

ORKS

NOBZ ON WARBIKES

[LEGENDS]

125 PTS

NOBZ ON WARBIKES

M

12"

T

6

SV

4+

W

4

LD

7+

OC

2

6+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Slugga	12"	1	5+	4	0	1
CLOSE-QUARTERS						
Twin dakkagun	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
Power stabba	Melee	3	4+	8	-1	2

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.

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 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.

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.