

NOBZ ON WARBIKES

[LEGENDS]

125 PTS

NOBZ ON WARBIKES

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

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
Twin dakkagun ASSAULT RAPID FIRE 2 TWIN-LINKED	18"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big choppa	Melee	3	3+	7	-1	2
Choppa	Melee	3	3+	5	-1	1
Close combat weapon	Melee	3	3+	5	0	1
Killsaw	Melee	2	4+	12	-3	2
Power claw	Melee	3	4+	9	-2	2
Power stabba LANCE	Melee	3	4+	8	-1	2

ABILITIES

- Drive-by Krumpin'**
Each time this unit Consolidates, each model in this unit can move up to 6" instead of up to 3".
- Speed Freeks Mob**
If a model from your army with the Leader ability can be attached to a Warbikers unit, it can be attached to this unit instead.

WEAPON ABILITIES

- Assault**
Units containing one or more models with an **[ASSAULT]** weapon can shoot using **assault** shooting (10.05).
- Lance**
Each time an attack is made with a **[LANCE]** weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.
- Rapid Fire**
This ability always takes the form **[RAPID FIRE X]**. Each time you gather attack dice for a **[RAPID FIRE]** weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.
*Example: If a **[RAPID FIRE 1]** weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*
- Twin-linked**
Each time an attack is made with a **[TWIN-LINKED]** weapon, you can re-roll the wound roll.

AUFSTELLUNG

- 3x Nobz on Warbikes -
Equipped with: Close combat weapon, Twin dakkagun, Slugga, Choppa, Big choppa, Power claw, Killsaw, Power stabba
- Wargear Options:**
- This model can be equipped with 1x Slugga.
 - This model can replace its Choppa with Power stabba, Big choppa, Power claw, Killsaw or Slugga.

KEYWORDS: Mounted,
Speed Freeks, Nobz on
Warbikes, Grenades
FACTION KEYWORDS:
Orks

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CORE RULES

Close-quarters

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.

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