

++DISMOUNTING BIKERS++

These supplementary rules allows riders of bikes, attack bikes and jetbikes to dismount and fight as infantry.

These special rules are unofficial. They have been created to extend the game of 40K with a little extra tactical flexibility.

The first question to ask is why? Well bikes and jetbikes have excellent movement and firepower but are severely hampered in certain terrain and in particular buildings and ruins where they can neither enter or move up or down levels, tough if there is an objective inside and you have a bike-mounted army. So to address this riders may dismount and fight on foot.

Any unit of bikes, attack bikes or jetbikes (referred to in this rule as 'mounts') may dismount. This includes independent characters who have bought a bike or jetbike as a wargear option. Characters that are integral with a bike or jetbike, for example Sammael, may not dismount.

Dismounting

Dismounting is carried out during your Movement phase. The whole unit must dismount at the same time. A unit may not dismount if any of the dismounted riders would be in impassable terrain or within 1" of an enemy model. Riders may not dismount during the same turn they performed a Scout move or used their turbo-boosters.

Once models have dismounted you may replace bike or jetbike models with riderless versions, but markers indicating the models have dismounted would suffice. Dismounted riders are represented by proxy infantry models armed and equipped in exactly the same way as their mounted counterparts.

Models can dismount in one of two ways:

- If the unit moved during the movement phase, when their movement is complete declare their intention to dismount. Place the proxy infantry models within 2" their respective mounts. The now dismounted riders may not move or assault this turn, but may shoot, counting as having moved.
- If the unit did not moved during the movement phase, declare their intention to dismount. Place the proxy infantry models within 2" of their respective mounts. The now dismounted riders may move, shoot and assault.

Dismounted riders become an infantry unit type and follow all the rules of infantry models. They take on the characteristics and rules of a basic infantry model of its race (so a dismounted Space Marine Biker becomes a Space Marine).

A dismounted character keeps his characteristics and any special rules that aren't directly linked to his bike or jetbike.

Dismounted riders lose any bonuses conferred by their mounts, for instance increased Toughness, and any mounted weapons or wargear, for instance teleport homers. Universal special rules Skilled Rider, Infiltrate, Scouts and Relentless are also lost. Dismounted riders retain only their personal weapons and any optional upgrades. They will keep universal special rules Fearless and Stubborn if they had them when mounted.

Attack Bike sidecar gunners may take their heavy weapons with them. No other bike or jetbike mounted-weapons may be removed.

The riderless mounts may not move, nor may they fire any built-in weapons. They may be targeted by shooting and may be assaulted, in both cases they are treated as AV10 open-topped immobilised vehicles with all weapons destroyed. While on the table and undamaged they will confer a +4 cover save.

Riderless jetbikes must be removed from their stands if possible and rest directly on the ground or level where dismounting took place.

If previously part of a unit, the riderless mounts must remain in unit coherency. Dismounted riders will automatically regain coherency once they move away from their mounts.

If the unit was a scoring unit, then both the riderless mounts and dismounted riders remain scoring. For kill points, the unit of riderless mounts and the corresponding dismounted riders count as one kill point each.

Remounting

Remounting is carried out during your Movement phase. The whole unit must remount at the same time. If any dismounted riders were removed as casualties or if any of their mounts were destroyed, remounting becomes impossible. The dismounted riders remain as infantry for the remainder of the game.

Attached dismounted independent characters may leave a dismounted unit by moving out of coherency with it and mount their undamaged bike or jetbike separately.

Models may remount in one of two ways:

- If the dismounted riders did not move during the current movement phase and are within 2" of their mounts, declare their intention to remount and they will remount immediately. Remove the dismounted proxy models from the table.
- Move as many dismounted riders as possible to within 2" of their mounts while maintaining coherency. Declare their intention to remount. Remove the dismounted proxy models from the table. At the beginning of your next turn, the models are remounted.

Once remounted the bikes, attack bikes or jetbikes operate using their normal rules.

FAQs

Q. Can a bike-mounted IC join an infantry unit and then choose to dismount?

A. *No. The IC must already be dismounted.*

Q. Can you dismount or remount when locked in combat, gone to ground or falling back?

A. *No.*

Q. If the bike or jetbike has any special weapons or wargear associated with it, can the dismounted biker carry them off with him?

A. *Only Attack Bikes can unmount heavy weapons. All other weapons and wargear remain on the bikes or jetbikes.*

Q. If the bike has teleport homers – do they still function?

A. *Yes. Teleport homers still function.*

Q. Do bike or jetbike weapons still function when the rider has dismounted?

A. *No. Such weapons are controlled by the rider, if the rider has dismounted then they can't be fired.*

Q. Can I choose to dismount in dangerous terrain?

A. *Yes. But the dismounted models must take a dangerous terrain test on moving through or leaving the dangerous terrain.*

Q. Can I choose to dismount bikes in a building or on a floor of a building that has no bike access?

A. *No.*

Q. Can I choose to dismount jetbikes on the floor or level of a building other than the ground floor?

A. *Yes. Provided they can all gain access and the jetbikes and dismounted riders can all fit on that same floor or level.*

Q. Ravenwing Attack Bikes can form a unit of one. How do their dismounted crews function?

A. *Dismounted riders of bikes or jetbikes that formed a single unit will remain as a single unit. In this example, each Attack Bike's crew will be a single infantry unit of two models.*

Q. For the purpose of dismounting, does Outflanking and deep striking count as having moved?

A. *Yes.*