

SANGUINARY PRIEST
ON BIKE [LEGENDS]

M12"53+56+2

135 PTS

Base —

- Leader
- Close-quarters
- Combat Doctrines

3 BESCHUSS

Bolt pistol

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	5	-1	1

VERWUNDET

2+T1-23+T3-44+T55+T6-96+T10+

Boltgun

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+T1-23+T34+T45+T5-76+T8+

Combi-weapon

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

RAPID FIRE 1

R	A	BS	S	AP	D
24"	1	4+	4	0	1

VERWUNDET

2+T1-23+T34+T45+T5-76+T8+

Grav-pistol

ANTI-VEHICLE 2+

PISTOL

R	A	BS	S	AP	D
12"	1	3+	4	-1	2

VERWUNDET

2+T1-23+T34+T45+T5-76+T8+

Hand flamer

CLOSE-QUARTERS

TORRENT

R	A	BS	S	AP	D
9"	3	-	4	0	1

VERWUNDET

2+T1-23+T34+T45+T5-76+T8+

Inferno Pistol

CLOSE-QUARTERS

MELTA 1

R	A	BS	S	AP	D
9"	1	3+	8	-3	D3+2

VERWUNDET

2+T1-43+T5-74+T85+T9-156+T16+

Storm bolter

RAPID FIRE 2

R	A	BS	S	AP	D
24"	2	3+	5	-1	1

VERWUNDET

2+T1-23+T3-44+T55+T6-96+T10+

Twinn boltgun

TWIN-LINKED

R	A	BS	S	AP	D
24"	2	3+	4	0	1

VERWUNDET

2+T1-23+T34+T45+T5-76+T8+

Plasma pistol - standard

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	7	-2	1

VERWUNDET

2+T1-33+T4-64+T75+T8-136+T14+

Plasma pistol - supercharge

HAZARDOUS

CLOSE-QUARTERS

R	A	BS	S	AP	D
12"	1	3+	8	-3	2

VERWUNDET

2+T1-43+T5-74+T85+T9-156+T16+

5 NAHKAMPF

Chainsword

R	A	WS	S	AP	D
Melee	5	3+	5	-1	1

VERWUNDET

2+T1-23+T3-44+T55+T6-96+T10+

Power Fist

R	A	WS	S	AP	D
Melee	4	3+	8	-2	2

VERWUNDET

2+T1-43+T5-74+T85+T9-156+T16+

Power weapon

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+T1-23+T3-44+T55+T6-96+T10+

Thunder Hammer

DEVASTATING WOUNDS

R	A	WS	S	AP	D
Melee	3	4+	8	-2	3

VERWUNDET

2+T1-43+T5-74+T85+T9-156+T16+

GEGEN DIESE EINHEIT

W5 · RW 3+ · 5 LP je Modell
WIRD VERWUNDET MIT

2+S10+	3+S6-9	4+S5	5+S3-4	6+S1-2
RETTUNGSWURF JE DS	DS-1	DS-2	DS-3	DS-4
3+	4+	5+	6+	-

1

KOMMANDO

—

2

BEWEGUNG

—

4

ANGRIFF

—

VERTEIDIGUNG

Sanguinary Priest
While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability

IMMER / EINMALIG

Blood Chalice
While this model is leading a unit, improve the Armour Penetration characteristic of melee weapons equipped by models in that unit by 1.

REGELN & KEYWORDS KURZ

Close-quarters Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06).

Combat Doctrines At the start of your Command phase, you can select one Combat Doctrine listed below.

Leader Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead.

ANTI This ability always takes the form [ANTI-X Y+].

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...

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...

MELTA This ability always takes the form [MELTA X].

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

RAPID FIRE This ability always takes the form [RAPID FIRE X].

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.

AUFSTELLUNG

1x Sanguinary Priest on Bike [Legends]

Ausrüstung: Bolt pistol, Boltgun, Combi-weapon, Grav-pistol, Hand flamer, Inferno Pistol, Storm bolter, Twin boltgun, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Chainsword, Power Fist, Power weapon, Thunder Hammer

- This model can replace its Boltgun with Bolt pistol, Hand flamer, Inferno Pistol, Grav-pistol, Plasma pistol, Combi-weapon or Storm bolter.
- This model can replace its Power Fist with Chainsword, Power weapon or Thunder Hammer.

Anführer

This model can be attached to the following units:

- Bike Squad
- Outrider Squad