

WARBUGGIES [LEGENDS]

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

AUFSTELLUNG

1-2x Warbuggies w/ Twin big shoota oder Warbuggies w/ Rack of rokkits

Equipped with: Rack of rokkits, Twin big shoota, Spiked wheel

Wargear Options:

- This model's Twin big shoota can be replaced with 1x Rack of rokkits.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Rack of rokkits BLAST	24"	D3+1	5+	9	-2	3
Twin big shoota RAPID FIRE 2, TWIN-LINKED	36"	3	5+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Spiked wheel	Melee	3	4+	6	0	1

ABILITIES

Outflank

When this unit arrives from Strategic Reserves, it can be set up within your opponent's deployment zone (all other restrictions still apply).

Speed Freeks

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 RULES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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.