blessing of the Omnissiah
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.

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 Omnissiah
If a friendly Adeptus Astartes Vehicle model is destroyed within 12" of this model, until the end of the battle, this model's Omnissian power axe has an

Attacks characteristic of 7.

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.*

Extra Attacks

Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.
- One of that model's other melee weapons, if possible.

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.

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 model or unit the benefit of cover (e.g. Stealth).

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).*

Sustained Hits

This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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.