SQUIGHOG BOYZ - ORKS

130–260 PTS

M	T	Sv	W	LD	OC
10"	6	4+	4	7+	2

INVULNERABLE SAVE 6+

AUFSTELLUNG

1-2x Nob on Smasha Squig
3-6x Squighog Boy
Basegrößen: 75x42mm Oval Base, Nob on Smasha Squig 90x52.5mm Oval Base

Equipped with: Saddlegit's Shiv, Slugga, Stikka (ranged), Big Choppa, Squig Jaws, Stikka (melee)

KEYWORDS: Mounted, Beast Snagga, Squighog Boyz, Explosives, Mobile

FACTION KEYWORDS: Orks

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Saddlegit's Shiv ASSAULT	9"	1	4+	3	0	1
Slugga CLOSE-QUARTERS, LETHAL HITS: NON-MONSTER/VEHICLE	12"	1	5+	4	0	1
Stikka (ranged) ANTI-MONSTER/VEHICLE 4+, ASSAULT	9"	1	5+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Big Choppa ANTI-MONSTER/VEHICLE 4+, CLEAVE 2	Melee	4	3+	7	-1	2
Squig Jaws EXTRA ATTACKS	Melee	3	4+	6	-1	2
Stikka (melee) ANTI-MONSTER/VEHICLE 4+	Melee	3	3+	5	-1	2

ABILITIES

Bomb Squig (Once per battle, per unit)
In your Movement phase, when this unit ends a normal move, you can select one visible enemy unit within 12" of this unit and roll one D6:

- On a 3+, that enemy unit suffers D3 mortal wounds.

Place one Bomb Squig token next to the unit, removing it after this ability is used.

Brutal Impact
If this unit made a charge move this turn, this unit's attacks have +1 D.

FACTION RULES

Waaagh!
Friendly ORKS with this ability can:

- Re-roll advance rolls.
- Become riled up, as stated in other rules.

While a unit is riled up:

- That unit has 5+ InSv.
- That unit's ranged attacks have [ASSAULT].
- When that unit is selected to make an advance move, that advance move does not prevent that unit from being eligible to declare a charge.