

WARBOSS ON WARBIKE [LEGENDS]

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

AUFSTELLUNG

1x Warboss on Warbike [Legends]

Equipped with: Dual Dakkagun, Big Choppa, Killsaw, Power Klaw

Wargear Options:

- This model can replace its Killsaw with Big Choppa or Power Klaw.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Dual Dakkagun <small>ASSAULT, LETHAL HITS: NON-MONSTER/VEHICLE</small>	18"	6	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Choppa <small>CLEAVE 2</small>	Melee	6	2+	9	-1	2
Killsaw	Melee	6	3+	12	-2	3
Power Klaw	Melee	6	2+	12	-2	2

ABILITIES

CORE - Leader

RULES - Da Boss, Leader, Waaagh!

Get Back in Da Race

In your Movement phase, at the start or end of this unit's move, you can select one friendly SPEED FREEKS unit within 6" of this unit. That unit (and any units embarked within that unit):

- Is no longer battle-shocked.
- Is riled up until the start of your next turn.

Speedboss

This unit's melee attacks have +1 to hit rolls.

Leader

This model can be attached to the following units:

- WARBIKERS

