

WARBIKERS

M	T	SV	W	LD	OC	
12"	6	4+	3	7+	2	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.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga CLOSE-QUARTERS	12"	1	5+	4	0	1
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+	4	-1	1

ABILITIES

RULES - Close-quarters

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 RULES

Assault

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



Close combat weapon	Melee	2	3+	4	0	1
Power klaw	Melee	3	4+	9	-2	2

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.

