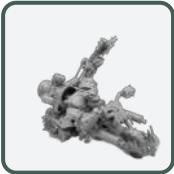


WARBOSS ON WARBIKE [LEGENDS]

75 PTS



M

12"

T

6

SV

4+

W

7

LD

6+

OC

2

5+

RANGED WEAPONS

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

MELEE WEAPONS

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

ABILITIES

CORE - Leader

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

CORE RULES

◆ Da Boss
At the start of the battle round, if a model with this ability is your WARLORD, gain 1CP.

◆ 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.

◆ 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.