

COMPANY CHAMPION ON BIKE

[LEGENDS]

60 PTS

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol	12"	1	3+	4	0	1
CLOSE-QUARTERS						
Twin boltgun	24"	2	3+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Master-crafted Power Weapon	Melee	4	2+	5	-2	2

AUFSTELLUNG

1x Company Champion on Bike [Legends]

Equipped with: Bolt pistol, Twin boltgun, Master-crafted Power Weapon

ABILITIES

CORE - Leader

Honour or Death

While this model is leading a unit, add 1 to Advance and Charge rolls made for that unit and you can target that unit with the Heroic Intervention stratagem for OCP, even if you have already used that Stratagem on a different unit this phase.

Invulnerable Save

4+

Martial Superiority

Each time this model makes a melee attack that targets a Character unit, you can re-roll the Hit roll and you can re-roll the Wound roll

Leader

This model can be attached to the following units:

- Bike Squad
- Outrider Squad

WEAPON RULES

PRECISION

While resolving attacks made with one or more [PRECISION] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

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.

