WARBIKERS

75–140 PTS

M	T	Sv	W	LD	OC
12"	6	4+	3	7+	2

INVULNERABLE SAVE 6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Dakkagun ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE	18"	6	5+	5	0	1
➤ Dual Kombi-rokkit - Busta Rokkit ASSAULT	24"	2	5+	10	-2	3
➤ Dual Kombi-rokkit - Dakkagun ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE	18"	6	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Choppa	Melee	3	3+	5	-1	1
Kustom Choppa	Melee	4	3+	5	-2	2

ABILITIES

High-speed Carnage
If this unit made a charge move this turn, this unit's melee attacks have:
- +1 S and D.

FACTION RULES

Waaagh!
Friendly ORKS with this ability can:
- Re-roll advance rolls.
- Become riled up, as stated in other rules.

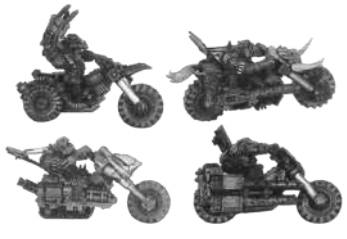
While a unit is riled up:
- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.

AUFSTELLUNG

2-5x Warbiker (75x42mm Oval Base)

1x Biker Nob (75x42mm Oval Base)

Equipped with: Dual Dakkagun, ➤ Dual Kombi-rokkit - Busta Rokkit, ➤ Dual Kombi-rokkit - Dakkagun, Choppa, Kustom Choppa



KEYWORDS: Mounted, Warbikers, Speed Freeks, Explosives
FACTION KEYWORDS: Orks