# VETERAN BIKE SQUAD [LEGENDS]

**70–140 PTS**

### VETERAN BIKER SERGEANT

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

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## RANGED WEAPONS

| WEAPON | RANGE | A | BS | S | AP | D |
|---|---|---|---|---|---|---|
| Bolt pistol<br>PISTOL | 12" | 1 | 3+ | 4 | 0 | 1 |
| Long Vigil ranged weapon<br>ANTI-INFANTRY 4+<br>DEVASTATING WOUNDS<br>RAPID FIRE 1 | 24" | 1 | 4+ | 4 | 0 | 1 |
| Twin boltgun<br>TWIN-LINKED | 24" | 2 | 3+ | 4 | 0 | 1 |

## MELEE WEAPONS

| WEAPON | RANGE | A | WS | S | AP | D |
|---|---|---|---|---|---|---|
| Close combat weapon | Melee | 3 | 3+ | 4 | 0 | 1 |
| Long Vigil melee weapon | Melee | 3 | 3+ | 5 | -2 | 1 |
| Xenophase blade<br>DEVASTATING WOUNDS | Melee | 4 | 3+ | 5 | -2 | 1 |

## ABILITIES

**Astartes Shield**
The bearer has a 4+ invulnerable save.

**Turbo-boost**
Each time this unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.

## WEAPON ABILITIES

**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.*

### AUFSTELLUNG

1x Veteran Biker Sergeant - Equipped with: Twin boltgun, Bolt pistol, Close combat weapon, Long Vigil ranged weapon, Long Vigil melee weapon, Xenophase blade

2-5x Veteran Biker - Equipped with: Bolt pistol, Close combat weapon, Twin boltgun, Long Vigil melee weapon

**Wargear Options:**

- Each Veteran Biker Sergeant can be equipped with one of: Xenophase blade, Astartes Shield, Long Vigil ranged weapon, Long Vigil melee weapon.
- Each Veteran Biker can be equipped with 1x Long Vigil melee weapon.

**KEYWORDS:** Mounted, Grenades, Imperium, Veteran Bike Squad, Deathwatch
**FACTION KEYWORDS:** -

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**Pistol**
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

**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.

**KEYWORDS:** Mounted, Grenades, Imperium, Veteran Bike Squad, Deathwatch
**FACTION KEYWORDS:** -