

COMPANY VETERANS
ON BIKES [LEGENDS]

110–275 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol CLOSE-QUARTERS	12"	1	3+	4	0	1
Boltgun	24"	2	3+	4	0	1
Combi-weapon ANTI-INFANTRY 4+ DEVASTATING WOUNDS RAPID FIRE 1	24"	1	4+	4	0	1
Flamer IGNORES COVER TORRENT	12"	D6	N/A	4	0	1
Grav-gun ANTI-VEHICLE 2+	18"	2	3+	5	-1	2
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2
Meltagun MELTA 2	12"	1	3+	9	-4	D6
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1
► Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
► Plasma gun - supercharge RAPID FIRE 1 HAZARDOUS	24"	1	3+	8	-3	2
► Plasma pistol - standard PISTOL	12"	1	3+	7	-2	1
► Plasma pistol - supercharge HAZARDOUS PISTOL	12"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Astartes Chainsword	Melee	4	3+	4	-1	1
Power fist	Melee	3	3+	8	-2	2
Power weapon	Melee	3	3+	5	-2	2
Thunder Hammer DEVASTATING WOUNDS	Melee	2	4+	8	-2	2

ABILITIES

- Storm Shield**
The bearer has a 4+ invulnerable save
- Storm Shield**
The bearer has a 4+ invulnerable save
- Vanguard Assault**
Each time this unit ends a Charge move, until the end of the turn, melee weapons equipped by models in this unit have the [LETHAL HITS] ability.

AUFSTELLUNG

1x Veteran Biker Sergeant oder Veteran Bikers

Equipped with: Bolt pistol, Boltgun, Combi-weapon, Flamer, Grav-gun, Grav-pistol, Meltagun, Storm bolter, Twin boltgun, ► Plasma gun - standard, ► Plasma gun - supercharge, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Astartes Chainsword, Power fist, Power weapon, Thunder Hammer

Wargear Options:

- Each Veteran Biker Sergeant can replace its Boltgun with Bolt pistol, Combi-weapon, Storm bolter, Grav-pistol or Plasma pistol.
- Each Veteran Biker Sergeant can replace its Astartes Chainsword with Power fist, Power weapon, Thunder Hammer.

KEYWORDS: Mounted, Imperium, Grenades, Company Veterans
FACTION KEYWORDS: Adeptus Astartes

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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.
- 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).
- 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.

CORE RULES

- Close-quarters**

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.

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