

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

INVULNERABLE  
SAVE

6+

**AUFSTELLUNG**

2-5x Warbiker oder Warbiker w/ Slugga oder Warbiker w/ Choppa (75x42mm Oval Base)

1x Boss Nob on Warbike (75x42mm Oval Base)

**Equipped with:** Slugga, Twin dakkagun, Big choppa, Choppa, Close combat weapon, Power klaw

**Wargear Options:**

- This model can be equipped with 1x Slugga or 1x Choppa.
- Each Boss Nob on Warbike can be equipped with one of: Slugga, Big choppa, Power klaw.

**KEYWORDS:** Mounted, Grenades, Warbikers, Speed Freaks

**FACTION KEYWORDS:** Orks

RANGED WEAPONS

| WEAPON                                              | RANGE | A | BS | S | AP | D |
|-----------------------------------------------------|-------|---|----|---|----|---|
| Slugga<br>CLOSE-QUARTERS                            | 12"   | 1 | 5+ | 4 | 0  | 1 |
| Slugga<br>CLOSE-QUARTERS                            | 12"   | 1 | 5+ | 4 | 0  | 1 |
| Twin dakkagun<br>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+ | 4 | -1 | 1 |
| Close combat weapon | Melee | 2 | 3+ | 4 | 0  | 1 |
| Power klaw          | Melee | 3 | 4+ | 9 | -2 | 2 |

ABILITIES

**Drive-by Dakka**

Each time a model in this unit makes a ranged attack that targets a unit within 9", improve the Armour Penetration characteristic of that attack by 1.

WEAPON ABILITIES

**Assault**

Units containing one or more models with an **ASSAULT** weapon can shoot using **assault** shooting (10.05).

**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.

CORE RULES

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

INVULNERABLE  
SAVE

6+

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**KEYWORDS:** Mounted, Grenades, Warbikers, Speed Freetks

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**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.