

WARBUGGIES [LEGENDS]



M

12"

T

6

SV

4+

W

6

LD

7+

OC

2

6+

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

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.

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.

