

ORKS

WARBIKERS

75–140 PTS



M

12"

T

6

SV

4+

W

3

LD

7+

OC

2

6+

RANGED WEAPONS

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

MELEE WEAPONS

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

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

ABILITIES

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

CORE 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.

