

SANGUINARY PRIEST ON BIKE [LEGENDS]

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

AUFSTELLUNG

1x Sanguinary Priest on Bike [Legends]

Equipped with: 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

Wargear Options:

- 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.

⚙ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	5	-1	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+, DEVASTATING WOUNDS, RAPID FIRE 1	24"	1	4+	4	0	1
Grav-pistol ANTI-VEHICLE 2+, PISTOL	12"	1	3+	4	-1	2
Hand flamer CLOSE-QUARTERS, TORRENT	9"	3	-	4	0	1

ABILITIES

CORE - Leader

RULES - Close-quarters, Combat Doctrines, Leader

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.

Sanguinary Priest

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



Inferno Pistol CLOSE-QUARTERS, MELTA 1	9"	1	3+	8	-3	D3+2
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
Power Fist	Melee	4	3+	8	-2	2
Power weapon	Melee	4	3+	5	-2	1
Thunder Hammer DEVASTATING WOUNDS	Melee	3	4+	8	-2	3

Leader

This model can be attached to the following units:

- Bike Squad
- 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.

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.

Melta

This ability always takes the form [MELTA X]. Each time a model makes an attack with a [MELTA] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

Example: A model targets a unit that is within half range of a [MELTA 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.

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).

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.

