

**Welland Warhammer Club Bike Racing Design Rules
Version 0.1.2**

For updates on these rules visit

<http://www.miniwargaming.com/forum/viewtopic.php?f=16&t=1162>

All bikes are 100% customized and do not follow any codex rules. This includes the weaponry on the bike. This will allow players to field bikes from any race (yes, we said *any*) and have fun customizing and fluffing up their model.

The maximum number of points that you can normally spend is 50, however you may agree to more points in special circumstances.

Basic Bike (20 points)

Bike Stats:

FA: 10 SA: 9 RA: 10

Mounted Weapon: Basic Bike Weapon (included in price of Basic Bike)

Rider Stats:

| WS | BS | S | T | W | A | Sv |
|----|----|---|----|---|---|----|
| 3 | 3 | 3 | 3* | 1 | 1 | 5+ |

*don't add 1 to toughness for normal bike rules

Rider Weapon: Basic Pistol (included in price of Basic Bike)

Second Rider:

| WS | BS | S | T | W | A | Sv |
|----|----|---|---|---|---|----|
| - | 3 | - | - | - | - | - |

Second Rider Weapon: as purchased from the list below

Available Upgrades

Unless specified, you can only get each upgrade once.

Bike Upgrades

Extra Side Armor: 8 points

Extra Front Armor: 4 points

Extra Rear Armor: 10 points

Lower Side Armor: -8 points

Lower Front Armor: -4 points

Lower Rear Armor: -10 points

Upgrade Weapon: see weapon chart

Nitrous Oxide: 5 points - *One use only*. Add 1D6" to movement that turn

Improved Transmission: 10 points - on a Roll of 5+, you may increase gears by 2 that turn (maneuver still required)

Parachute: 5 points - *One use only*. The bike can deploy a parachute that will perform an automatic break maneuver that will drop the bike up to 4 gears.

Oil Slick: 5 points - *One use only*. Deploy a small blast template oil slick from the rear of your bike. All bikes entering the oil slick must make a maneuver role.

Spike Strip: 5 points - *One use only*. Deploy a flame template spike strip from the rear of your bike at the end of your move. All bikes that passing through it will lose 1D6" of movement and drop 1 gear.

Smoke Screen: 5 points - *One use only*. The bike deploys a 3" round smoke screen behind the bike any time during its movement, which blocks line of sight.

Fan-atic: 10 points - A loyal fan has come to watch your racer. Place one model on foot armed with a Str 4, AP -, 12" range weapon no closer than 6" to the race course. The model can shoot at the end of the turn and be shot at by any enemy racer. The model can move 3" per turn, but can't enter the track.

Onboard Mechanic: 10 points - An automated repair system on your bike can attempt to repair damage every turn on a 6+.

Driver Upgrades

Skill points (SP): 5 points per SP (no limit)

WS Upgrade: 5 points per WS (no limit)

BS Upgrade: 8 points per BS (maximum BS 5)

Second Gunner BS Upgrade: 8 points per BS (maximum BS 5)

Strength Upgrade: 4 points

Toughness Upgrade: 4 points

Wound Upgrade: 6 points

Extra Attack: 10 points

6+ Save: -5 points

4+ Save: 5 points

3+ Save: 12 points

Experienced Driver (re-roll mishap rolls): 15 points

Upgrade to Assault Bike (i.e. extra driver with weapon): weapon cost

Upgrade to Assault Bike with Rear-facing Gunner: weapon cost + 10

Upgrade to Jet Bike: 10 points

Special Rules for Upgrades:

Assault Bike – move 3" per gear rather than 4"; can fire all weapons in one turn; can only target one unit

Jet Bike – can do a jump without a ramp

On-board Mechanic – choose a damage effect. On a roll of 6+ that effect is negated. If you are suffering from a compound effect (i.e. Major Engine Damage twice), you only repair one point.

Bike Weapon Upgrades

When you purchase a weapon you *replace* the existing weapon with the new one, unless you are buying the Assault Bike upgrade.

| | Pts | Range | S | AP | Type |
|------------------------------|------|-------|---|----|------------------------|
| Basic Bike Weapon | 0 | 18" | 4 | 6 | Assault 2 |
| Twin Linked Bike Weapons | 5 | 18" | 4 | 6 | Assault 2, Twin Linked |
| Rear-mounted Basic Weapon*** | 5 | 18" | 4 | 6 | Assault 2 |
| Basic Autocannon | 5/7* | 18" | 4 | 6 | Assault 3 |
| Heavy Autocannon | 7/9* | 18" | 5 | 4 | Heavy 3** |

| | | | | | |
|------------------------|----|----------|---|---|---------------------------|
| Lascannon | 10 | 24" | 6 | 2 | Assault 1 |
| Twin Linked Lascannons | 12 | 24" | 6 | 2 | Assault 1, Twin Linked |
| Multi-melta | 15 | 18" | 5 | 1 | Heavy 1**, Melta |
| Frag Missile Launcher | 6 | 24" | 4 | 6 | Heavy 1**, Large Blast |
| Heavy Flamer | 4 | Template | 5 | 4 | Assault 1 |
| Rear-mounted Flamer*** | 7 | Template | 5 | 4 | Assault 1 |
| Plasma Cannon | 15 | 36" | 6 | 2 | Heavy 1, Blast, Gets Hot! |

*second points cost used if your BS is upgraded

**if Heavy is used, then you cannot assault after you have fired

***can't be used with second driver, -1 to BS

You can create your own weapons as long as they follow one of the above profiles (e.g. you can create a krak missile launcher with the same profile as the Lascannon).

Rider Weapon Upgrades

When you purchase a weapon you *replace* the existing weapon with the new one.

| | Pts | Range | S | AP | Type |
|---------------|------------|--------------|----------|-----------|----------------------|
| Basic Pistol | - | 12" | 4 | 6 | Assault 1 |
| Plasma Pistol | 10 | 12" | 6 | 2 | Assault 1, Gets Hot! |
| Meltagun | 12 | 12" | 5 | 1 | Assault 1, Melta |
| Laspistol | -3 | 12" | 3 | - | Assault 1 |