

WARBOSS ON WARBIKE

[LEGENDS]

75 PTS

M

12"

T

6

SV

4+

W

7

LD

6+

OC

2

5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
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	5	2+	8	-1	2
Killsaw	Melee	3	4+	12	-3	2
Power klaw	Melee	4	3+	10	-2	2

AUFSTELLUNG

1x Warboss on Warbike [Legends]

Equipped with: Twin dakkagun, Big choppa, Killsaw, Power klaw

Wargear Options:

■ This model can replace its Killsaw with Big choppa or Power klaw.

ABILITIES

CORE - Leader

High-octane Fuel

Each time this model's unit Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 6" to the Move characteristic of models in this model's unit.

Speedboss

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Hit roll.

Leader

This model can be attached to the following units:

- NOBZ ON WARBIKES
- SKORCHAS
- WARBIKERS
- WARBUGGIES

WEAPON RULES

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

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.

