

NOBZ ON WARBIKES [LEGENDS]

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

AUFSTELLUNG

3x Nobz on Warbikes - Equipped with: Close combat weapon, Twin dakkagun, Slugga, Choppa, Big choppa, Power klaw, 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 klaw, Killsaw or Slugga.

⦿ 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 klaw	Melee	3	4+	9	-2	2

ABILITIES

RULES - Close-quarters

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.



Power stabba
LANCE

Melee 3 4+ 8 -1 2

WEAPON RULES

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.

