

ANCIENT ON BIKE

[LEGENDS]

90 PTS

M	T	Sv	W	LD	OC
12"	5	3+	5	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	
Grav-pistol ANTI-VEHICLE 2+ PISTOL	12"	1	3+	4	-1	2	
Storm bolter RAPID FIRE 2	24"	2	3+	4	0	1	
Twin boltgun TWIN-LINKED	24"	2	3+	4	0	1	
► 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	5	3+	4	-1	1	
Power fist	Melee	3	3+	8	-2	2	
Power weapon	Melee	4	3+	5	-2	1	
Thunder Hammer DEVASTATING WOUNDS	Melee	2	4+	8	-2	2	

ABILITIES

- CORE - Leader
- Astartes Banner
- While this model is leading a unit, add 1 to the Objective Control characteristic of models in that unit.
- Unbreakable Duty
- While this model is within range of an objective marker and/or within 6" of the centre of the battlefield, this model has the Feel No Pain 4+ ability.
- Leader
- This model can be attached to the following units:
- Bike Squad
 - Outrider Squad

WEAPON ABILITIES

AUFSTELLUNG

- 1x Ancient on Bike [Legends]
- Equipped with:
- Bolt pistol, Boltgun, Combi-weapon, Grav-pistol, Storm bolter, Twin boltgun, ► Plasma pistol - standard, ► Plasma pistol - supercharge, Astartes Chainsword, Power fist, Power weapon, Thunder Hammer
- Wargear Options:
- This model can replace its Power fist with Thunder Hammer, Bolt pistol, Boltgun, Power weapon, Combi-weapon, Storm bolter, Grav-pistol or Plasma pistol.

KEYWORDS: Character,
Mounted, Grenades,
Imperium, Ancient

FACTION KEYWORDS:
Adeptus Astartes

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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.

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.

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.

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. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

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